Pokémon

The Role Playing Game

PLAYERS 2-5

AGES 10+

WORK IN PROGRESS V. I.0

POKEROLE PROJECT TEAM

Like many children, we grew up with stories
of big heroes and mighty deeds.
Among those stories
there was a boy and his pet,
learning to live together in each other's world
while doing their best to make it a better place.

It created a lasting impression on us
and its message still carries on decades later.
We wish to do our part to share that same
message of friendship, companionship
and care for the world.

We made this book for you,
so you can share untold stories
about high morale and good intentions,
to guide your children and inspire your friends
and hopefully, bring a better insight about
chasing your dreams and the responsibility
of building a joyful world.





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Based on the original game

Pocket Monsters/Pokémon™ created by Satoshi Taijiri.
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Disclaimer
Pokérole Project is a game from fans to fans.
We're not making any profit from this book.
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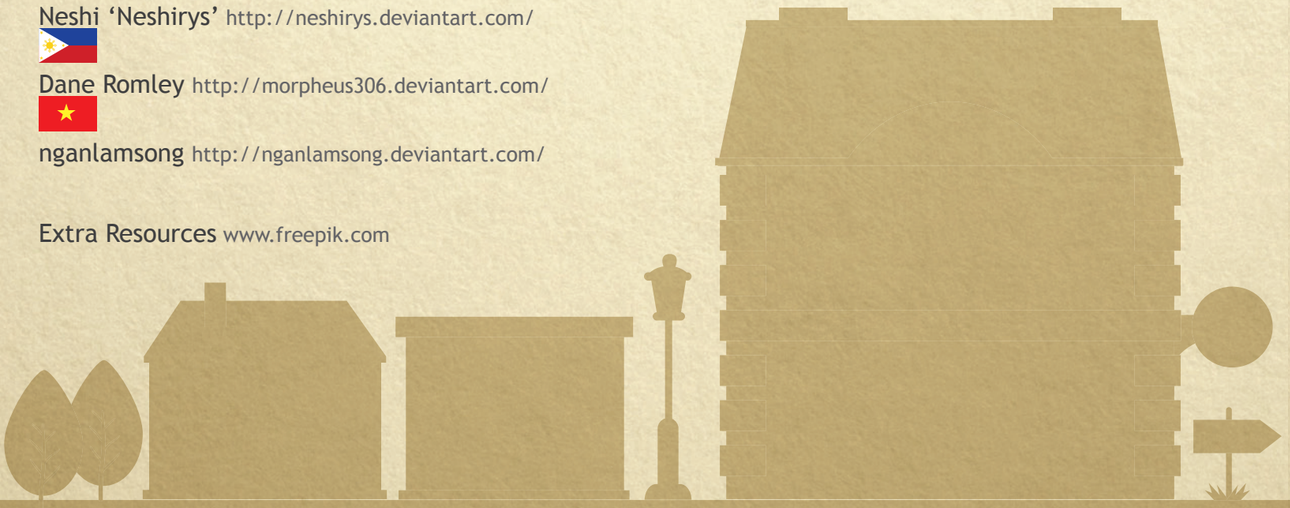


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Introduction

*Welcome to **Pokémon the Role Playing Game!** A book about building your own story to bring your characters and Pokémon to life in ways you never imagined before.*

What's a Role Playing Game?

A Role Playing Game is similar to being an actor in a theatrical play.

Picture it like the way you used to play with toys when you were a kid. You picked one of your action figures or dolls and made them talk through you, made them jump, ride cars or go through all kind of silly and awesome adventures.

It's the same principle.

The only difference is that this game will provide some basic rules so everyone knows what's allowed and what is not. Finally, there will be a **Storyteller** in charge of setting the game and the adventure.

What does a Storyteller do?

As the name implies, he or she is the narrator of the story. He will write an adventure, make the setting and place the spotlight on the players.

He is in charge of bringing this world to life through narrative and will act as the non-player characters such as citizens, villains and **Pokémon**.

It's a common mistake to think that a Storyteller is a God-like entity on the story and the players are but powerless pawns. That's not true, this role is more like the Director of a play.

He still has to make the events plausible, but most importantly, it is his duty to make sure that everyone is having fun.

What's a Pokémon?

Pokémon are to this world what animals are to ours. They are creatures with amazing powers that take the place of the flora and the fauna.
Some of them are pets and others are too wild and dangerous to be approached. While most of them are well known, they are cloaked in a veil of myth and wonder.

Where do I fit in as a player?

Before the game begins, you will have to make a New Character.

It's like creating your avatar for the adventure. He or she may be anyway you want: tall, strong, smart, noble, childish, eccentric etc. The best part is that you won't be alone. You will have the help of your friends, your Pokémon and even non-player characters as allies.

How to use this book

You will be provided with rules for creating stories, situations, characters, Pokémon, and basic information about this world and how it may unfold.

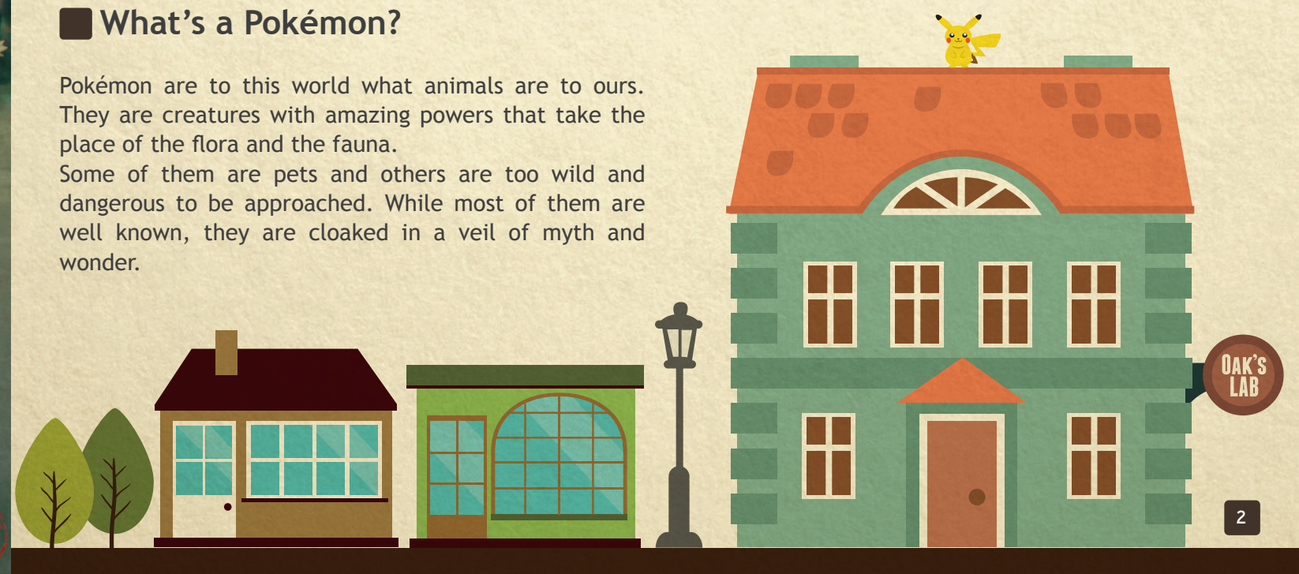
However, you must remember that you can complement the marvelous world of Pokémon as you and your players feel appropriate.

The main tool for this game is your **imagination**; with it you will be able to truly make the impossible:
Fly across the skies! Jump from moving cars! Ride dragons and befriend ghosts! If you can see it in your mind, you can make it come true within the game.

The second tool you've got is the **Character Sheets**. Use them to record the capabilities of your Character and Pokémon companions.

The last tool you will be using are **Dice**. Anyone can work wonders with enough luck, and even the greatest may fall in a bad day.

Your fate within the game will be decided by your abilities and that little bit of luck from the dice.



The Marvelous World of Pokémon

A Whole New World of Adventure

The people living in this world are not so different from you and I. They have families and friends, they want riches, love, fame, peace and excitement.

There are, however, many obvious differences with our world and theirs. For one, the existence of Pokémon changes almost everything.

In this world, many people travel the regions looking for adventures, for mysteries and for the chance to be the very best like no one ever was.

Cities are few and far between, but towns are pretty common. Some aspects of their technology are very advanced, while others may seem outdated.

If you want to venture through these lands you will need a Pokémon to protect you from the many dangers ahead in your journey.

To understand the real threats in the world of Pokémon let's put things into perspective:

Crocodiles are dangerous creatures, right?
Well, try to imagine a crocodile that's fast as a cheetah, shooting beams from its mouth and lightning from it's eyes!

If that isn't dangerous enough for you, then get ready to jump onto the rails of the uncontrollable train of destiny! For every step you take and every creature in your way has a story of its own.

A few yards out of town may cause you tons of trouble or grant you the most exciting story to be told across the world.

But hold on! This game is not just about you, it's about you *and* your pets!

Have you ever felt like your dog would protect you from anything? Like, even if all was wrong and danger was coming close, you would have little Fido by your side to carry you home safely.

That's the real spirit of this game. A cheerful journey about you, your loyal dog, your clever cat and your air-headed little bird.

Pocket Monsters

The creatures that live in this universe possess incredible abilities. They come in many different shapes and sizes and have inhabited this world since its creation. Some of them have already gone extinct while others have been recently discovered.

In the dawn of humanity the most ancient and powerful of these amzing creatures ruled the world. At first, humans feared these entities. However, centuries later, humans and these creatures would live side-by-side and they would build a powerful bond of trust and loyalty.

Over time, humans learned that these creatures could be kept safe within a pocket sized device and called out for aid at our will. This technology led to the current name of these mystical beings: "***Pocket Monsters***" or "***Pokémon***" for short.

A revolutionary concept was set in motion.

People could now own and safely interact with these creatures, and use their special abilities to shape the world.

With this power, many people would embark on great adventures to try to catch them all. However, you too must realize that the world of Pokémon still belongs to the Pokémon and most of their mysteries are yet to be solved.

What is "Pokémon Evolution"?

Pokémon are special not only their capacity to use amazing powers, but also to go through a sudden, dramatic metamorphosis to become bigger, faster and stronger.

This phenomenom is called "***Evolution***" and can happen to most species of Pokémon.

This change can be triggered by a variety of different circumstances, the most common being the Pokémon reaching a stage of growth that allows it to evolve.
Contact with differents kinds of energy, nurturing care, body enlargement or even a dire situation may trigger the *Evolution* on certain Pokémon.

There are reports of Pokémon that never go through this change in their lifetime, even if their species is able to Evolve. Much research on this phenomenom still needs to be done.





It is worth noting that many Pokémon go through a change in demeanor after evolving.
Some of them become disobedient or wild after acquiring more power, others become more serious, bolder or violent. Handling a fully evolved Pokémon is a job only the most proficient people can handle.

Life in the World of Pokémon

Humans have many theories and legends about the origins of this world.

While not all of these stories can be confirmed as truth, one fact that can't be denied is that Pokémon have existed since the very beginning. They roamed free during prehistoric times, inhabiting the land, sea, and sky. Battling each other for food and territory. Fossils found today describe to us the extinct Pokémon and their way of life long before humans came around.

When the first human groups started to settle, the mellower species came to them for shelter, creating a close, mutually-beneficial bond founded upon their common will to survive.

That relationship continues to this day.

The world of Pokémon in the recent times may look like a contradiction due to the wide use of both high-tech gadgets and archaic alternatives.

First, remember, this is not a world of humans. They're so few and so weak in comparison to Pokémon to really be the dominant species.
And second, all of the scientific and technological advances the humans have made, has been developed with the help of Pokémon.

People here didn't discover how to create fire nor ways of harnessing electricity, they simply used the help of *Fire-type* Pokémon and *Electric-type* Pokémon.
That's why some technology in this world could advance at an astonishing rate while the development of society still hasn't had much urbanization.

Humans enjoy simple lives as they take only what they need from nature without taking too many risks.

They don't need many luxuries, vacation, a complex economy or a strong organization for law enforcement.

Humans do have, however, an excellent medical system and extensive knowledge in the healing arts. 'Miracle cures' for injuries and illnesses abound.

Although these cures appear to be quite common, no one knows for sure where all this medicine comes from, nor who is producing most of the technology they use.

Human and Pokémon Interaction

In modern times, the division between human settlements and Pokémon is pretty thin, but even if they live close to each other, most humans keep themselves secluded safely within towns or cities, with only a few harmless Pokémon allowed to roam around.

The wildest Pokémon inhabiting the world tend to stay hidden away from humanity.
Wild Pokémon will aggressively defend their territory if anyone dares to trespass it. For that reason, people tend to keep tamed or human-raised Pokémon nearby to make their lives easier.

The Pokémon you see in towns and cities are commonly used as personal protection or aid in many kinds of work, others are family pets, and some are even used as weapons by the most wicked.

Humans who dedicate their lives to catch, tame, and teach these creatures to live along humans are called *Pokémon Trainers*.

Pokemon Training, is similar to a professional sport. The main event is a battle, formally known as "***Pokémon Battle***", wherein the main objective is to defeat the opponent's Pokémon using your Pokémon's powerful abilities.

To regulate and give order to this occupation,
The Pokémon League was created.



The Marvelous World of Pokémon

Main Regions

Just like our world, the Pokémon world is divided by many different regions and each region is a whole country. However, these countries are not really divided by land or water but by Pokémon Leagues.

There is an exception, though. The Kanto and Johto regions are pieced together and share some professional Pokémon tournaments.
All other region have their own tournaments, Pokémon species, famous trainers and peculiarities. The Pokémon that can easily be found in one region may be extremely rare in others. That's why Pokémon trainers are world travelers, going to all the different regions to see what they have to offer.

Kanto

Kanto region bears similarity to modern Japan. Cradle of science and technology, house to the world famous *Silph Corporation* and birthplace of the *Pokémon League*.

In this region Pokémon battling is more than a national sport, it is their lifestyle. Their league is so big that it also hosts the Johto region registration. It's a colorful region full of strong trainers.

Johto

Johto region stands next to Kanto. It's an old place with scarce and scattered towns, and very few cities.

This place is full of temples and legends. Life is old in here but it has the advantage of being a very peaceful place to live. It is house to the *Ruin's of Alph*; the mysterious remains of a city that not many dare to explore.

Hoenn

This is the region of abundant relations. A place where people make peace with nature and humanity and Pokémon of any kind can live in harmony. It's composed by a set of islands with the most varied environments nature can offer.
Some people say that many wonders lay deep below its waters and within the heart of it's volcano Mt. Chimney

Sinnoh

It is said that Sinnoh was the first region created by the gods. It holds an air of mystery and greatness.
It's the birthplace of the famous Pokémon Champion ***Cynthia***, a woman who has scried deep into the realm of legends searching for the origins of this world. It is said that somewhere within this region exists a portal to another dimension of horrors.

Unova

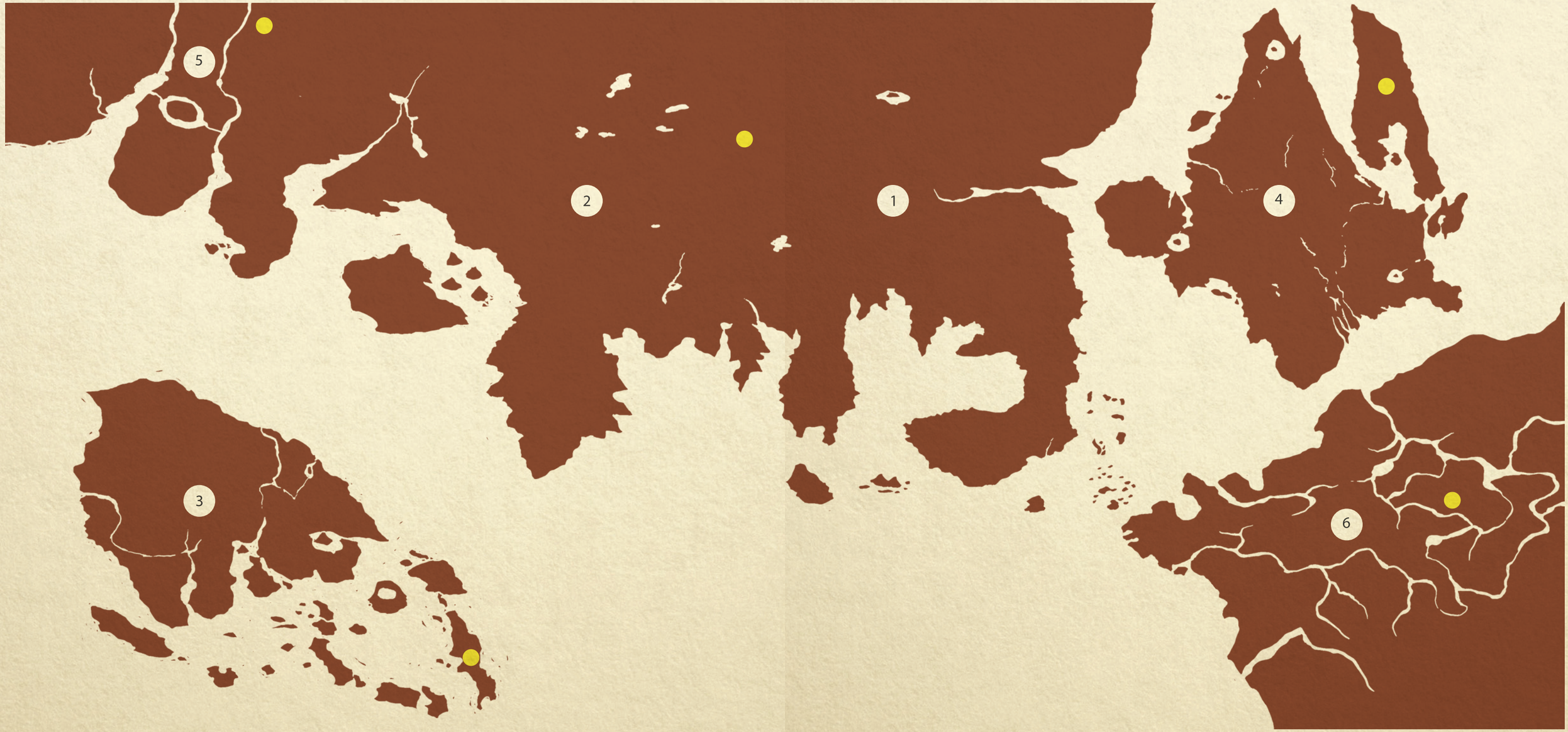
Far away from all the other regions, Unova holds some of the most exotic and peculiar looking Pokémon in the world. It is a region with giant metropolis and great transportation, trains and airports. Beware as people sometimes report strange Pokémon creating all kinds natural disasters around the region.

Kalos

Kalos is a First-world region, rich in every sense of the word. People here have developed a country with modern settings and great quality of life. It is also the biggest region geographically with many people and all kinds of Pokémon living on it. *Lumiose city* is one of the greatest travel destinies, a beautiful city covered by golden cobblestone with the tall *Prism Tower* standing at the center.

1. Kanto Region
2. Johto Region
3. Hoenn Region
4. Sinnoh Region
5. Unova Region
6. Kalos Region

Regional League Headquarters



The Pokémon League

The ***Pokémon League*** is an organization that regulates the interaction between People and Pokémon.
They are in charge of issuing the licenses that allow a person to own and command Pokémon.
They are the highest authority in this world and their trainers and breeders provide Pokémon to help in the construction of a prosperous and peaceful world.

Before the existence of the Pokémon League, people had no rules or law to protect them from evil doers who used Pokémon to hurt people and gain power for their own selfish reasons. A fight between Pokémon can be extremely dangerous, so this organization was created to establish order into an otherwise chaotic situation.
To have an established League within a region gives its inhabitants certainty that they can count on Pokémon to aid them on command of their Trainers. They can also count on the Pokémon League to provide modern health care facilities in their towns in the form of ***Pokémon Centers***.

The League also provides challenges to test all of their trainers, such as the ***Gym Challenges*** and the ***Annual Tournament***, in which people from every part of the region gather in a stadium to see the highest caliber battles between trainers, Elite Four members, and the Champion.

Pokémon Centers

With so many dangers in the *Pokémon World*, all trainers need to rest once in a while, since many of them are on a journey away from home.
Most towns have a Pokémon Center, a place sponsored by the Pokémon league where all registered Trainers and their Pokémon can stay the night and receive medical care if they need it.

The best part? It's all for free!

A trainer may come in the evening with an injured or tired Pokémon party, stay the night in one of the bedrooms available and leave by morning with their team as good as new.
Thanks to the healing machines in the centers, surgeries are rarely necessary. While it may take some time for a Pokémon to recover if it sustains serious injuries, most of the time the professional staff can get a full party of six Pokémon ready within a couple of hours.

Inside the facilities, at the medical area there's a staff of nurses and healer Pokémon such as a *Chansey*, *Wigglytuff*, or *Audino*; a health restoring machine, and an emergencies room for any Pokémon that may need it.
On the second floor there's a common room for Pokémon Trainers to interact and bedrooms for them to spend the night, there are also official Pokémon trading machines for trainers to make use of them as they please.

Every Pokémon Center reports directly to the regional Pokémon League, the people working there are League authorities. Any trainer that acts abusive or disruptive to any of the rules of the league may get a sanction, their License suspended or removed by the staff of the Pokémon center.

Trainer Tips

Pokémon Centers are a place for resting and socializing with other trainers.
Battles within the facilities are not allowed.

When you and your companions get tired, are in need of some medicines, or simply want information about the town you are in, a Pokémon Center is the perfect place to go.

Pokémon Gyms

All Trainers want to get stronger, raise better teams and device better strategies. After all, there's only so much you can learn on your own. What if there were a place to interact, battle, share tips with other people and even receive personal counseling from the most proficient Trainers?

That's what **Pokémon Gyms** are for.

Here you can battle to prove you are stronger or simply watch others and learn from what you see. Every Gym specializes in one of the many Types of Pokémon, and it usually has thematic decoration relating to it.

The Gym is run by an outstanding Trainer called the ***Gym Leader***. He or she might be any Licensed Trainer that has made a lasting impression to the Pokémon league.

How? Well, they might do research in the ocean with the help of their marine Pokémon, maybe they run a charity for weak and abandoned Pokémon, or perhaps they are just very strong and experienced in battle.
The regional league recognizes these people and gives them the title of **Pokémon Gym Leader**.

Any Trainer can go to a Gym and ask for counseling, attend the lessons they may offer or directly challenge its Leader to a battle.

It's their duty as Gym Leaders to battle if challenged, but you must be prepared for an intense fight since they are extremely strong. Should you win, you'll receive a Gym Badge to prove your victory.

There is at least **Eight Pokémon Gyms** in every Region with an established Pokémon League.

Trainers that are up for the Annual Pokémon League Tournament need to gather a minimum of eight Pokémon Gym Badges to get the right to enter the Championship.

POKÉMON LEAGUE

TRAINER'S RULESET

BASIC RULES

- You must have an official license from the Pokémon League in order to train Pokémon or participate in any of the League challenges or contests.
- You are responsible for the actions of your Pokémon.
- Every Pokémon has the right to be happy.
- You cannot own a Pokémon without a Pokéball.
- You can only carry up to Six Pokémon with you.
- You can only trade Pokémon using an Official Trading Machine from the League.

BATTLE RULES

- You can only challenge other certified trainers.
- If you are challenged to an official league battle, you are obliged to accept the challenge.
- You may use a Pokémon battle as a means to settle disputes, the loser must yield for at least 24 hours.
- You have the right to challenge Gym Leaders. Every Gym Leader is obliged to accept your challenge.
- The Challenger is the first to choose a Pokémon. With the only exception that Gym Leaders and Elites always choose their Pokémon first.
- You cannot use more than one Pokémon at a time during a Battle. With the exception of a Double Battle, in which case you cannot use more than two Pokémon at the same time.
- You cannot use Medicines during an Official Battle, unless there is a previous agreement between all involved trainers.
- Your Pokémon are strictly prohibited from wielding unofficial weapons or items during any kind Pokémon Battle.
- Moves that may result in the death of a Pokémon are not allowed at full power.
- It's strictly prohibited to change the official name of Moves.
- It's strictly prohibited to give confusing orders to trick your opponent.
- It's strictly prohibited to disrupt or attack a Trainer during an official battle.

BENEFITS

- The Pokémon League will give recognition to any trainer aiding the community by putting their Pokémon at the service of society and promoting a good image of the Pokémon Training lifestyle.
- Official Battles should always reward the winner with a monetary compensation according to previous agreement. If there's no agreement, the reward will be half the loser's money.
- You have the right to use any of the League's Facilities for free.

SANCTIONS

Breaking any of the league rules, even unintentionally, will result in a sanction from the Pokémon league authorities.

- Depending on the offence, it may go from a fine of $5000.00 and community service, to the suspension or revoking of the trainer's license.
- Please note that the Pokémon League and Police are two separate institutions. An infraction in one of them has no repercutions with the other.

The Pokémon League is informed of any rule breaking of its registered Trainers. We know. We always know.

For more information please contact your local Pokémon Center, or make a call to: (555) 0123 - PKMN
Pokémon League HQ, Victory Road Lane #001 ZIP Code 09876.

Elite Four

As the name implies, the Elite Four is one of the highest ranks for a Pokémon Trainer. The Elite are a team of four members who have proved they are the best of the best in their region.

To receive this title you must have been recognized by the League many times before, usually as a Gym Leader; and then be invited to participate in a special tournament to define the new members of the Elite Four for the season.
In this tournament, already crowned Elites defend their title against aspiring Ace Trainers and Gym Leaders.

Even with all their status the Elite Four is not involved in public affairs. They attend some of the events of the league and they even participate in the most important tournaments in friendly matches, but their private lives are usually shrouded in secrecy and rumor.

The only thing that is certain is that their ability as trainers is unrivaled, and the sheer displays of power their Pokémon show in the arena leave spectators wondering if their abilities are from this world at all.

Champion

To be named "Champion" is to be at the top of the chain. There is no higher rank in the world of Pokémon and it is a very respected title among trainers and non-trainers alike.

There is only one Champion per region and they appear in public often as the face of the Pokémon League, their presence evokes a majesty that leaves everyone in awe.

The Champion is the one true ***Pokémon Master***.
No Pokémon on the region is faster or stronger than his.

It is the dream of many to be crowned as the champ but it's only through the hardest challenges the league has to offer that a Pokémon Champion is born.

To defeat the members of the Elite Four in sequence is the only way to earn the right to challenge a champion; and by defeating the crowned champion in a all-or-nothing battle is how you earn this title. A feat labeled by most as impossible.

Antagonists

There is such a thing as crime and evil in the world of Pokémon, and you should be prepared to face it.
Most people enjoy having a peaceful lifestyle but others want to use their Pokémon for bullying, vandalism, stealing, and even more sinister deeds.

The police can easily bring down ruffians and law breakers such as vendors of fake Gym Badges and thieves; but there's also been cases of groups of organized criminals that have been too powerful to be brought down with ease. Some of which are:

Team Rocket

The case started with a gang of unruly youths that were stealing the Pokémon of weaker trainers. The suspects got connected with a case of badge theft in a Pokémon gym; finally they were related to a top secret technology robbery at Silph Co. Whatever police managed to recover had been branded with a big red "***R***".
It was then that Police knew that they weren't dealing with just a handful of people, this was a big organization that was just starting to show they were prepared for trouble.

It didn't took long before many crimes related with the "***Team Rocket***" began surfacing, mostly robberies of Pokémon and vandalizing of private property.
No matter how many "rockets" the police caught there always seemed to be more. Some people even suspect that Team Rocket has infiltrated the Regional Pokémon League in Kanto.

Nobody knows who the leader is, since most of the members caught are youngsters on their late teenage years that got in because a friend was in, and the promise of money and power was too tempting to refuse.

It is known that their goal is to create a crime empire so powerful that it surpasses the boundaries of nations and that goal is becoming a reality as reports of Rocket grunts have started to leak from the Jotho region.

If you happen to be around the area of **Kanto** and **Johto** you may want to go with caution or you might get blasted at the speed of light.



Team Aqua & Team Magma

Hoenn is a land of in the middle of the sea. Legend says this was the place where two mighty giants fought an incredible battle for owning both the earth and water.
Ironically, there's still a battle for territory going on as this two bands of thugs called "***Team Aqua***" and "***Team Magma***" have been causing problems in that region.

It is not clear what their ultimate goal is, what is clear is that their Leaders, ***Archie*** from Aqua and ***Maxie*** from Magma have a huge rivalry and will have their underlings fight and try to foil each others plans at every opportunity.

They don't bother the civilians or trainers directly, but there have been incidents where innocent bystanders got caught in the middle of the crossfire of a battle from members of this two teams.

Both teams have been caught trying to steal submarine equipment and their attempts have been foiled by the police who's struggling to keep them at bay.

Team PLASMA

In Unova, you can find them in parks and public places, recognizing them won't be a problem as they all have a megaphone and angry signs that preach about the horrors of the Pokémon League, how we've made Pokémon our slaves and why we should set them all free.

This is not illegal by any means, but this team that supposedly advocates for Pokémon rights and welfare has a few rotten apples inside its ranks.

There have been reports of "**Team PLASMA**" members that take the Pokémon of trainers and civilians by force, saying that they are going to "liberate" them. The fate of those Pokémon is still unknown as they have never been seen again.
This counts as Pokémon stealing and is a serious crime in this world, but there hasn't been enough proof to have any these grunts charged with it.
Their members are quite well coordinated and it seems they have started some kind of religious sect.

Some of its members claim to be the chosen bringers of justice and through their radical and zealous methods, they corrupt their own ideal of right and wrong.
Each day they are gaining more followers. How long before they kidnap or steal more innocent Pokémon?

Team Flare

On the luxurious streets of Lumiose city and the general splendor of the Kalos Region there is a Team of very stylish people called "***Team Flare***".
A few of them have been detained and interrogated for suspicious activities, but they always state that their goal is just "To create a better and beautiful world".
So they have been set free.

They are well-dressed, well-spoken and they even smell good. It is however kind of unsettling to find such elegant people in caves and far away from the cities just loitering around rock formations and making phone calls. What they carry on their briefcase may reveal a few dirty secrets of their organization.

Right now there is a tense calm over the activities of the people on red suits. Who knows? Maybe they only need a little spark to flare up.

Team Galactic

Nobody really knows where they came from. By the time the police realized they were facing a group of organized criminals this Team had already spread through all Sinnoh.

"***Team Galactic***" is their official name. They don't bother with petty crimes. They are known for stealing high technology weapons, researching material for space programs, dangerous equipment and even secret federal property. There have been crimes in which they are suspected to be involved, there is however no evidence to prove it.

There is no known recruiting process as with other teams, and the identities of those who were caught was never discovered.



They have been a major headache for authorities since no one seems to have any information regarding their plans or whereabouts.

This team lies under the radar for a long time then suddenly delivers a quick strike and practically disappears after that.
One thing is for sure, they are getting themselves prepared for something big and are definitely up to no good.
When traveling the lands of Sinnoh let's hope you don't get around these guys, there might be a whole universe of trouble lurking within their ranks.

A Quick Note on Firearms

Firearms are very rare in this world since **Pokémon are prefered** for protection and police work.
They are usually not part of the setting but they do exist and they're outlawed for civilians.
Should you decide to include them in your story, treat them as a **Plot Device**.

A "Plot Device" is something without rules in this book. You will have to use your own discretion about the way you want it to work in your setting.

Storyteller Note

Before Starting the Game

1. Everyone must understand the setting.

Players and Storyteller must be in the same tune regarding what's a Pokémon and how this world works. You can add your own details to enrich your experience, but everyone must be aware of them.

2. Be sure everybody has the time.

A Role-playing session can last more than a few hours. Choose a day where all players have time to enjoy the full session.

3. Read the next chapter carefully.

All the basic mechanics are explained in there.
Character creation and Storytelling is also explained.

4. Have a story prepared.

We recommend the first session you play to be the one where all Players obtain their starter Pokémon. You should also check the "Challenges ahead" chapter to get ideas for your story.

5. Get your game tools ready.

You'll need your Character and Pokémon sheets, pencils and dice. Remember you can play music, sound effects and use multimedia resources to help you with storytelling.

Becoming a Trainer

Now you know a little more about the world of Pokémon. Its wonders and its dangers. But how does all of this relate to you?

Within the game you'll take the role of a **Pokémon Trainer.**

In this world, Trainers are a source of **inspiration** for others. They are the embodiment of **leadership**, **courage**, **friendship**, and many other virtues.

You will be living inside this world and facing the trials it may present you with. Overcoming difficulties and dealing with crisis. Testing your abilities to command your Pokémon, and working to get better every day.

Pokémon Trainers aspire to be the best. They are out on a journey to become stronger, wiser, and overall grow as persons. How they will achieve this goal is up to the adventures they live in the world of Pokémon.
Challenging other trainers, competing in contests, riding on the back of their most trusted Pokémon; all while surviving in the wild and sharing all these moments with their friends.

A whole new world of adventure is waiting for you to be the best that you can be.

Choosing a Starter Pokémon

To obtain a Pokémon you will need to catch it yourself, purchase it, adopt it, or receive it as a gift from someone else. Not every kid is the neighbor of the world's most famous Pokémon Researcher, so not everyone may receive a rare Pokémon as a starter.
It doesn't really matter which Pokémon you start with. What matters is that it will be your companion for your whole journey.

To choose your starter, head to the Pokédex section of this book. (p. 78)
There's lots of them but for your Starter you'll need one that fits the next requirements:

First Stage

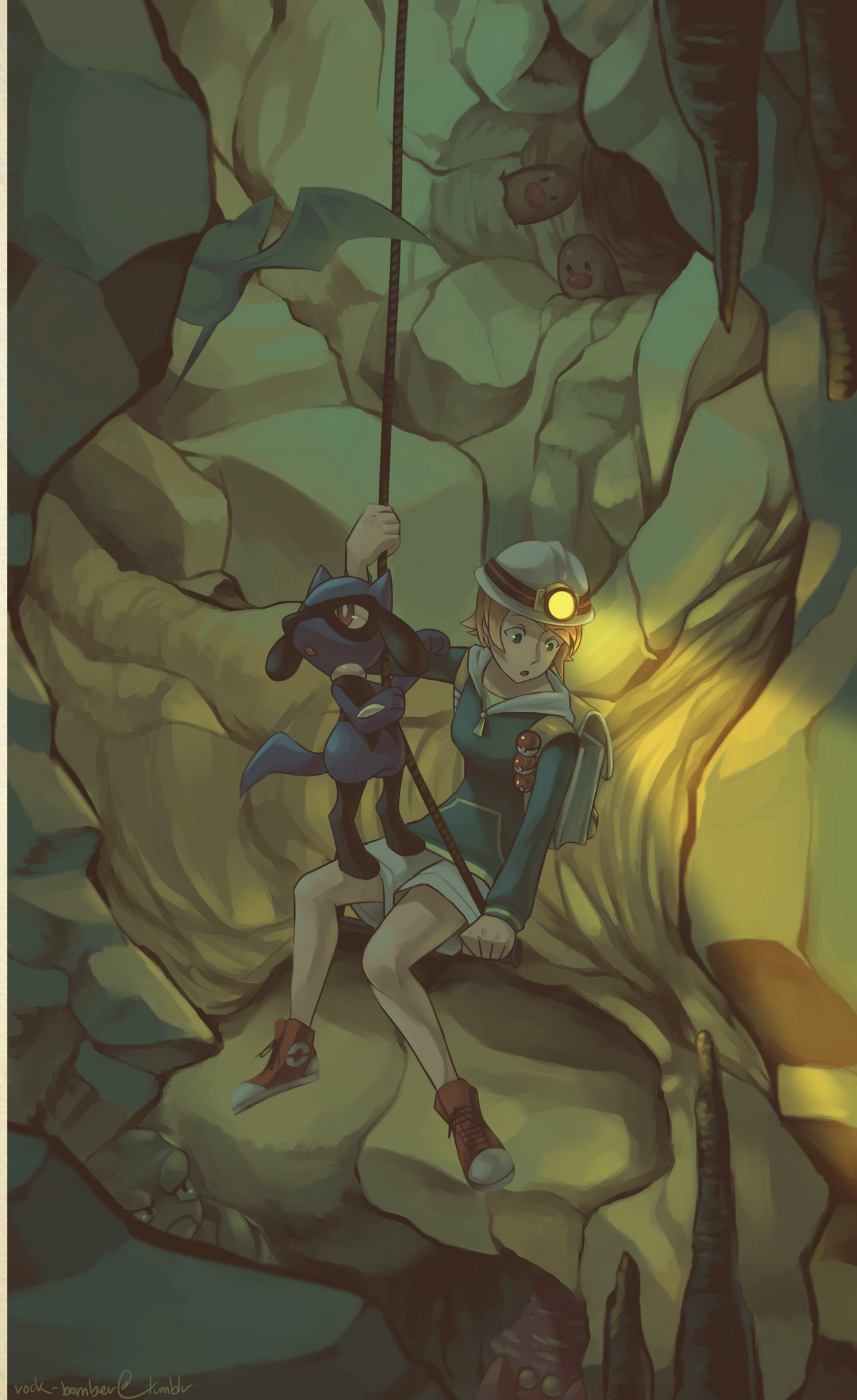
This means that your Starter Pokémon must be able to evolve at least once.

Base HP of 3

These are basic Pokémon for starter Trainers.

No Disobedience (Optional)

Even 1 point on its Disobedience score may be a challenge to new trainers. You may want to live dangerously and disregard this advice, just don't say we didn't warned you, though.



Starting the Game

Before you jump into adventure, you need to know the basic points of the game.

These attributes and skills will be the tools for your character to interact within the world of Pokémon; with them you will be able to wrestle a ***Blastoise***, run away from an angry ***Dodrio*** and much more.

Mental and Physical Attributes

Attributes will be counted as **Points** within a *Character Sheet*, each point will represent a dice you can roll for that attribute should your action call for it.

Some of them will help you determine your Defense, Special Defense and HP.
Attributes can be rolled on their own to perform mundane tasks, or they can be combined with skills if you want to do complex and incredible feats.

Strength

It determines the power to carry a heavy load, inflict physical damage and muscle development.

●○○○○	You are a wimp, a strong wind could knock you down.
●●○○○	Your strength is average, you could use a little exercise, though.
●●●○○	You can show off at the gym, your physical power is something to be seen.
●●●●○	You could be a professional body builder or weight lifter.
●●●●●	You could move a big boulder out of the way without trouble.
●●●●●●	The strength of an *Ursaring* bear, enough to tear apart a car.

Vitality

This attribute is used to determine your resistance and tolerance to pain and weariness, it also defines the health and vigor of the subject.

Vitality points are used to define HP, Defense and Special Defense.

Your **Defense** and **Special Defense** score is equal to your Vitality. You will need them to resist **Physical** and **Special Attacks** respectively.

Trainer Tips

●○○○○	You look frail and get tired easily. Even a papercut would leave you in tears.
●●○○○	Small amounts of pain won't make you cry, but you still can't endure much of it.
●●●○○	You could resist running a marathon or even stay a few days without sleeping.
●●●●○	You could work as a stunt double in dangerous action movies.
●●●●●	You could have impersonated a dummy in a car crash.
●●●●●●	You could resist bullet seeds with your pecs of *Lairon* and abs of *Steelix*.

Dexterity

The agility, flexibility and coordination you have of your body are determined by this attribute.

●○○○○	Standing still and preserving your balance may be challenging for you.
●●○○○	You can climb a tree, getting down is another matter.
●●●○○	You could practice parkour or rappel with ease.
●●●●○	Professional dancers and athletes envy your swift movement.
●●●●●	You could try pole jumping without the pole.
●●●●●●	Your sprint could match a *Jolteon's*.

Insight

The ability to be aware, perceive and understand yourself, others, and your surroundings. The power of the mind to see beyond the mundane.

●○○○○	A brick wall seems more aware to its surroundings than you.
●●○○○	You can perceive well enough. You do a little introspection from time to time.
●●●○○	Your gut feelings are right most of the time.
●●●●○	You could clearly understand what a Pokémon is trying to tell you.
●●●●●	You feel the connection between yourself, the others and the world.
●●●●●●	Like *Blissey*, you can sense the energy and the emotions beyond the physical world.

Special

A Pokémon's unique ability to perform feats proper of their species, such as throwing fire, producing electricity, controling shadows, etc.

●○○○○	A tiny display of power. Such as a tiny ember, a small bubble, or a weak jolt of electricity.
●●○○○	The Pokémon can create and let out a decent amount of energy.
●●●○○	A big display of energy, enough to leave crack marks on hard stone.
●●●●○	The force of the attack could stop a car on it's tracks.
●●●●●	Only an explosion could compare to this display of power.
●●●●●●	The Pokémon commands the forces of nature and they bend to its will.

Social Attributes

Most of the time you will be **role playing actively** through your interactions, and you will have the social attributes of your character to help you make your acting a lot more convincing in-game.

Social Attributes are linked to a specific Attribute. Whenever you buy a new point for a mental or physical attribute, you'll get a free point to rise the Social attribute linked to it.

Tough

A Tough attitude is used to command respect, intimidate or manipulate others.
It is **linked to** the **Strength** attribute. Sometimes a developed muscle frame is all you need to look imposing.

●○○○○	You are as intimidating as a cute garden lily.
●●○○○	It can be scary when you make an angry scowl.
●●●○○	Others fear and respect you.
●●●●○	You command the ultimate authority.
●●●●●	Even a raging dragon would think twice about crossing your way.

Cool

This attribute makes for a charismatic, confident and trustworthy attitude when dealing with people or Pokémon. It is **linked to Dexterity**, where good body language is what communicates the most.

●○○○○	You're kind of awkward and rarely talk to people.
●●○○○	You can make new friends and be good company.
●●●○○	Popularity contests are not a problem, you're a people's person.
●●●●○	The charisma of a superstar, everyone admires your confidence.
●●●●●	You could befriend a *Voltorb* about to explode.

Beauty

Your looks and personal care get reflected through the Beauty attribute **linked to Vitality.** A healthy body is a beautiful body. You may temporarily enhace your Beauty attribute with make-up, clothing and accesories.

●○○○○	You could take care of your appearance a lot more.
●●○○○	You look good enough. A little make-up wouldn't hurt.
●●●○○	People often compliment your appearance.
●●●●○	You attract the looks and favor of everyone around.
●●●●●	Your Beauty belongs in a museum to be preserved for eternity.

Intelligence

The capacity of the mind to remember, comprehend, and solve problems.
It is **linked to Insight** as you need to understand your world to be capable of giving the best solutions.

●○○○○	You are usually in your own world. People talking to you are just background noise.
●●○○○	You do all right but you have some trouble remembering the complicated parts.
●●●○○	Others come to you when they need someone to explain the difficult stuff.
●●●●○	Quantum Physics are easy once you get the hang of it.
●●●●●	Only the mysteries of the universe remain a challenge for your sapience.

Smart

A Pokémon sees the world different than humans.
They are creatures of instinct but they can learn and improve their comprehension of the human world.

●○○○○	Understanding simple actions like "fetch" and "attack" can be a challenge.
●●○○○	Can recognize itself and some objects by name.
●●●○○	Can understand simple mechanisms and even try to solve them without using force.
●●●●○	Can use tools to solve day to day problems and understand complicated orders.
●●●●●	A human-like cognition and comprehension of speech.

Cute

A Pokémon's sweet and peculiar behavior that makes them unique, that's why it's **linked to Special**.

●○○○○	It looks cuter without the creepy smile.
●●○○○	A pair of big eyes, rosy cheeks and a playful attitude.
●●●○○	Its sweet antics could melt your heart.
●●●●○	All the charm of cotton candy and lovely dreams.
●●●●●	The embodiment of innocence and purity.

Pokémon start with 1 point in each Social attribute, plus one that goes accord with its species at your discretion.

Storyteller Note

Skills and Specialties

You will be needing Skills to make your adventure easier and help you go through many situations. Your Pokémon can learn a few on their own but you can also teach them what you know to help them grow stronger.

You could count a Skill as a varied compendium of applied knowledge, something like the general idea of what you are trying to do.

For example, maybe you're not a professional actor but you know how to make a few impersonations and fake emotions.

For specific actions that require more training or even years of study, there are **Specialties**.

Specialties are added bonuses to your skills that allow you to perform tasks in a more proficient way.
There's a difference between a school bully and a martial artist, both know how to throw a punch; however, while the bully is rough and blunt, the martial artist has a technique added to his fighting abilities.

Skills and Specialties can only be rolled alongside an attribute, **never on their own**. Each point will be a dice added to the roll when you need more than your natural physical, mental or social power to succeed.

Most Actions and Accuracy rolls will be labeled as:

Attribute + Skill + Specialty

Make combinations to get a dice pool that fits the action you are trying to do.

It is also worth noting that **you cannot have more points on a specialty than what you have on you base Skill**, you'll need to learn more about the general sense of a skill to be able to specialize further.

Fight Skill

From kicks and punches to bites and hair pulling, you need to have an idea of what to do in order to win a fight, here's what your fighting style could be:

○○○○○	You flail aimlessly
●○○○○	Hit the other, try to not get hit
●●○○○	Aim for the weak or vulnerable spots
●●●○○	Use your surroundings and your foe's strength against it.
●●●●○	You could earn the black belt of any martial art you wanted.
●●●●●	Fighting outnumbered is a piece of cake.

Fight Specialties

Brawl
You focus on hand to hand combat, punches, kicks, tackles, bites and everything related to attacking using your body or parts of it.

Canalize
Pokémon can give a steady trajectory to anything they shoot, using this specialty allows them to control their ranged attacks a lot better.

Evasion
Dodging attacks is what you know best, you focus on cover, jumping out of range or fluid movements of the body to minimize the damage.

Melee
Combat using short-range weapons, a sword, a bone club and even a piece of leek will be a menace in your hands.

Throw
This specialty trains your aim for shooting with a bow, throwing stones and using projectiles.

Storyteller Note

These are a few common Skills and Specialties for Characters. You or your players may add their own at your discretion.

Survival Skill

Whether you want to get around in the wild or just be on your own, you need to know how to avoid the inclemency of nature so you won't fall injured, sick, or dead. Here's an idea of how you do it:

○○○○○	Try not to die, hope for the best.
●○○○○	Should you eat that herb? Maybe you shouldn't...
●●○○○	Nature is generous if you know what to take from her.
●●●○○	You can get by, even on extreme conditions.
●●●●○	You could survive alright in a deserted island.
●●●●●	Your senses have somehow heightened to allow you to detect danger and survive.

Survival Specialties

Alert
This represents the acuity of your senses, it may be a good eyesight, a great hearing, a notorious sense of smell. Being alert helps you to react to danger a lot faster.

Athletic
Run, Climb, Jump, Swim, Walk upside down! You know how to get the most out of your physique.

Nature
Creating a fire from scratch, knowing what kind of plants you can eat, building shelter and knowing the cycles of nature will aid you to use her graces in your favor.

Stealth
The best way to avoid danger is not to let it find you, you train yourself to be swift and silent, blending with your surroundings to go unnoticed.

Contest Skill

This Skill covers everything you need in order to make an excellent performance in **Pokémon Contests** and most **social situations**, the way you act will be exacerbated by improving this skill:

○○○○○	What you do may look forced or sloppy.
●○○○○	Sometimes you get it right.
●●○○○	Your actions feel natural and enjoyable.
●●●○○	You are graceful and your presence is recognized.
●●●●○	If you wanted, you could bring tears to people's eyes with just the way you act.
●●●●●	You could be confused with royalty due to your magnificent portrayals.

Contest Specialties

Allure
Pokémon will often try to make you feel like they are interested in you, either to win your favor or prevent being attacked, how genuine that feels to others depends on this specialty.

Empathy
People are empathic creatures, how easily you connect to joy or sorrow will be seen if you rise your awareness to others feelings.

Etiquette
Some situations require good manners and elegance, refinement, gentleness and grace, they make the difference between the prince and the pauper.

Intimidate
Other situations will require a spiteful glare, a sharp comment or a well-timed rise of your seat. Intimidation is useful to force or manipulate others to do what you want.

Perform
Dancing, Singing, Acting, Imitating, and even Bluffing! Anything that may need to pull out a convincing act will get better if you specialize in Perform.

Knowledge Skill

Humans need to know a lot of things in life, while some people just bother to learn what they teach them in school, others will seek answers through the path of wisdom. Here's what you know:

○○○○○	You barely know how to write and read.
●○○○○	You have an elemental education.
●●○○○	You have high-school levels of knowledge.
●●●○○	You could major in a specific area.
●●●●○	Your knowledge is that of an expert in the field.
●●●●●	You could revolutionize the knowledge of your area of expertise.

Knowledge Specialties

Crafts
You can build anything with your hands, some tools and a few materials. Drawing, sculpting cooking, repairing, etc.

Lore
Knowledge about the different species of Pokémon, their legends and folk's tales about the location and origin of the rarer Pokémon around.

Medicine
How to take care of wounds, first aid, emergency care, apply medicines, and even creating your own remedies will be possible if you specialize in Medicine.

Science
Choose any science or research field you want. For example: computers, technology, chemestry, physics, geology, engineering, Pokémon Evolution, etc.
You can pick any field you want!

You may keep studying and add other Science fields to specialize further.

Health Points (HP)

Health points measure the state of your character's body.

All living beings have a Base HP that depends on their size and even on their evolution stage, bigger creatures have more body mass and can take more hits before showing signs of pain.
Think of it as how something that could cause a crippling injury to a small rodent may feel like a sting to an elephant or a whale.

Humans have a base HP of 5

Each Pokémon base HP is listed within its Pokédex entry.

To calculate you total HP you must add the number of points you have in Vitality to your base HP, for example:

*Marco is a **human**, his base HP is 5, and his Vitality score is 2.*
Marco has a total HP of 7.

*Marco's **Marowak** has a base HP of 4 (due to it being smaller than a human) and its Vitality score is 4.*
Marowak's total HP is 8.

Whenever you receive damage, you will lose HP.

This HP loss is only temporary and can be recovered with time or medicine. If you receive damage equal your total HP, you will be **unable to move** and will **faint**.

To keep receiving damage after fainting will make that damage become Lethal. That means your wounds will be more severe and your life could be in danger.
Some moves performed by Pokémon may deal Lethal Damage directly.

Receiving **Lethal Damage** equal to your total HP means **the character dies**.

Rolling the Dice

Our lives are influenced by random factors all the time. Luck is a part of our lives, fortune can change our future and destiny is built on the results of our actions.

In *Pokémon: The Role Playing Game* all variables are represented by six sided dice.
They are pretty easy to get and you can find them in almost any gaming store. You may even have some from old board games!

To play, you'll need around **10 dice**.

You will need to roll the dice to perform any action that you can imagine.

During the course of the story, your character will have to perform certain actions that are out of the ordinary. Now that you have seen the attributes and skills, it's time to learn about how to use them.

Every Action roll is usually a conjunction of an attribute, a skill and a specialty.

The total sum of the points your character has in those traits is the final dice pool for the action.

Roll those dice and every dice that comes up as: 4, 5, or 6 counts as a success.



Usually, one success is enough to perform an action, although barely.
More successes mean that the action is done better, faster or with more expertise.

Success Table

0 - The action will fail.
1 - The action is performed awkwardly.
2 - The action is performed satisfactorily.
3 - The action is performed skillfully.
4 - The action is performed with mastery and brilliance.
5 - People are amazed and baffled.
6+ - It looks supernatural.

Actions that are especially complex or difficult to perform may require more than one success in a single roll.

For example:

*Stephanie is in the Final Round of the regional beauty contest and the judges are very hard to impress. She has her **Glaceon** trained to make a beautiful statue using **Ice Beam**.*

If she rolls her Glaceon's Dice Pool and only gets 1 Success on the roll, the statue will be made but it may not look that pretty.
She will need to get 3 or more successes for the Judges to be definitely impressed by her Glaceon's ice sculpting abilities.

Rule for 1's

After making a dice roll, you'll need to count the successes on the dice; however, for every **two dice** that come **face up as a 1**, you will remove a success from the final count.

This means that if you roll dice, and the result is:



You eliminate one success from the roll, making the action in the example a failed one.

Another example would be if you roll dice and the result is:



The action performed is successful as only one dice came up as one.

Trainer Tips

Remember this:



will remove one success from your final count.

Penalties

Sometimes the problem is not the action itself but the circumstances around it. Your Pokémon may be able to jump from one roof to another but doing so during a storm on a wet and slippery rooftop will be way harder.
The Storyteller can impose a penalty to the dice roll, reducing the character's dice pool.

It all depends how the situation looks.

Penalty Table

Challenging	-2
Hard	-4
Very Hard	-6
Extremely Hard	-8
Seems Impossible	-10

Should the players help each other, the Penalties might be reduced.



A complicated situation may leave you without any dice to roll, if that happens you can always choose to roll a ***Luck Dice***.

Luck Dice

You always have a chance at any action, even a clumsy kid can get a strike of luck to impress everyone.

When a **Penalty** or **Pain penalization** reduces your dice pool for an action to 0, you still get a shot at trying.

This is what is called a "***Luck Dice***". You may decide to try the action **rolling just 1 Dice**.
If it comes up as a 6, you succeed at it.

However **if you roll anything less than 6 something horrible and disastrous will happen** to you and/or your friends and Pokémon.

There is only so much luck can do for you. You'll need to work in your own strengths to increase your chances of success.

Trainer Tips

Luck dice does not cover for:
- Reduced attributes
- Moves with reduced accuracy
- Will rolls
- Multiple actions

Will Points

Through history, people have achieved great feats that normally would seem impossible.

A frail woman suddenly lifting a giant boulder to save her infant son trapped underneath, or a man with a broken leg getting up to run from a fire.
In those scenarios people used all of their might, breaking the limits of their own physical restrictions in order achieve something greater.

The **Will** attribute measures just how far your inner strength can take you.

Every human and Pokémon starts with a total score of 3 points in Will and can get a total maximum of 10 points.

Storyteller Note

Wild Pokémon, may have more or less Will Points at your discretion.

Storyteller may call for players and Pokémon to make a roll using their Will score to **overcome fear**, **rage**, or **sadness**, also **as a call for conscience** when attempting misdeeds.

Will points can also be spent in some dice rolls, to ensure a successful roll.

Here is how it works:

Before **you roll to perform an Action *you must declare* that you are going to spend one Will Point. If you do this, it means your character is going to give all she's got to do it.**

- **Spending a Will Point adds one unremovable success to the final result of your roll. You can only spend one point per action.**

or

- **Spending a Will Point allows you to ignore all *Pain Penalizations* until the end of the round.**

Spending Will points will only cover for actions that the character has a pool of *at least 1 dice*. Should the pool be zero dice, Will points spent won't have any effect.

After you spend a point, however, your character will be worn out, **if you run out of Will Points the character will lose consciousness and faint at the end of the Round**. Just from the sheer strain of going beyond the limit.

Pokémon and Humans do not come to this world with the ability to spend Will Points whenever they want.

It is something living creatures would use only in extreme situations, and even then, most people just don't have what it takes.

Your Trainer has to teach its Pokémon to get a hold of this inner strength. Maybe later they will be able to use the power of their Will.

If a Trainer is not experienced in using his or her own inner strength, it is possible the Pokémon won't be either.

Most of the non-player characters will not use their Will Points as it is something only the most proficient Trainers and Pokémon are able to do.

To recover one spent Will Point your character must rest for a few days, feel accomplished by having achieved something great by following his nature or get it as a reward for good role play from the Storyteller.

Trainer Tips

Saying: "With all your might!"or "Give everything you've got!" is a good way to tell your Pokémon to spend a Will point to endure pain or to get an automatic success.

Will Points spent do not cover for non-action related rolls such as:
- Will rolls
- Damage rolls
- Luck Dice

When using a Will Point to ignore Pain Penalization try to do so at the start of the round to get the most out of it.

Experience

As time goes by, people and Pokémon get stronger, better, faster. They grow physically and mentally.
We get more Experience with each passing day by training, fighting and many times just by living the moment.

The constant changes in our lives and the hardships we overcome define who we are, our strengths and weaknesses.

When you create your character or catch a Pokémon, you may feel it is weak, or maybe the points to allocate were not enough to do what you wanted to do.
For that purpose, experience allows you to keep growing with almost no limit.

The more adventures you play and the more you go out there and live to your fullest, the more amazing and powerful you will become. Experience is a reward for great efforts.

Experience Guide

There are many ways to earn Experience.

At the end of each Session

- Each Trainer earns 2 Experience Points.
- Each Pokémon used outside of battle earns 2 Experience Points.

Facing hardships

Hardships are dire situations out of the routine.

- **1 Extra Experience Point if it was hard to overcome.**
- **2 Extra Experience Points if their life was in danger.**
- **2 Extra Experience Points if failed. But the characters lose 2 Temporary Will Points as they feel less confident.**



Starting the Game

Heroism

Saving a life is symbol of greatness.
Helping others makes you noble.
• 2 Extra Experience Points for heroic deeds.

Battle

The Experience earned in battle depends on the level of the Pokémon you encountered.

Pokémon Level	Experience Earned
1-10	1 Exp. Point
11-20	2 Exp. Point
21-30	3 Exp. Point
31-40	4 Exp. Point
41-50	5 Exp. Point
51-60	6 Exp. Point
61-70	7 Exp. Point
71-80	8 Exp. Point
81-90	9 Exp. Point
91-100	10 Exp. Point

The trainer always earns half of the Experience from a Battle, rounded down.

Another way for Pokémon to get experience is through **Training sessions**, but we'll talk about that later.

Experience for multiple Pokémon in battle

Using many Pokémon at a time during a battle can result in a sanction from the League.

However in most life-or-death situations you may need the help of many of your Pokémon at the same time. Otherwise you could risk a serious injury or worse.

When using 2 or more Pokémon at the same time, **half of the experience is lost,** then distribute evenly the other half between all the Pokémon you used in battle, rounded down. If you used 2 or more Pokémon in battle, just not at the same time (*switching out*) each Pokémon gets an even share from total experience, rounded down.

Creating a Character

In Pokémon Role Playing Game, you must create a Pokémon Trainer, also called a Character.
This persona will be your avatar inside the story.

You'll choose a starting Pokémon too, both are very important choices, remember that your Pokémon are often a reflection of your trainer's personality and aspirations.

When creating a character, choose something that's fun to play, allow yourself to dream, be silly and laugh at your most crazy ideas.

You may want to be like a hero from a cartoon or base your identity on someone you admire or even be a parody of a famous character. Preferable, pick a personality that you can perform and act easily because you will be acting a lot.

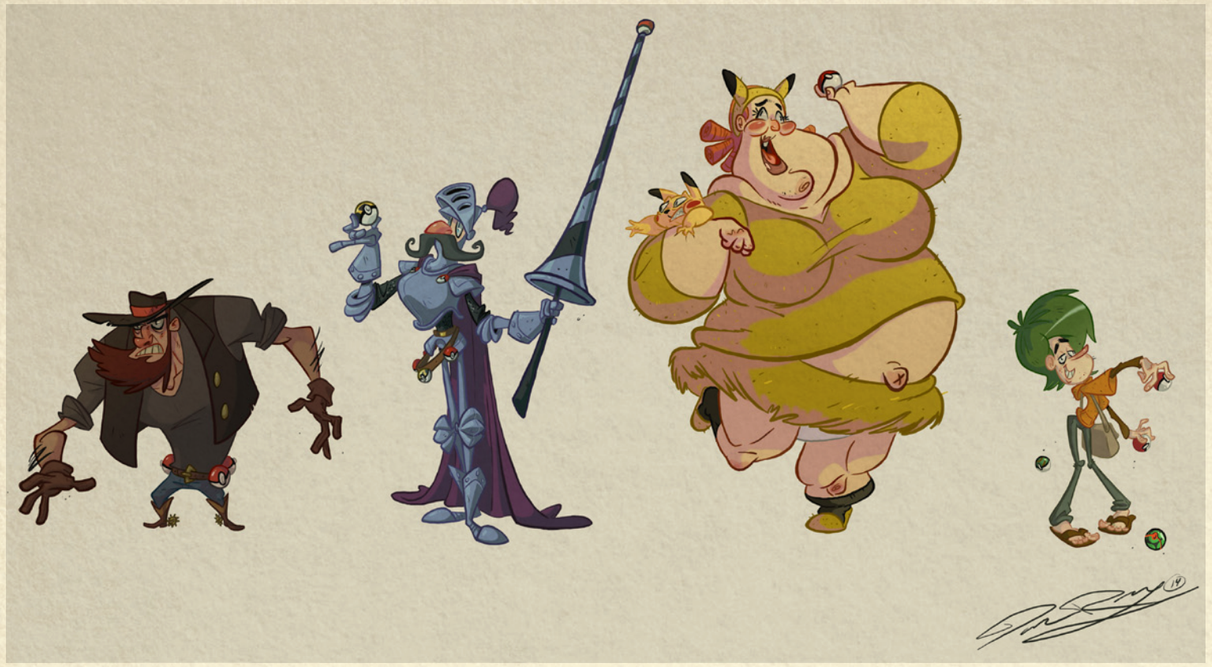
Remember to build a character that can contribute to the story and not one that will harm it.

Trainer Concepts

A Trainer is anyone who has an official license to train Pokémon, but that's just the tip of the iceberg of you character's life. Think of a job or a profession your character also executes; he or she might be a doctor, a fisherman, a hallway monitor at school, an aspiring model or anything that you find fun. Give your trainer a goal and help him find the right personality traits.

You and the other players will need to decide what kind of characters you'd like to interpret and this will require some teamwork between you, your playmates and the storyteller, to make a great party of players.

It won't be enjoyable to make a party that will be antagonizing each other due to different natures or



occupations. A party with a serious Police officer, a Thief, and a silly Clown wouldn't be fun for anyone if they keep getting in each others way while trying to have fun.

Complement your character with those of your playmates and work alongside them to achieve your trainer's goals.

Personality and Background

Tell your storyteller and playmates a little bit of your trainer's past.

Your trainer is whatever you want him to be, flesh him out, he's not just an empty husk that you use to move within the game.
He's a character with dreams and aspirations, with flaws and fears.
To aid you make a fleshed out and believable character ask yourself these questions and answer them to the storyteller as your character would.

1. What's your name?
2. What is your age?
3. What's your Nature? (p. 73)
4. What's your occupation/concept?
5. What do you expect from the world of Pokémon?

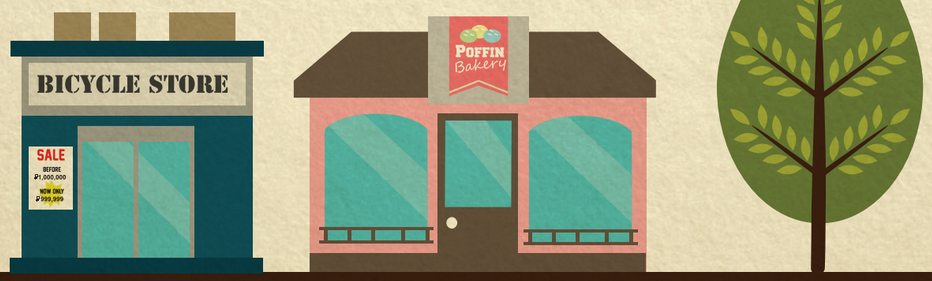
<u>And most importantly:</u>

6. **What's your goal in the world of Pokémon?**
7. **What's your motivation for that goal?**
8. **How are you going to contribute to make this world better?**

Answering those questions will make the storyteller's job a lot easier to give your character the challenges he or she needs, don't forget that good communication between players and storyteller will make the story flow much more smoothly for everyone.

Storyteller Note

A player **cannot start playing** until he or she has answered these questions.



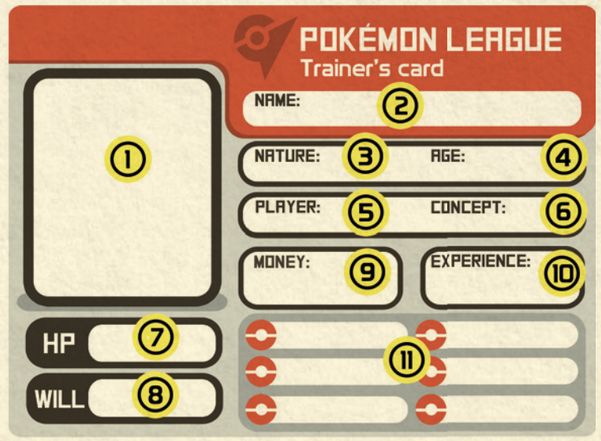


Trainer Sheet

How to fill a Trainer Character Sheet

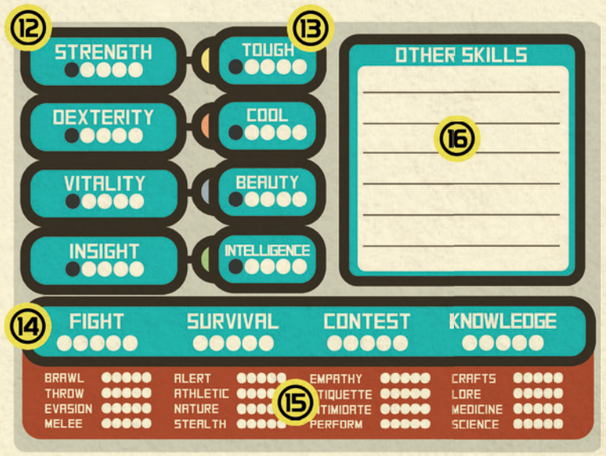
TRAINER'S CARD WINDOW

1. Your Character's Picture.
2. Your Character's Name.
3. Choose a Nature (p.73).
4. Your Character's Age.
5. Your Name.
6. Your Character's Concept. (p.21)
7. 5 Base Health Points for Humans.
   Each point of Vitality adds 1 Health Point.
8. Will Points. Starting Score is 3.
9. Starting Money is $1500.00
10. Starting Experience is 0 (see p. 24).
11. Active Party Window. Write down the Pokémon you are currently carrying.



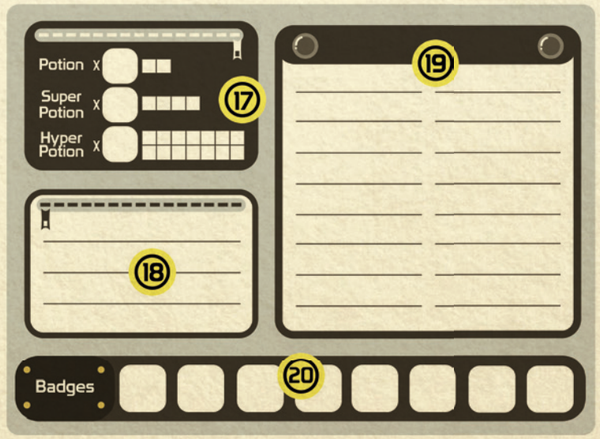
ATTRIBUTES AND SKILLS WINDOW

12. Attributes. Start at 1. You have 4 points to distribute.
13. Social Attributes.
14. Skills. Distribute 1, 2 and 3 points on them.
15. Specialties. Start the game with all of them at 0.
16. Other Skills. Write here other Skills or Specialties your Storyteller grants you in the story.



BACKPACK WINDOW

17. Potion's Pocket. List how many Potions you have and how many units remain in the bottle.
18. Small Pocket.
19. Main Pocket.
20. Gym Badges Case.



Filling a Trainer Sheet

Once your Trainer's concept is ready, you may proceed to distribute their Attribute Points and their Skill Points.

Attributes

You start with 1 Point in each, and **you have 4 Points to distribute in your character's Attributes.**
Example:

Strength Vitality Dexterity Insight

Social Attributes

Add 1 point to a Social Attribute for every point you located on the Attribute **linked to it.**
Example:

Tough Beauty Cool Intelligence

Skills

Distribute 3, 2 and 1 point on the skills you want. one skill will start at zero points. Example:

Fight Survival Contest Knowledge

This point distribution will result in a Trainer that's only just starting his or her journey.

I'm not a Newbie!

Some stories are best suited for experienced trainers who are older, have more Pokémon at their disposal and are more skilled at what they do.

If you wish to play at a higher level, you can follow this simple guide:

Trainer Level	Trainer Experience	Pokémon Experience
Starter	0	0
Beginner	15	30
Average	30	75
Ace	85	170
Professional	170	350

Storyteller Note

- Starter has 1 Pokémon.
- Beginner may have 2 Pokémon.
- Average may have 3 or 4 Pokémon.

Only Ace and Professional may have a full party of 6 Pokémon with more in storage.



Creating a Pokémon

A Pokémon will be commanded by their trainer but within the game **they won't be controlled by a player**.

It's part of the storyteller's job to interpret and tell you how your Pokémon reacts to its surroundings or how it communicates with you.
Think about it as having a pet, you can tell it where to go or not to chew the carpet but you are not really inside its mind. You can only learn its thoughts and feelings by interacting with it and reading its expressions and attitudes.

Pokémon are NOT people.
They can be very smart but they are not capable of speech nor they comprehend the world or act the same as humans do.

Storyteller Note

Many Pokémon are based on real world animals.
You can use that fact as inspiration for a better interpretation of how they would behave around humans.

Pokémon do not need to have a concept like humans. Each Pokémon will behave according to the instinct their species gives them and following their ***Nature***.
They tend to have natures that go accord to the behavior of their species but they may vary.

That means that two Pokémon of the same species will probably want the same things but their different natures will change how they will try to attain them.

Happiness, Loyalty & Disobedience

These attributes will define your relationship with your Pokémon and are among the most valuable traits in the game since they determine how good is your relationship with your companions.

What's the use of a strong Pokémon when it ignores your orders?

It's extremely common for trainers to be attacked by their newly caught Pokémon, since for all they know this is just Round two. This kind of reaction depends on the situation in which they were caught, but also depends on the species and their nature.

Best tip we can give you: Try to start with the right foot.

Happiness and Loyalty range from 0 to 5 points.

In the wild, **Pokémon usually have 2 points on each one**, but as soon as they are caught their life changes forever.

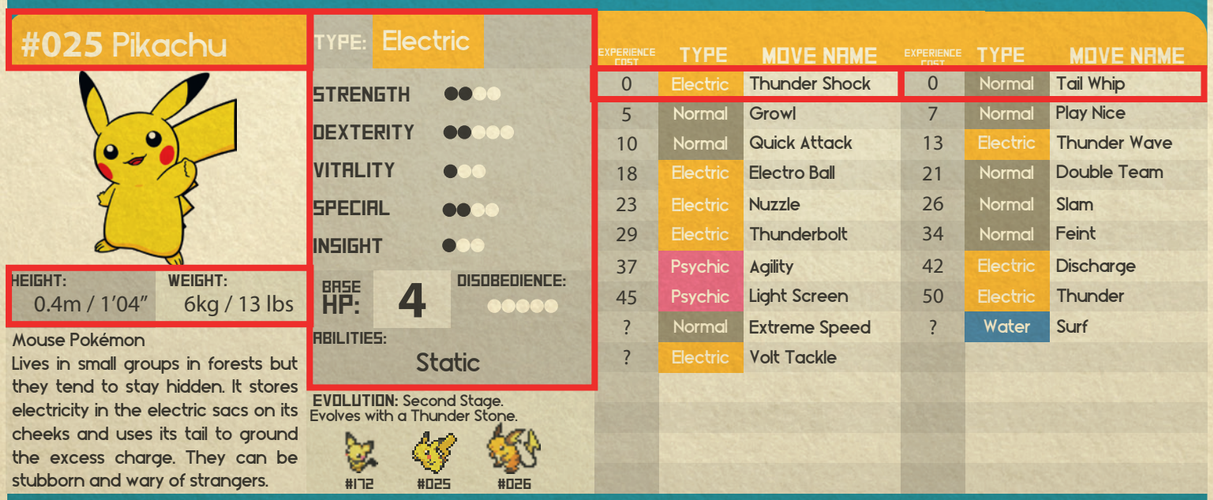
A good trainer must know how to deal with tough situations if he plans on building a relationship and hopefully raise these two traits.

Filling a Pokémon Character Sheet

To fill your Pokémon Character Sheet you will need to copy the info on its Pokédex entry.

- Name & Number
- Size and Weight
- Type
- Starting Attributes
- Limits*
- Base HP
- Disobedience score
- Ability
- Moves**

* The highest score a Pokémon may have on its attributes.
** Moves with zero experience cost do not rise your Pokémon's Level, they may be learned at once or one by one at story teller's discretion. Moves with cost are bought with experience.



Pokémon Sheet

How to fill a Pokémon Character Sheet



POKÉDEX WINDOW

1. Pokémon Picture.
2. Your Pokémon Number in the Pokédex.
3. Name for your Pokémon Species or nickname.
4. Choose a Nature (p.73).
5. Pokemon Ability. Choose one Ability on its Pokédex entry.

QUICK REFERENCES WINDOWS

6. Base Health Points for your Pokémon are specified in its Pokedex entry. Each point of Vitality adds 1 HP.
7. Will Points. Starting Score is 3.
8. Held Item (p. 70).
9. Write down "Healthy" until it is inflicted with an Ailment.
10. Initiative is equal to: Dexterity + Survival + Alert.
11. Accuracy is equal to: Dexterity + Fight + Brawl/Canalize/Melee.
12. Damage is equal to Strength/Special + Move's Power.
13. Evasion is equal to Dexterity + Fight + Evasion.
14. DEF/SP.DEF is equal to your Vitality score.
15. Starting Level is 1. (See p. 61)
16. Starting Experience is 0. (See p. 24)
17. Move windows. Write down your moves here.

ABILITIES & CHARACTERISTICS WINDOW

18. Skills. Starters begin with all of them at 0.
19. Specialties. Start the game with all of them at 0.
20. Your Pokémon's size is specified in its Pokedex entry.
21. Your Pokémon's weight is specified in its entry.
22. Happiness for your Starter Pokémon is 2.
23. Loyalty for your Starter Pokémon is 2.
24. The Type of your Pokémon is specified in its entry.
25. Weaknesses depend on your Pokémon Type (p.36).
26. Disobedience is specified in your Pokémon's entry.

ATTRIBUTES WINDOW

27. Attributes. Starting Attributes and Limits are specified in your Pokémon's Pokédex entry.
28. Social Attributes. Start at 1, then assign one additional point at Storyteller's discretion to a single social attribute appropiate for your Pokémon species.

As soon as you catch a Pokémon, reduce their Loyalty by the same amount as the Pain penalization you inflicted on them.

Yeah, that's right. If you beat them to a pulp, don't expect them to care for you at all.

When you catch a Pokémon, reduce their happiness to 0 if you left them unconscious; or to 1 point if they are with you against their will.

These two attributes **cannot be bought with experience**. You will need to role play if you want to affect them both positively or negatively. If you act kind and respectful, firm and stern, or mean and unpleasant to your Pokémon you will see the results.

Happiness

As the name implies, this attribute is all about being happy and comfortable with your life. Most Pokémon are simple creatures, they want safety, food, stability and specially they want to feel useful.

We all share this world to make it better. Sometimes Pokémon understand this idea in ways a human never imagines, but other times they only want and to destroy things around.
Always wonder if you are providing the life they want and ask yourself what do they need.

●○○○○	Miserable. Your Pokémon is angry and/or depressed. It may resent you and humans.
●○○○○	Displeased. The Pokémon doesn't like living with you.
●●○○○	Comfortable. There's food and a place to sleep, it's not so bad.
●●●○○	Satisfied. Your Pokémon enjoys the benefits that come with being your companion.
●●●●○	Accomplished. Everything your Pokémon wanted in life has come by being with you.
●●●●●	True Happiness. Nothing could compare to the joy it feels when you are around.

Loyalty

This trait measures their attitude towards you.

A low Loyalty means your Pokémon is indifferent to you and your well-being, or worse; it wants to break free, escape from your clutches and never look back at your face again.

A loyal Pokémon is your best friend, it could stay by your side in better or worst. Never underestimate what a good friend can do.

●○○○○	The Pokémon will probably attack you as soon as it comes out of the Pokéball.
●○○○○	It is indifferent to your well-being. If given the chance, it may try escape from you.
●●○○○	It will stay by your side, but it won't help you in life-or-death situations.
●●●○○	Together we fall. Your are friends and members of the same pack.
●●●●○	There is nothing it wouldn't do for you. You are the most important person.
●●●●●	Some friendships last more than a lifetime. No danger, no person and no distance is an obstacle for it to be with you.

Disobedience

This trait is assigned on the Pokédex entry.
It takes into account mostly the species of the Pokémon, since some are more wild or dominant than others.
The D***ragon Type*** Pokémon along with ***Ghost***, ***Psychic and Dark Type*** are some of the most difficult to train, but all types have species that are more difficult than others.
Evolving is also a factor; a sweet and compliant Pokémon may evolve into a rampaging beast.

Everytime you give an order to a Disobedient Pokémon you will have to roll its Loyalty score. A successful roll will make the Pokémon follow your command, a failed one may bring disaster.
Disobedience score may also be assigned at story teller's discretion.

Disobedience affects all Loyalty and Training rolls of a Pokémon by reducing dice on them equal to the disobedience score of the Pokémon.

This means the Loyalty score of your Pokemon must be higher that it's Disobedience score if you want a chance at controlling it.



Disobedience Points may be added or removed according to the role playing of the characters.

●○○○○	The Pokémon listens to and obeys everthing their trainer commands.
●○○○○	The Pokémon may be reluctant to do some of the orders or act aloof.
●●○○○	It won't pay attention during training sessions, and may rebel when given orders.
●●●○○	The Pokémon will act on its own in a battle and will not Train as commanded.
●●●●○	If the trainer intervenes or interacts, the Pokémon will react violently towards him.
●●●●●	The Pokémon will abandon the trainer if it has less than 8 points in Happiness and Loyalty combined.

As you can see, a low Happiness and Loyalty along with a naturally disobedient Pokémon are a recipe for disaster especially if the trainer is inexperienced.

The League does not look favorably on trainers who cannot control their Pokémon in official matches.

Trainers who show they are incapable of controlling their Pokémon during a tournament or an official match are disqualified immediately.

But don't despair just yet! Sometimes a Pokémon's wild instincts will result in a very disobedient Pokémon in the eyes of other humans, but perhaps that's just the way they are. Trying to change them into something they are not may result counterproductive for your purpose of training them.

To overcome your Pokémon's disobedience, most of the time you will need to earn their respect and prove them that you are the master. Though other times you'll have to accept the fact that you may never be able to control them but that doesn't mean they won't be able to give you their loyalty.

Trainer Tips

Aim to build a strong relationship with your Pokémon while it's still at an un-evolved stage.
Creating bonds with disobedient Pokémon will be a lot harder.

Tips for Players

Go along with the Setting

Even if you are not really inside the World of Pokémon, use your imagination to transport you there. Stay in character and actively role-play, so instead of saying: *"I send out my dragon pokémon and... umm... I order it to attack or whatever..."*
You act as if your character was really in the situation and say: *"Garchop, go! Charge using Dragon rush!"*
See the difference? It'll be much more fun that way.

Stay Focused

There will be times when not much is happening, or maybe your character is not in the scene. Stay calm, listen and stay focused. Paying attention when the storyteller is speaking is a common courtesy. It will make the game flow faster and smoother.

Teamwork

The other players are members of your group, you should be friendly or at least polite to them and their characters. You guys are a team and should work as such. Antagonizing or even attacking your other party members for your own amusement is disruptive and disrespectful. Don't be that guy.

Request Goals

Your Storyteller should make clear the goals of the story. Are you trying to defeat the Gym leaders? Are you investigating old ruins full of strange Pokémon? Make characters to fit that goal. If for some reason you are at a loss of what to do, you should ask the Storyteller to do a retell on the important plot points, moods or environment that could have been missed so you can advance in the story.

Help your Storyteller

Storytelling can be hard enough already. You can help your storyteller by being immersed in the game. You can also ask him to describe actions, locations, or remind him of important clues he might have forgotten while running the game. Don't be confrontational, if you want to settle something with him, wait until the end of the session and calmly talk to find a solution.

Read the book

Fogetting what your Pokémon does or what's its name will take time to search in the book and thus will take time out of the play session. Read the book at least once so you know what your character and Pokémon are able to do.

Do not obsess with rules and mechanics

Remember that the Storyteller will decide what's appropiate in the story. If there is a conflict or a stale-mate use common sense and prioritize the storyflow over anything else.

Be a good player

Being immersed in the game and actively participating to make the story a success deserves recognition from the storyteller. Extra Experience Points, Will Points or an in-game surprise can be the reward for being a good player.

Try out Storytelling!

Everyone has the ability to tell a story, we want to encourage you to try it from time to time.
It's a wonderful experience and it's easier than you'd think. We're sure you can do it!



Creating a Story

Now it's time to derail the train of destiny with some booms and bams! Characters expect to live adventures. When they get out looking for trouble they are gonna find you ready.

Being a Storyteller and creating a story is not as hard as anyone would think.
Relax and have fun with any crazy idea.

Just remember that you are here to make sure that everyone is having fun.

To start, talk to your players and ask them how they wish to play, what they expect from the story, and what their perceptions of the Pokémon world are.
You have to unify their perception to make sure their characters are being brought to life with a clear idea about how this society works and their attitude towards Pokémon and other humans.
You can even share a brief summary of what's to come.

Listen to their concerns and also express your own.

Remember that it is also their responsibility to create fun characters that can contribute to the story.
Someone who constantly makes trouble or antagonizes other people is not doing their job as a player correctly.
Make sure no one creates a character that cannot be befriended.
Once everyone is on the same page, it's time to get prepared.

What's the Story about?

You have to think what's the whole point of the journey: **the moral**.
What are your players going to learn from all this battle, drama and adventure?

Remember this is **NOT** about what's happening, but the message you want to give.
When creating a story this is the first and **most important** step, that message should be shown in every single scene, directly or indirectly.

This will help you unify the story and make it feel unique. If done right, by the end everyone will be able to notice what this was all about.

What's happening?

Now that you know what you want to say, it's time to find a way to say it.

You want to talk about confidence? Maybe build a story about a Pokémon beauty contest or about an enemy with a reckless challenge.
The possibilities are infinite and there is no right or wrong in this drama.
Don't feel the need to start the game creating the ultimate epic adventure of a lifetime. Players should always begin by **knowing the game** and most importantly, by **knowing their characters**.

Create a mood where they care about their lives, and keep it small. As the game progress, recurring enemies will give sequence to the chronicle.

People usually don't realize the difference between *What's the Story About?* and *What's Happening?* or the fact that these two concepts even exist, but here we're going to give you an example:

In the movie Matrix, Neo realizes that his world is just a computer program like virtual reality which everyone is connected to.
The real world is a post-apocalyptic world of machines. Neo is the Chosen One that will defeat the evil machines and liberate humanity from this virtual prison.

*That's **what happens**.*

But the story is not about machines or computer programs.
*The movie is **about Believing in Yourself**, as Neo refuses to believe he is really the Chosen One.*

No matter what kind of problems you have in mind for your players, always remember this is the story of **their characters**, this is **their** character's life, this is **their** adventure. You should cheer for them even as you throw them off a cliff.

As a storyteller your are the director of the play, you are not their antagonist even if you portray one.
This is not You VS Them. Don't try to win because there is nothing to win. The real victory of the Storyteller is when everyone works together to tell the Story.
Don't be mad because something didn't go as planned, on the contrary, reward creativity!



In a Role Playing Game there are so many possibilities that trying to control them is only going to make you tired and angry. You too must enjoy the craziness of the players, their decisions and **the story you make together** on the way.

Creating a story is like watching a TV Show or a movie. It follows the same order, narrative and principles.

Once you've got everything figured out, this simple time-line can help you give order to the game session.

Introduction

Initial Pictures:
Tell them where they are, this will contextualize them.
"*A beautiful morning with singing birds. The sun rose and now it's shining through your window*"

Prelude:
First Introduce the Player Characters and Non-player Characters. Who are they? How are they? What do they do?

Introduction of the Problem:
This may be a far away threat which still doesn't affect the Players personally.

Point of Conflict:
Players now get involved with the problem. Make it personal, something they want to solve.

Body

Development:
They may try to solve the problem but will face challenges related to it. Write down two cool scenarios to challenge the players and a couple of encounters.

Point of Resolution:
The players learn how to defeat the villain or solve the problem, but still don't solve it.

Conclusion

Climax:
Here, players will go face the problem. They have their Final showdown or moment of truth.

Resolution:
They may win or fail in the climax. Write down dialogues, consequences and rewards.

Epilogue:
All the aftermaths. People say their goodbyes and may continue on their journey or go home for now.

A game session lasts from 2 hours to 4 hours.

Take into account that during that timeframe, players will only be able to perform 2 or 3 well described objectives and still leave some room for character development.

Don't go placing 10 fights in a single session or you won't have time for anything else.
Battles won't always be necessary; normal people have troubles, tension and dire moments without having to fight for their lives everyday. A battle is best used as the culmination of bad decisions or very tense circumstances.
This is a game about drama, not grinding battles for experience points.

The Many ways to tell a story

There are three main ways to tell a story in this game:

Episodic

Picture it like watching a TV Show, a single session is a complete adventure on its own.
Many things could change for better or worse, however, let it be powerful. Allow the players to learn something from it. The fact that they can return to their normal lives doesn't mean they went home empty handed.

It is possible to begin play in an Episodic way and then throw some Chronicle elements.

Chronicle

Some stories are too long to be told in one game session. A Chronicle is a grand adventure with one main plot and usually one recurring villain. This kind of story can get really epic and can take months of gaming sessions.

It was made a common belief that this kind of storytelling was the normal mode to play, however it is not.

This is hard mode.

It's common to see people start a Chronicle and never finish it. You can do it, though.
Communication between players and storyteller makes all the difference.

Life Events

It's like watching a series of movies telling the comings and goings of the Characters. It is very similar to a normal Chronicle that is combined with Episodic Storytelling.

Episodic and Life Events have a great advantage, since the adventures are short and the time that passes by is not clear, many people may take turns to storytell.

This will provide many more kinds of adventures because everyone has a distinctive way of thinking; you may take a break and also play your character. Everyone has more time to write better adventures.



Laws of Storytelling

1. Don't create a story to win
This is not about how you are going to defeat the players.

2. Don't fret over minuscule details
Your job is to create a mood, an atmosphere. You don't have to describe where every single object is. Let their imaginations do the work, this will save time and make the game flow uninterrupted.

3. Help the players get into their characters
Players are not really inside the Pokémon world. Don't expect them to perform as you imagined. Try to tell them how their characters feel and what they are thinking. It's useful to place thoughts in them from time to time.

4. The game is not only about mechanics
This game is about active role playing, don't get too deep into the numbers and the rules and pop-up combat.
It's never as important as the drama.

5. Actively Role-Play
This game requires active role playing. You are not only preparing to tell a story, you are also getting prepared for acting. The same law applies to the Players. Add spice by describing the actions and the Moves of their Characters and Pokémon in the game.

6. Use tools
Even if you have a beautiful voice, use appropriate music and sound effects. You may print maps or show your players pictures of the places they are in.
This will help everyone to be in the same tune and will make your story a lot more interesting.

7. Get prepared
It's not ok to walk into the room not knowing what you are going to say. Improvisation can only take you so far.

8. Use Time
Use time in your favor. You can use Flashbacks, Fast-Forwards, or Pause the session if you need some time to think. Taking breaks is always nice.

9. Make sure everyone is having fun
You are not their entertainer, but you have to make sure everyone is taking part in the story. From the most talkative and extrovert to the most shy and timid of your players.

10. Start as close to the end as possible
Long introductions are boring. Even If there is something very important from the past, try to use exposition to say it.

11. Make it feel real not "realistic"
To bring your adventures to life you must have fun with the innocence and fantasy of the game.

12. Don't create a story to win. Again.
Just to be clear.

13. The storyteller is not "God"
You'll always have the final word, but don't let the power fool you. If you think you can do whatever you want, you'll find yourself without players very soon.

Tips on Storytelling

Improvise

There will be times your players suggest something wild or ilogic. Try not to say "No" if they suggest it, it must be because they find it fun. Roll with it, improvise and try to make it fit into the setting and story.

Prepare Random Encounters

Sometimes players get to a point you didn't expect, so prepare some bad dudes and their Pokémon.
This should be used **only when it's really necessary,** not as part of your story. If you don't use this Encounter in the game session, save it for later.

Give Emergency clues

Many times Players will miss a **VERY CRUCIAL** clue. Maybe it was right under their nose, but now they can't go any further without it or the story will take a bitter turn.
In such cases you may have to move the clue from place to place in case it is needed. Maybe it's time to use the random encounter or have an ally appear.
Prioritize storyflow over puzzles and mechanics.

Positive reinforcement

Perhaps your Players are getting out of character or being disruptive. **Keep Calm. Talk to them.**
Don't punish your players in-game for something that's happening out of it. Engage them, give them goals and reward their achievements. You may also try converting the interactions and comments they make outside the game to inside of it. The results may surprise you.



Pokémon Battles

The Different Pokémon Types

All Pokémon are capable of commanding the different energies that exist in this world.
They can transform and shape them in many ways. Pokémon that are specially adept at controlling a certain energy or force are labeled with a type.

Until now, **18 types of Pokemon** have been discovered.

Normal	Pokémon that do not seem especially adept to controlling a single type of energy.
Bug	Insectoid creatures that get their strength out of a swarm-like mentality.
Dark	Pokémon that control the power of bad emotions and are known for commiting dishonorable acts.
Dragon	Creatures of legend who use their inner rage to destroy anything that opposes them.
Electric	They control electric currents. They feed and recharge out of lightning and thunder.
Fairy	Elusive and michievous creatures that bring both joy and tears to those who see them.
Fight	These Pokémon learned to use their body as a weapon. Some materialize their own energy into attacks.
Fire	Pokémon that resist heat, they produce and shape fire to burn anything on their wake.
Flying	They control the wind currents and are masters of the sky, earth bound creatures cannot easily reach them.
Ghost	Beings from the underworld. They are lurkers in the shadows who prey on the vital energy of the living.
Grass	Pokémon with a plant-like appearance. They feed on sunlight. Some grow flowers and others grow thorns.
Ground	These Pokémon live below the ground. They can control the movement of earth and all of its properties.
Ice	Ice and snow froze their bodies. They can resist and create glacial temperatures.
Poison	These creatures carry venom on their body. They bring sickness and plague wherever they go.
Psychic	They feed on mental energy to use telekinesis. They are some of the most intelligent beings on the planet.
Rock	Their body is their armor, they create rock slides and crush their enemies beneath.
Steel	A cold steel plate covers their bodies. they behave like an organic machine. Ruthless and cold.
Water	Aquatic creatures that can breath under water, they can call the rain and shoot mighty torrents.

Each one of these types has different powers they can use. Some Pokémon are capable of using not just one but two types of energy, gaining the resistances and weaknesses of their second type as well.

Resistances, Weaknesses, & Immunities

During battle, there are many ways to win; you either use your foe's weaknesses against him or you exploit your own strengths. A good trainer chooses the right pokémon for the right occasion, in and out of Battle.

Pokémon Types are a common way to gain an edge in a fight. If you happen to choose a pokémon that is resistant against your foe's attacks, it won't be much of a problem if your companion isn't as strong.

Resistances

All Pokémon Types (with the exception of Normal Type) are able to resist certain Move Types.

This kind of protection makes the damage received *Not very effective* reducing 1 point from the total damage received.

Weaknesses

All Pokémon are weak to certain Move Types.

This vulnerability makes the damage taken *Super Effective* meaning the Pokémon will receive 1 additional point of damage from the attack, even if the damage roll is zero.

Immunities

A few Pokémon Types are ***Immune*** to other specific Types of damage.
They will not receive any damage from attacks of that type but may still be affected by support moves.

Trainer Tips

Two types may share a resistance, this means that a double typed Pokémon may reduce up to 2 damage points from an attack that is ***Not very effective*** against both of its types.

The same rule applies when receiving a ***Super Effective*** attack. If both of the Pokémon's types share a Weakness, the Pokémon will receive 2 additional damage.

Resistances, Weaknesses, & Immunities Chart

Pokémon Type	Resistances receives "Not Very Effective" from	Weaknesses receives "Super Effective" from	Immunity
Normal		Fight	Ghost
Bug	Fight, Grass, Ground	Fire, Flying, Rock	
Dark	Dark, Ghost	Bug, Fairy, Fight	Psychic
Dragon	Electric, Fire, Grass, Water	Dragon, Fairy, Ice	
Electric	Electric, Flying, Steel	Ground	
Fairy	Bug, Dark, Fight	Poison, Steel	Dragon
Fight	Bug, Dark, Rock	Fairy, Flying, Psychic	
Fire	Bug, Fairy, Fire, Grass, Ice, Steel	Ground, Rock, Water	
Flying	Bug, Fight, Grass	Electric, Ice, Rock	Ground
Ghost	Bug, Poison	Dark, Ghost	Fight, Normal
Grass	Electric, Grass, Ground, Water	Bug, Fire, Flying, Ice, Poison	
Ground	Poison, Rock	Grass, Ice, Water	Electric
Ice	Ice	Fight, Fire, Rock, Steel	
Poison	Bug, Fairy, Fight, Grass, Poison	Ground, Psychic	
Psychic	Fight, Psychic	Bug, Dark, Ghost	
Rock	Fire, Flying, Normal, Poison	Grass, Ground, Fight, Steel, Water	
Steel	Bug, Dragon, Flying, Fairy, Grass, Ice, Normal, Psychic, Rock, Steel	Fight, Fire, Ground	Poison
Water	Fire, Ice, Steel, Water	Electric, Grass	

Josephine encountered a wild **Ryhorn**, *she know's this Pokémon is a* **Ground/Rock** *type.*
She has 3 Pokémon with her:
Beedril, a **Bug/Poison** type; **Slurpuff**, a **Fairy** type; and **Lombre**, a **Grass/Water** type.

Ryhorn has Ground and Rock type attacks that are ***Super effective*** *against Poison and Bug Pokémon, and it has a double resistance to Poison attacks. Beedril would be a poor choice to fight it.*
Fairy type attacks of Slurpuff would be dealing their regular damage as Rhyhorn is not weak nor resistant to them. However, Rhyhorn is twice as weak to Water and Grass! Both Rock and Ground types share Water and Grass as weakness.
- "Lombre! I choose you!"- Says Josephine

How to Battle

- "You're the pettiest bunch I ever met, but we promise before we're through, we'll make a strong Trainer out of you." -

Battling Pokémon is the main sport in this world because miraculous healing potions and health care prevent your companions from getting seriously injured.

The Pokémon League tries its best to keep it as safe as possible within official matches. It's your choice to fight, just remember why your Pokémon are doing it.

A Pokémon battle is divided into four simple stages:

Initiative

It is in this stage when the attacking order is decided: who goes first and who goes last.
Once the order is established, it will stay that way until the end of the fight.

Pokémon may use priority moves that help them ignore their initiative to go first, or moves that hinder the initiative of their foes to strategically make them go last.

Round

A round is a period of 6 seconds approximately, within that timeframe the Pokémon and Trainers perform their actions and attacks. It is composed of turns.

If a Pokémon is fast and experienced it may only need a few seconds to perform many attacks in the same round. A Novice Pokémon might take the whole round to charge only one attack.

Turns

A turn is a fraction of the round in which a Pokémon is performing its actions. Once every Pokémon and trainer in the fight has had all their turns the round finishes.

If one or more of the fighters declared to take Multiple Actions at the beginning of the Round, another set of turns is added in which only those who declared multiple actions may have another turn and so on until no more multiple actions are left.

End of the Round

Once all players and Pokémon have made their respective actions and everything has been resolved the Round finishes.
Some Moves and Status Conditions have effects at this point of the fight.

Battling Step by Step

Step One: Initiative
Choose your Pokémon. Roll 1 dice and add its Dexterity and Survival score to the final result.
Alert specialty may raise the Initiative even higher.
Whoever got the higher Initiative may act first, whoever got the second best initiative goes second and so on.
- "Pokémon, I choose you!" -

Step Two: Give the order
When it's the turn of your Pokémon to act, order it to use a Move. You may change your order to an Evasion.
- "Pikachu, use Thunderbolt!" -

Step Three: Make your Move
Make the Accuracy Roll of the Move you called for.
If the roll is successful, the Attack is going to hit unless it gets evaded.

Trainer Tips

Scoring 5 successes in the accuracy roll of a damaging move will turn the attack into a **Critical Hit**, adding **2 bonus dice to the Damage Pool**.

Step Four: Evasion (optional)
Roll Dexterity + Fight + Evasion.
The defender may Roll to evade at the cost of one of his actions for this round.
Every success the defender scores will reduce 1 success from the Accuracy Roll of her foe. If the Accuracy Roll is reduced to 0 successes, then the attack is evaded.

Here is an example:
*Michael's **Roselia** is fighting against a wild **Zangoose**, Roselia goes first by initiative order.*
*—"Roselia! use **Mega Drain**!" — Orders Michael.*
Roselia starts to gather energy and Zangoose sees an opening to charge using Quick Attack.
Michael realizes this and quickly screams
—"Out of the way!"—
as a trigger for an evasion action. Roselia will stop doing whatever it was focusing on, to move out of the way.

Zangoose scores 3 successes on his roll to hit Roselia using Quick attack.

Roselia gathers its **Dexterity + Fight + Evasion**.

Roselia scores 3 successes in the Evasion roll, meaning it was able to react quickly enough to evade Zangoose's attack, but Roselia used its action evading and couldn't use Mega-Drain.

Step Five: Gather your Damage Pool
If the attack hits, gather the damage pool stated on the move. Usually the pool will be:

Strength/Special + Power of the Move.

Then subtract dice from this Damage Pool equal to the Defense or Special Defense of the foe.
Damage Pools cannot be reduced below one dice, as any attack may deal at least some damage.

The battle continues; Michael's Roselia against Zangoose.
*Zangoose just landed a hit on Roselia using the move **Pursuit**.*

Zangoose's Strength is 3

Roselia's Defense is 2

*Pursuit is a Dark type move with **power 2**, if we translate those numbers to dices we'll know zangoose's damage pool:*



If your Pokémon uses a move that shares the same type with it, You'll get 1 Bonus Dice to its Damage Pool.
This is called: *"Same Type Attack Bonus"* or STAB.

Trainer Tips

Step Six: Damage Roll
The attacker rolls the remaining dice from its Damage Pool. Each success inflicts 1 Damage to the foe.

Zangoose's Rolls its damage pool scoring:



Roselia receives 2 damage.



Do not remove succeses from Damage Rolls.

Step Seven: Next!
It's time for the next character in line to act.

Step Eight: Trainer actions
At this point all Pokémon have performed their action from the first to the last.
Trainers using a Pokémon may now have their own actions as they were focused on watching the fight, analyzing the situation and issuing commands.

Trainer Tips

Trainer actions, such as applying Potions or taking cover are always performed after all Pokémon have had their action.

Step Nine: Multiple Actions (optional)
Once everyone in the fight performed their action, whoever announced would perform Multiple Actions may get another turn to do it. The order in which everyone takes this next extra turn is the same as their original order of initiatives.

Let's Rewind the battle to see how Michael could've better handled the situation against Zangoose.

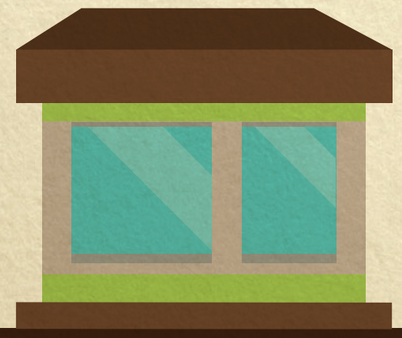
Roselia goes first by initative order.
—"Roselia, Three Actions! Use Mega-Drain first!" — Orders Michael at the beginning of the Turn.
Zangoose sees the opening to use Quick attack.
Michael realizes and quickly screams
—Out of the way!—

Roselia evades at the cost of one of her actions but she still has the remaining two actions of the round to perform Mega-Drain and to evade Zangoose's Pursuit attack.

The mechanics of how Multiple Actions work will be explained later in the chapter so they can be completely clear.

Step Ten: End of the Round
The Round finishes. The battle may continue in a new Round.







Using Multiple Pokémon

You may use more than one of your Pokémon during a fight. There are rules in the league for *Double Pokémon Battles* in which two Pokémon are commanded by a single trainer or a team of two trainers commanding one Pokémon each.
A single person commanding two Pokémon at the same time will not be impaired on her focus; but penalties may be applied for confusing orders given to the pokémon.

If a Pokémon trainer is commanding **3 or more Pokémon at the same time**, the Pokémon may not understand to whom he is ordering.

Pokémon must roll Insight and score at least 2 successes in order to perform the actions commanded.

Penalties may be added if the fight is very crowded and noisy.

Peter and his friends are Battling against a wild Pokémon that is very strong.
His friends are only using one Pokémon each, but Peter decides to call his three Pokémon into the battle at the same time.

A ***Sandshrew****,a* **Chimchar** *and a* **Stunky***.*

Peter yells — Chimchar use fury swipes, Stunky, use Poison Gas, Sandshrew use Defense curl!—

Chimchar fails it's insight roll, the fight is crowded and it got distracted watching another Pokémon.
Stunky succeeded on its roll but used the move fury swipes as it was the first thing it heard.
Sandshrew failed it's roll, it heard "poison gas" and it's a move it doesn't know. It starts scatering dust all around the place in an effort to please its master.
Well... that didn't go as expected.

At Storyteller's discretion the Pokémon may stand their ground waiting, run away, act following their nature or even perform poorly if they were not issued an order or couldn't understand what their trainer wanted.

At the end of the fight experience will be halved and then distributed evenly among all pokémon of the trainer that participated.

Switching Pokémon

All Trainers have two Pokéball movements each round, these two movements are free to be used at any point during the round. Making an extra Pokéball movement on the round will come at the cost of one of the actions of the trainer.

Each time a Pokémon is switched in the middle of the fight, it will be startled and disoriented as it's coming out from a safe environment within the Pokéball and into a chaotic battlefield.

It will stay looking at it's surroundings and may become the target of an attack.

For a Switched Pokémon to get out of this dazed state it will need a few seconds to digest all that is happening, this means **the Pokémon will need to stay out of its Pokéball from a Beginning of the Round to an End of the Round.**

In official League matches where switching is allowed, your must recall your Pokémon at the end of the round and make the switch; the fight will be paused for a few seconds to allow your new Pokémon to start its turn without being startled.

Damage

Every time you or your Pokémon are hit by an attack, you are likely to receive damage, only a failed damage roll would prevent this from happening and chances are you are getting at least one damage point per attack.

If you receive damage your Trainer and Pokémon are able to heal 1 HP every 8 hours.

You need to minimize your Pokémon's intake of damage if you want to stay fighting for a long time, otherwise you will suffer the consequences.



Pain Penalizations

When your body is injured you will feel pain.

Both human and Pokémon feel distressed by wounds.

Whenever you or your Pokémon receive damage your movements and overall performance will be impaired due to the pain. This is what we call Pain Penalization.

You will lose 1, 2 or 3 dice depending on how badly your character is injured.

To measure the amount of pain you're in, you must take into account your total HP and follow this simple chart:

HP State	Pain Penalization	Body State
Full HP	0	No pain or discomfort.
2 Damage	-1	A mild amount of pain in a region of the body.
Half HP (Rounded down)	-2	A great amount of pain, you move with difficulty.
1 HP remaining	-3	You can barely feel your body: you are about to fall unconscious.

Pain Penalizations will be applied to all the actions you make while injured. Attributes will also be affected, the only exceptions being Vitality, Will, and the rolls including them.

These kind of penalizations will be removed as soon as you recover your HP. If you cannot recover HP, you can also spend a Will Point to ignore the penalizations until the end of the round.

Pain penalization may be assigned without receiving damage.
For example when the characters are exhausted by exercise, lack of food or sleep.

Storyteller Note

Fainting

Getting Damage equal to your total HP will make you lose consciousness and faint.
When fainted you cannot move or have an action, you'll be at the mercy of your surroundings.

Anyone who faints will stay out for an average of 8 hours. After that time, their body will automatically cure itself 1 Damage and the character may regain consciousness although they'll still be in pain.

The item **Revive** allows you to **recover from fainting** in a few seconds. A regular healing **Potion** will cure damage made to the body and may prevent the wounds from getting more serious, but the character **will remain unconscious**.

Fainting is a bad experience for a Pokémon, if you regularly order them to keep fighting until they collapse this will eventually strain your relationship with them by reducing their happiness and loyalty.

It is not too wise to risk your trainer character to faint in a battle. If a Pokémon faints, it can be recalled into its Pokéball and stay secure until it can get treatment; but a fainted trainer will need the aid of other humans to get back on his feet as **Pokémon companions cannot apply medicine**.

Wild Pokémon will usually cease to attack if the trainer faints and is no longer a menace. But staying out cold completely helpless may put at risk your character's life.

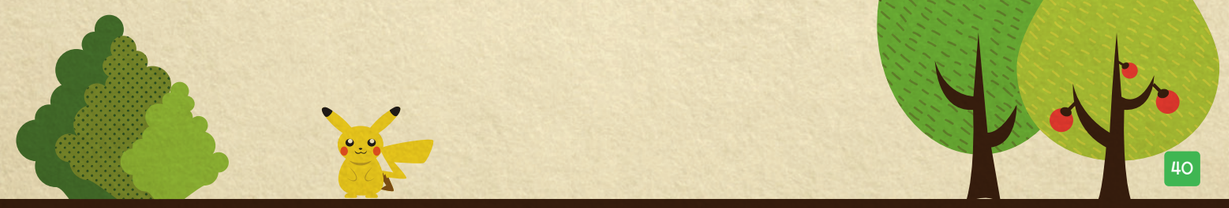
Lethal Damage

If you or a Pokémon fall unconscious and keep receiving damage, that damage will become Lethal Damage.

Some Pokémon can learn devastating moves able to inflict Lethal Damage directly.

Unlike regular damage that heals itself over time, to receive Lethal damage involves getting a serious injury that will worsen if left unattended.

If a character receives even just 1 lethal damage to their HP, every hour within the game they will receive another lethal damage and so on until either medical attention arrives or their body cannot resist any longer and the character dies.





Lethal damage moves are banned within official League matches, but your Pokémon may still use them if it restrains the full force of the attacks to deal regular damage.

A move labeled with this Icon:



Will deal Lethal Damage unless it is consciously restrained.

Trainer Tips

Be careful out there.
Unscrupulous Trainers or vicious wild Pokémon may attack you with **moves that deal Lethal Damage direclty**.

Storyteller Note

If a Pokémon or Trainer is going to die in the story give it the importance it deserves. Make it memorable, **no sacrifice is ever in vain. No character is disposable.**

Staying Safe

If you get Lethal Damage equal to your total HP your character will die. To prevent this from happening you will need to take measures to keep you and your companions safe from harm.

Here are some tips you can follow:

1.- Spare no expense in Healing items.
Potions can be expensive but the life of your Pokémon companions has no price.

2.- Teach your Pokémon healing moves.
If a Pokémon is able to learn a move that allows it to recover a little health maybe you should give it priority over learning a damaging move.

3.- Have your trainer learn medicine.
There will be times when the potions run out. Having a Trainer in the party who knows how to find and make medicine out of herbs and berries can be a life saver!

4.- Evade attacks and find cover.
Pokémon battles can have lots of flames and energy beams flying everywhere, find a safe place where your trainer can stay out of harm.

Multiple Actions

This is where you get fast and furious. You can abuse your speed and intellect to divide your attention and perform multiple tasks at the same time.

Most common use is in battle; you can attack, dodge and support your allies, but Multiple Actions are not limited to fights.
Maybe you want to read a book while driving a car, or maybe you want to catch a ball and kick your foe while dodging bullet seeds. I'm not saying that everything is possible, but you can at least try!
Worst case scenario: You die.

Here's how you make multiple actions:

Step One: Gather the dice pool for your action.

e.g. Dexterity + Fight + Canalize

Step Two: Subtract dice equal to the number of Multiple Actions you are performing and Roll.

For example:
Mareep's total dice pool to perform her action is 7 dice but it will be performing 3 actions this turn:



Mareep's Dice Pool — Number of Actions — Mareep's First Action DicePool

Step Three: Repeat Step Two while substracting one extra dice for every one action after your first.
Making multiple actions gets harder and harder the more you push your skills. For every one action after your first, you will be taking out dice one by one from your total pool, in addition to the dice representing the number of actions you declared. **NOTE:** ***You cannot perform more actions than you declared you would do***.

If you grow your attributes, skills and specialties, you'll be able to do more actions; however, you must have a Dice Pool of at least of one dice to be able to perform a Multiple Action. If you run out of Dice Pool, the action is impossible for you.

Trainer Tips

Remember that even if your Pokémon has low attribute limits you can still train it on its Skills and specialties to be able to perform many multiple actions.

Storyteller Note

When a Pokémon is acting on its own, they usually won't make more than one or two actions, even if they are capable of doing more.

Take this example about how much you can do if you master multiple actions:

Chuckie wants to ride a wild Tauros to text Prof. Oak information about it. He is doing ok getting on the back of the creature when he discovers that wild Tauros don't like to be mounted. Suddenly, an arrow starts flying through the air towards him. Since Chuckie is a science man he decides that texting his finding to Prof. Oak is more important. He also cares about his life, so he will try to do it all at the same time.

Chukie's Attributes are:

Dexterity ●●●●○ **Intelligence** ●●●○○

Chuckie's Skills are:

Fight ●●●○○ **Survival** ●●○○○ **Knowledge** ●●●●○

He decides he wants to perform 3 Multiple Actions.
First, Chuckie will try to stay mounted on the Tauros:

4 (Chuckie's Dexterity) + 2 (Chuckie's Survival) − 3 (Number of Actions) = 3 (Chuckie's First Action Dice Pool)

Roll Results:



He succeeds, Tauros is violently shaking him but he manages to stay on top of it.
Now, Chuckie will try to dodge the arrow:

4 (Chuckie's Dexterity) + 3 (Chuckie's Fight) − 3 (Number of Actions) − 1 (Second Action) = 3 (Chuckie's Second Action Dice Pool)

Roll Results:



He succeeds again, moving out of the arrow's path with ease.
Finally Chuckie will try to send the text to Prof. Oak.

3 (Chuckie's Intelligence) + 4 (Chuckie's Knowledge) − 3 (Number of Actions) − 2 (Third Action) = 2 (Chuckie's Third Action Dice Pool)

Roll Results:



Prof. Oak got his text! Chuckie, you are the man!

A character can only make its next action after everybody else had a chance to act, the only exception being the **Successive Actions, Evasion and Priority Moves**.
If you make lots of actions it means that you are moving really quick. Running, jumping, dodging and attacking in an impressive manner.

Master Multiple Actions to master Pokémon Battles.

Strategies to Win

It isn't always the strongest, the fastest, or the highest-leveled Pokémon that wins the fight.

How can you defeat a giant rock-snake with only the help of a small fire-breathing lizard?

Well, that's where having a strategy comes to save the day. In this section, you will learn the many tricks and techniques to win almost any fight.

Learn them all and any Pokémon at your side will be champion material.

Single Action

Every round lasts for about 6 seconds, and while some will use of that time to make as many multiple actions as possible, you may also choose to make a single action this round.
You will have more time to focus and strike.

If you declare you'll be making a single action this round, you will receive a bonus of **2 extra dice for your accuracy roll**.

You'll get **1 bonus dice** if you are using that single action **to perform an Evasion**.

You may also want to hold your single action until the time is right to strike.

Holding Action

When you declare to hold your action your character will remain immobile looking at the foe, this will seem like an invitation for the foe or someone else to act before you do.

You may use the action you were holding at any point during the round.

If both you and your foe hold action the round will end with no further actions.

It means that both sides paused the fight to stare at each other...
Someone would need to make a move for the round to continue normally.

Evading & Taking Cover

It is always a smart move to get away from danger. You may do this by evading attacks or finding cover.
To Evade an attack you simply have to give the order "Evade it!" or "Dodge!" or a similar phrasing.
Your Pokémon will understand that danger is coming its way and will react as fast as possible.

An Evasion action can be triggered regardless of initiative order. You just need to gather your current pool of:

Dexterity + Fight + Evasion

Every success the defender scores, will reduce 1 success from the Accuracy Roll of the foe. If the Accuracy Roll is reduced to 0 successes, then the attack is evaded.
If it is not the attack will hit.
Evading it's an all-or-nothing kind of action, you either reduce the foe's accuracy roll to zero or receive the full damage. Take this into account when the foe strikes a Critical Hit in its accuracy roll.

Cover on the other hand will a help you resist damage against **ranged attacks.**
¼ Body Coverage: reduce 1 dice to the foe's Damage Pool
½ Body Coverage: reduce 2 dice to the foe's Damage Pool
Full Body Coverage: reduce 3 dice to the foe's Damage Pool. You may not receive any damage at story teller's discretion.

Same Type Attack Bonus (STAB)

All Pokémon can control different types of energy.

A Fire-Type Pokémon will be able to create bigger and hotter flames than any other type would, and a Grass-Type can control plants as if it was it's own body unlike a Normal-type trying to use a Grass-Type Move.
It's the same for all the other types, the energy they control will come out naturally stronger from them than from a Pokémon controlling energy that it's not from it's main type.

While all Pokémon learn moves that do not share types with them, they will benefit a lot more if you use the moves that matches their own type.

Whenever a Pokémon performs an Attack that matches one of its types you'll get the **"Same Type Attack Bonus"** or STAB for short.

This adds 1 Bonus Dice to the Damage Pools of matching type attacks.

Trainer Tips

Dual-Typed Pokémon will have 2 types to give them STAB!
But this may come at the price of also having more weaknesses!

Accuracy Down

Some moves are so powerful that controlling the sudden explosion of energy is hard for any Pokémon.
The dice pool you get when performing an attack is your accuracy pool, and it may be reduced if you perform a move labeled with a sign like this:



This decrease in accuracy may go from 1 to 7 dice reduced from the pool you had for your attack.

Take a look at this example:
***Pikachu** is trying to attack its foe **Stunky** with the move **Thunder**. Which has a reduced accuracy of 3 dice:*

5 (Pikachu's Dice Pool) − Accuracy 3 (Move Accuracy) = 2 (Thunder's Dice Pool)

The roll fails. A Thunder stroke in the arena but it did not hit the target.
*On Stunky's turn he uses the move **Smokescreen** reducing Pikachu's Accuracy by 1.*

In the next Round, Pikachu's accuracy roll for Thunder would be:

5 (Pikachu's Dice Pool) − Accuracy 3 (Move Accuracy) − Accuracy 1 (Reduced Attribute) = 1 (Thunder's Dice Pool)

Pikachu would have to train its skills to get better at controlling this kind of attacks.



If your dice pool becomes zero by a reduced accuracy move, you will not be able to perform it. You will have to make another action or pass your turn instead.

This means that your Pokémon is not ready, is too tired or is simply not skilled enough to control this move.

The power might sound tempting, but you'll need a lot more than powerful moves to win your battles.
If your foe is relying on this kind of moves don't be scared, make their advantage become their disadvantage.

Outside of battle,though. Your Pokémon may use these moves freely, as there is more time to focus.

Attributes: Increase & Reduction

You will notice that some moves are marked with this kind of icons:



Most of them don't deal damage but increase or reduce the attributes of a Pokémon instead.
It is easy to assume that you should avoid these moves and focus on getting the powerful stuff as soon as possible, but don't be hasty, young trainer!

It is a valid strategy to reduce the attributes of your foe to give you an advantage over them. If you combine this with increasing the attributes of your own Pokémon, you will be on the right path to victory.

A move may increase or decrease an attribute temporarily by 1, 2 or 3 points depending on which move is used.

These points do not stack on the same attribute, but instead only take into account the single move that has the highest impact.

*A **Shellder** with a Defense of 5 used the move **Withdraw** as its first action.*

Its Defense will be increased 1 point making it a total of 6.

*On its next action, Shellder used the move **Iron Defense**, which increases its Defense by 2 points. Its Defense will now be 7. The effects of Withdraw are **replaced**.*

If Shellder uses Iron Defense once again the next round, its Defense would remain unchanged.

The same rule applies for decreasing the attributes of a Pokémon, with the only exception that once an attribute is decreased to just 1 point, it cannot be decreased further.
Some **Held Items** will directly affect the attributes of a Pokémon but their effects will not stack along with the effects of a move and you will take into account only the highest modifier.

Temporal increments of attributes can only make a Pokémon reach a maximum of 10 Points.

That means that if your Pokémon already has a score of 10 in an attribute it won't be able to increase it further.

If your Pokémon has reached the limit score on its attribute, and increases it using a move or ability, **as long as it keeps it on 10 or less** it will be able to do so without problems.

Temporal increments and reductions of stats can be stacked on top of an ability the Pokémon has to achieve incredible boosts of Power, Defense and Speed.

Take these examples of combining moves and abilities to increase your own attributes or reduce your foe's:

*Your **Floatzel** has 4 points on Dexterity. Its ability is **Swift Swim**, which increases Dexterity by 2 Points during the **Rain weather**.*

*It is raining at the moment and Floatzel uses the move **Agility** in its turn.*
This move adds 2 Points to the user's Dexterity.

***Floatzel** ends up with 8 total Dexterity Points:*
4 points are its own, 2 from its ability and 2 more from the move it used.
Its Dexterity attribute just doubled thanks to the right conditions and moves, it is more than ready to move faster than any human!

*Your little pink **Snubull** goes into battle against a wild and aggressive **Tyranitar** with a Strength score of 4.*
*Fortunately, **Snubull** has the ability Intimidate, which reduces by 1 point the Strength of all foes.*

On its turn **Snubull** *uses the move* **Charm**, *which means a further reduction of 2 points for the foe.*
By the end of **Snubull**'s *turn* **Tyranitar** *only has 1 point on its Strength Attribute.*
Now that doesn't sound too menacing!

All these Power ups and downs are only temporary. They will last for a scene or until the Pokémon is removed from battle.

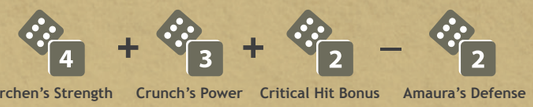
It is illegal to go into an official match of the league with your Pokémon already buffed. You'll have to put it back into its Pokéball and let it out when the match begins.

Remember that a well timed power up can make all the difference you need to win your battle.
Some attacking moves even have the added effect of increasing your attributes or decreasing your foe's.
Make sure you combine them!

Critical Hit

To land a Critical Hit you need to score 5 successes in the accuracy roll of your move.
This will add you a bonus of 2 extra dice in your Damage Pool.

Archen *is fighting **Amaura**. Using a single action it managed to land a Critical-Hit with the move **Crunch**. This will be Archen's Damage Pool:*



***Amaura** is at risk of receiving a serious amount of damage from Archen's Attack!*

Also, Moves maked with this Icon:



Are called "High-Critical" moves.
If you score **4 Successes** in the Accuracy Roll, you'll get a Critical hit!



Healing In-Battle

There are three ways to heal a character in-battle:

• By applying healing items, such as Spray Potions or medicine on them. One unit of Potion heals 1 damage, 2 units heal 1 lethal damage.

• By using a held item such as a Berry.

• By using moves that restore your health. These moves may require the user to spend 1 Will Point to get the benefits.

Humans cannot use healing moves but can have Pokémon use some of their moves on them, they also can't have a held item but they are free to use a berry or medicine and apply it on themselves or their Pokémon.
Now, while the healing in this world can be miraculously fast, the 6 seconds a round lasts are still too little time to make a full recovery from some wounds.

When you are in battle you can only heal a maximum of 3 HP per round.
This is because medicine and healing moves need time to make a full effect on your wounds.

Some Pokémon are able to learn moves that restore health. They are identified with this icons:

Basic Heal
Restores Half the Pokémon's HP rounded down.

Complete Heal
Restores the Pokémon's HP to full health.

Heal X
Regular Damage.
For example: Heal up to 2 Damage.

Heal X
Lethal Damage.
For example: Heal up to 2 Lethal Damage.

If your Pokémon makes the roll to activate a move labeled with any of these icons and succeeds, **you need to spend 1 Will Point in order to get their benefits.** If the roll fails you don't need to spend the Will Point.

If your Pokémon has a low Will score it won't be able to perform many healing moves.
Don't forget to always carry Potions in your backpack.

Trainer Tips

You may only heal 3 HP points per round, but Spray Potions and moves identified with this icons

may carry on healing over several rounds. For example, if you healed 5 HP with a Potion or Heal move you'll heal 3 HP this round and the remaining 2HP on the next one.
You may not use another heal move or apply another potion until you finish recovering from the previous one or its effects may be lost.
If your Pokémon reaches a full HP, the recovery stops and any remaining healing is lost.

Take this example:

Your **Meganium** *is fighting a wild Pokémon that looks very tough and resilient. Since the battle may be long you order it to use the move* **Grassy Terrain**.

One of the effects of **Grassy Terrain** *is this:*

Heal 1

For the next 4 Rounds, User and Allies on the ground Restore 1 HP at the end of the round.

That Means that **Meganium** *will spend 1 Will Point to restore 1 Damage from its HP the next few rounds.*

The battle continues and **Meganium** *receives a brutal strike the next round, it has 3 HP remaining from its total HP of 9 and needs healing ASAP.*
You run to its aid with a Potion in hand; you make the roll and succeed to apply 6 units of Potion that will heal 6 Damage to Meganium.

Now, since all this happens in just a few seconds, ***remember that you can only recover 3 HP per round****.*

Immediately after you apply it, Meganium will Recover 3 HP from the Potion, and the 1 HP it would recover from Grassy Terrain won't be of effect this round and won't carry on to the next one.

Next round, on its turn, Meganium will recover the 3 HP remaining from the Potion you applied.

If Meganium used another healing move in that same round, such as Synthesis, which is a Basic Heal, it wouldn't recover any HP from it until the next round, in which case the first 3 HP it may have healed with that move would be lost.

Timing your Healing moves and applying of Potions will help you get the most of them.

Holding Back

Sometimes you'll win more if you contain the full force of your Pokémon attacks.

Perhaps a move is extremely powerful but it may hurt your allies as well, maybe you are fighting a wild Pokémon you want to catch and do not want it to faint.
Or it could be that you are participating in an official League Tournament and you cannot use your favorite move by going all out.

For those cases, you give the command to "*Hold Back*" in order to do either of the next options:

• **Deal Half Damage.**
You make your damage roll normally but only inflict half of the damage rounded down to those affected by your attack.

• **Deal Regular Damage instead of Lethal Damage.**
If your order your Pokémon to use a move that would deal Lethal Damage:

You can also add the order: "Restrain yourself!", "Don't use full force!" or something along the lines so the damage your Pokémon inflicts will not need a trip to the emergency room ...or the graveyard.

If your Pokémon has points on Disobedience, you'll need to roll its Loyalty in order for it to do as you command and really restrain its attacks.

Trainer Tips

Priority and Low Priority

Many actions and Moves are quick and abrupt or slow and complex. Priority and Low Priority are terms to indicate which Moves get into effect outside of the normal Initiative order.

They are labeled by these signs:

Priority 1 Priority 1

They represent Priority, which allows a Pokémon to act right away even if it's not its turn yet.
And Low Priority, in which the Pokémon will use it's move after everyone has had their turn, even if it goes first in the Initiative order.

Here's an example of what you can do with Priority moves:

You and **Hitmontop** *are battling against another Pokémon Trainer, and* **Hitmontop** *goes last in the initiative order.*

As soon as the fight starts the other Trainer gives the order to his Pokémon to use **Tackle**. *However, your Hitmontop knows the move* **Quick Attack.**

BEFORE the other Pokémon performs its action, you may order your Pokémon to use a move with priority otherwise you'll perform it in your turn.

You yell - "Hitmontop! Quick Attack!" - Just as the other Pokémon is preparing to charge.

Hitmontop *is able to make the first strike even if he was last in the initiative order.*

Take into account that once you announce your Pokémon will be performing a Priority Move, your foe may change his order/action to Evade or even use a different Move to counter you!

In case two Pokémon are using a Priority move at the same time, the move with higher Priority number will be resolved first. In case both have the same priority number, the initiative order will determine who resolves it first.

Low Priority is the exact opposite and will take effect until the End of the Round.
It is recomendable to announce them as your last action of the round if you performed multiple actions.

Shield Moves

There are some moves labeled with this icon:

Their effects may differ from one another but they all have one thing in common, they are actions that involve using the body as a shield against an incoming attack.
Unlike evading, Pokémon using these moves receive the attacks head on with certainty that they'll come out practically unscathed, as **Shield Moves are the only kind of moves capable of reducing a Damage Pool to zero.**

There's a catch, though. You can only use one shield move per round. If you want to use more than one in the same round or one after the other, you'll add an extra reduced accuracy to the accuracy roll, increasing the chances of failure for every shield move you use in succesion.

For every Shield Move you make in the same round you'll be adding an extra reduced accuracy into them. That means:

First Shield Move

Second Shield Move + Accuracy 2

Third Shield Move + Accuracy 4

And so on if you keep using them uninterruptedly.

Successive Actions

Multiple Actions are handled per turn. But some moves have the special property of unleashing all actions at once, these are called "Succesive Actions"

Moves marked with this symbols:



Mean that you can unleash from 2 to 5 multiple actions in a single attack!

***Meowth** will use the move **Fury Swipes**, which is a successive action move.*

*For it's accuracy roll, Meowth will roll following the **multiple actions rule** for dice pools, only this time the actions called will be released all at once.*
Trainer calls for 2 multiple actions to be used on fury swipes:

Meowth's first Swipe:

7 (Meowth's Dice Pool) – Accuracy 2 (Move Accuracy) – 2 (Multiple Actions) = 3 (First Swipe pool)

Meowth's second swipe:

7 (Meowth's Dice Pool) – Accuracy 2 (Move Accuracy) – 2 (Multiple Actions) – 1 (Second Action) = 2 (Second Swipe pool)

All of this means that Meowth performed two attacks in a single turn, and if its Dice pool grows with some training, Meowth will be capable of making up to 5 attacks in a single turn!

Weather Conditions & Scenario

Pokémon, their moves, and abilities can be enhaced or diminished by weather conditions.
Harsh Sunlight, Rain, Snow and Sandstoms take an important role in the habitat of many Pokémon.

Remember that most of the fights will be located in the wild. From forests and jungles, to volcanoes and tundras and even underground or underwater.

This can turn the battleground into a shifting scenario, not just an empty arena. Daytime and location can affect your chances of victory.

There are four main weather conditions.

Sunny Weather
Typical in deserts, plains and tropical areas.

Rain Weather
Common in rainforests, lakesides and marshes.

Sandstorm Weather
Common on arid regions and barren lands.

Hail Weather
Typical in areas close to cold and snowy places.

There are Pokémon capable of summoning these weather conditions using special moves. Other Pokémon have been reported to have the incredible ability to summon the weather change at will.

You may find other types of weather or battlefield conditions that may make the battle easier or harder depending on how well you can adapt to it.
For example:

Fog
Reduces visibility and makes enemies harder to locate.

Difficult terrain
Such as mud or falling rocks. Places where you cannot move freely.

Storyteller Note

Make the scenario an important part of the fight.
It can be the ally or the enemy of your players if you enable free battleground interaction.



Sunny Weather

A harsh sunlight shines bright through the arena. It's hot, you feel thirsty and tired, the light is hurting your eyes.

- All Fire-type moves have 1 Extra Dice to their Damage Pools.
- All Water-type moves get ther total damage reduced by 1.
- No Pokémon can be affected by the Frozen Status Condition.
- Moves that become Complete Heal with Sunny weather will only restore 1 HP instead.

Rain Weather

A heavy downpour. You are soaking wet. There's deep puddles and it feels like this will grow into a raging storm any second.

- All Water-type moves have 1 Extra Dice to their Damage Pools.
- All Fire-type moves get ther total damage reduced by 1.
- Moves that become Complete Heal with Sunny weather will only restore 1 HP instead.

Sandstorm Weather

A raging wind is blowing sand all over. You can barely open your eyes, it's had to breath and little sharp rocks pierce your skin.

- Deal 1 damage to all non Rock, Ground or Steel Type Pokémon in the field at the end of the round.
- Increase 2 Points to the Special Defense of all Rock Pokémon in the field.
- Moves that become Complete Heal with Sunny weather will only restore 1 HP instead.

Hail Weather

Heavy ice shards are falling from the sky. It's cold, it's snowy and one of those ice pieces may fall right in your head.

- Deal 1 damage to all non Ice-Type Pokémon in the field at the end of the round.
- Increase 2 Points to the Defense of all Ice Pokémon in the field.
- Moves that become Complete Heal with Sunny weather will only restore 1 HP instead.

Status Conditions

There are conditions that change or impair the normal state of humans and Pokémon, they are called Status Conditions or Status Ailments.
They may be painful or disruptive effects such as burning, or paralizing.

Some of these effects will disappear in a few minutes, but others can be so severe that will need urgent medical attention.

There are Pokémon types immune to certain ailments, others are immune if the source is something they resist, but you should still keep some medicines and heal items with you at all times.

Here is the list of this Status Conditions and their effects:

Trainer Tips

When your Pokémon gets a Status Ailment you should treat it as fast as possible. Always carry some Healing Items with you or hurry to the nearest Pokémon Center.

Rising your Survival Skill will help you find berries or herbs to help you. Knowledge and Medicine will help you to treat an emergency so your Pokémon can hold on until you get to the hospital.

***Poison* and *Badly Poison* Status will continue dealing damage outside of battle.**

Every hour within the game these status conditions go without healing you will make your roll to resist their effects.
If you fall unconscious from Poison or Badly Poison damage you'll start receiving Lethal Damage and your character is at risk of dying.

Staying within the Pokeball does NOT prevent these effects.

It is possible for Status Conditions to stack into each other, that means that you or your Pokémon can be asleep, poisoned and burned at the same time.

Only a Full Heal, Full Restore and a Lum Berry are able to cure more than one condition at the same time, if you do not have any of these items you'll have to cure each condition one by one or do it the old school way; Stop, drop and roll.

Official League Matches may restrict the stacking of status conditions in Pokémon, for example if one of your opponent's Pokémon is already poisoned or asleep the League officials may prevent you from adding another condition into it or sanction you if you do.

You may only make one of these rolls per round.

Burn 1

Burn 1

A part of your body catched fire!

Effect: Inflict 1 point of damage at the end of each round. Fire-type Pokémon are immune.

Resist: At the end of each round. Roll Vitality -2. Each success reduces 1 point of damage.

Duration: Instead of your action, make a Roll of Dexterity + Survival, add up the successes of these rolls until you get 5. * Outside of battle others can help extinguish the fire.

Burn 2

Burn 2

At least half of your body is in flames!

Effect: Inflict 2 points of Lethal damage at the end of each round. Fire-type Pokémon are immune.

Resist: At the end of each round. Roll Vitality -4. Each success reduces 1 point of damage.

Duration: Instead of your action, make a Roll of Dexterity + Survival, add up the successes of these rolls until you get 5. * Outside of battle others can help extinguish the fire.

Burn 3

Burn 3

You are completely engulfed by fire!

Effect: Inflict 3 points of Lethal damage at the end of each round. Fire-type Pokémon are immune.

Resist: At the end of each round. Roll Vitality -6. Each success reduces 1 point of damage.

Instead of your action, make a Roll of Dexterity + Survival, add up the successes of these rolls until you get 8. * Outside of battle others can help extinguish the fire.

Frozen Solid

Frozen

You've been trapped in a block of ice!

Effect: The subject cannot perform any action. Ice-type Pokémon are immune.

Resist: The block of ice has 5 HP with a Def. & Sp, Def. score of 2 . At the end of the round the subject may try to break the Ice with a Strength Roll, or may use a move that is super effective against Ice to break it immediately.

Duration: Until the ice is broken or finally melts on its own after a few hours. If the frozen subject is left to thaw on its own there will be repercutions at storyteller's discretion.

Paralysis

Paralysis

Your muscles are cramped and you can hardly move!

Effect: For the duration of this status, the subject loses 2 points in Dexterity and moves at half it's speed or can't move at all. Electric-type Pokémon are immune.

Resist: Can't be resisted.

Duration: 24 hours.

Poison

Poison

You feel sick and nauseaus everything hurts.

Effect: Inflict 1 point of damage at the end of each turn. Poison-type and Steel-type Pokémon are immune.

Resist: At the end of each turn. Roll Vitality -2. If successful, you do not receive the damage this round.

Duration: Until you receive medical attention or until you body can't resist any longer.

Badly Poison

Poison+

You're burning in fever and suffering horrible pain all over your body.

Effect: Inflict 1 point of damage at the end of each round. Poison-type and Steel-type Pokémon are immune.

Resist: At the end of the round roll Vitality -2, adding an extra -2 each passing round (-2, -4, -6 and so on). If successful, you do not receive the damage this round.

Duration: Until you receive medical attention or until you body can't resist any longer.

Confused

Confuse

Did someone just order you to hit yourself?

Effect:The subject becomes disoriented. If it fails any action, it may hurt itself at Storyteller's discretion.

Resist: The subject rolls Insight -2 before taking any action. If the roll succeeds, it may act normally.

Duration: Five actions of the subject, or until it is switched out.

Flinched

Flinch

You want to react but your body does not respond!

Effect: The subject looses its next action.

Resist: Can't be resisted.

Duration: 1 Action.

Sleep

Sleep

Your eyes feel so heavy...maybe you should just ...zzz

Effect: The subject falls unconscious in a deep slumber. Grass-type Pokémon are immune if the source is a Grass-type Move.

Resist: If the subject is in Batte or under stress, it can make a roll of Insight at the end of each of its turns, the subject wakes up after adding up 5 successes.

Duration: 5 minutes.

Disabled

Disable

Something is preventing you from using your attack!

Effect: The subject cannot perform a disabled move. Only one move can be disabled at a time.

Resist: Can't be resisted.

Duration: One scene.

In Love

Love

You'll protect your beloved! ...what was her name again?

Effect: The subject refuses to take an agressive action against the foe or the foe's allies. Same gender and genderless Pokémon are immune.

Resist: Roll Insight at the beginning of the action, if the subject scores 2 or more successes, it may act normally.

Duration: One scene or until the subject is switched out.

10 Tips for Successful Battles

1. Train Your Pokémon.
Instruct them for new skills, improve their attributes and teach them new moves. It is no secret that if you want to be a strong Trainer you need strong Pokémon.

2. Use your advantages.
Not only type advantages, consider what your Pokémon is good at and how you will exploit that in your favor.

3. Use or create weaknesses.
If the foe is too strong or fast, what will you use to counter it? Perhaps the foe is using a move with low accuracy that can be evaded, and an attribute reduction will surely hinder its performance.

4. Know your moves
Learn the Power, accuracy and effects of the moves you'll be using regularly to get the most out of them.

5. Evade and Cover
Unless you are sure you'll withstand the hit, evade attacks as much as you are able to, keep your damage intake per round as low as possible.

6. Use Multiple Actions.
We said earlier that mastering multiple actions is a key to mastering Pokémon Battles and it still stands.

7. Adapt to your opponent's strategy.
If you keep doing the same you'll keep getting the same result. If something isn't working you'll need to adapt or lose.

8. Strike at the right time.
Be patient, keep your cards in your hand. Don't strike too early and risk to reveal them, don't strike too late and miss your chance to do what you wanted.

9. Be decisive
Don't make the battle drag on forever by taking too much time to decide what action you'll take.

10. Keep Trying.
You and your Pokémon are a team, together you share victory and you share defeat.
The road to success is built around failures. Don't lose heart, and keep trying!

As you can see, Pokémon battles are quite an exciting yet dangerous event.
Don't be disheartened by a battle you lost. Defeat is part of the road to success. Take one step at a time.

As a trainer you'll need to understand just how much you can ask from your Pokémon, and they will need your guidance to push ther limits.
The secret to achieving a victory every time will be finding the right time to make your strikes.

There will be occasions in which you will need to endure a hit or two and you'll have to choose which hits your Pokémon definitely needs to evade; other times you'll have to risk everything in a single all-or-nothing attack.
And when things can't get any worse, you may need to call for a Luck Dice and let fate decide.

It is a long way for a trainer to master the many battle strategies, but having your friends beside you will make it a lot easier if you all learn from each other.
In any case you'll learn a lot more from experience, so go out there and live your own Pokémon battles!

Storyteller Note

Keep the fights interesting by detailing the progression of the battle. Describe their actions and their effects, not only the damage points they take.

If you have doubts on how ther action or performance would look, use the **Success Table** on page 18, to make an accurate description.



Catching Pokémon

There is a significant difference between human-raised Pokémon and wild ones. Most Pokémon you find in towns and cities are the descendants of wild Pokémon that were domesticated by trainers generations ago.
They have been bred and taught to be friendly, loyal, and obedient; in other words, Pokémon that became the “Perfect Pets”.

But Pokémon that live in the wild can be either domesticated Pokémon that turned feral after being abandoned or Pokémon that have lived with almost no human contact all their lives.

Whatever the case, both kinds of wild Pokémon are distrustful and even jealous of humans and their Pokémon companions. Some will flee in fear, others will get aggressive and do everything in their power to protect themselves from what they see as a threat to their survival.

Keep in mind that most Pokémon give warnings before attacking; unless you make yourself look like a good and easy meal, they probably won’t attack you first.

Why endanger yourself and go looking for wild Pokémon, you say?

Well, first of all, wild Pokémon have honed skills of survival and characteristics that human-raised Pokémon do not have. Second, there are species that have not been tamed or cannot be domesticated. If you catch one of these specimens you’ll have an advantage that the other trainers do not.

And last but not least, they can teach you as much about teamwork, nature and following your instincts as you can teach them about the human world.

Habitats

The world of Pokémon is big, if not bigger than ours. There are places where certain kinds of Pokémon are drawn to, and there are Pokémon that can only be found in certain parts of the globe.

Experienced Trainers don’t go around the world throwing Pokéballs at everything that moves. They study the habitats of the Pokémon and seek for a specimen that seems good natured. They will try to gain the trust and respect of a Pokémon that seems specially wary.

Storyteller Note

Some Pokémon are so rare that people don’t know where they come from. To find all of them, trainers have to get off the main roads and adventure into uncharted areas.

Special Pokémon

Around the world, there are Pokémon that do not fit within their species stereotypes. While every Pokémon is unique, these Pokémon have special qualities to them that make them literally one in a million. Traits like a different color pattern, a bigger size and even moves or abilities that defy nature.

Shiny Pokémon

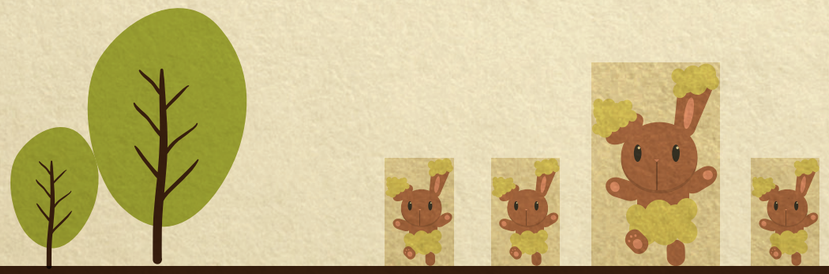
These Pokémon have a different coloration in their fur, hide, feathers or scales. While all Pokémon can have a light differentiation in tone and markings, and some can even change their color based on the food they eat; the so called “Shiny Pokémon” are distinguished by the sparkles they leave behind as if they were covered in a glittery dust.
Their exotic look makes them highly appreciated by contest participants and breeders around the world. People will pay incredibly high amounts of money to get their hands on one.

This unique coloration however does not affect the attributes, moves, or abilities of the Pokémon.
It’s just a matter of aesthetics.

Overgrown Pokémon

Most Pokémon have a standard size and weight, but there are reported cases of Pokémon that could be considered giants within their own species. **Overgrown Pokémon are usually around 30% to 60% bigger than their regular-sized counterparts** but they are very rare to find. Their main characteristic is that they grow both in size and weight keeping proportion.





Many trainers have overfed their Pokémon with the hopes of making them bigger, only to end up making them fatter. An overgrown Pokémon is born that way. Even if at birth it has a normal size, it will keep growing until it reaches maturity.

Overgrown Pokémon have more Base HP than their regular sized counterparts. To calculate just how much more HP they get use this simple formula:

Size in Ft. x Size Percentage = Base HP
(rounded down)

*Brann has just captured an **Overgrown Ursaring**.*

The regular size in feet of an Ursaring is 6’00” and this one looks about 40% bigger than the others. The formula is:

$$\underset{\text{Feet Size}}{6} \times \underset{\text{Size Percentage}}{1.4} = 8.4$$

*The new **Urasing’s Base HP will be 8**.*

If the Base HP of the Overgrown Pokémon is less than the HP in the Pokédex, use the HP stated in the Pokédex. While the Pokémon can be considered overgrown it is still too small to make a difference on its species natural capabilities.

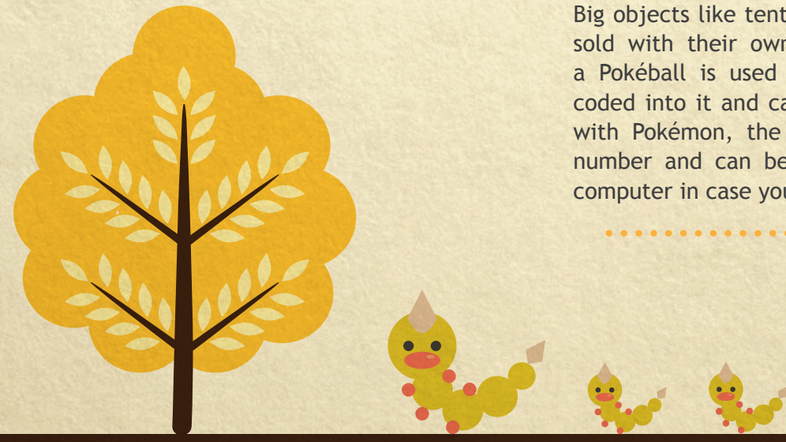
Storyteller Note

You may also use this formula to calculate the HP of big Pokémon that have not yet reached their full size and would be smaller than what their pokedex entry depicts.

Hidden Moves and Abilities

There are records in this world’s history that depict certain Pokémon using powers and abilities different from those normally seen on them.

Only a few proficient trainers like Gym Leaders and Elites are known for owning at least one of this Special Pokémon. However it is unknown if they captured their Pokémon with those rare abilities already or somehow they worked with them to attain them.



Using Pokéballs

If you want to catch a Wild Pokémon, you are gonna need Pokéballs. You can buy them at any Pokémart. Greatballs and Ultraballs can be more expensive than a regular Pokéball but in the end they can save you money by not breaking apart when you need to capture a powerful Pokémon.

When you capture a Pokémon within a Pokéball, the chip will be branded with your Trainer’s ID. That way other Trainer’s Pokéballs won’t be able to trap your Pokémon to steal it.

Catch Rate

When a Pokémon is caught within a Pokéball for the first time, it will try to break the seal to free itself. To do this, the pokémon will **make a contested roll using it’s Will score against the Pokéball’s Seal.**

A regular **Pokéball**’s Seal is **2** dice.
A **Greatball**’s Seal is **4** dice.
An **Ultraball**’s Seal is **6** dice.

If the roll from the pokéball is greater than the Will roll of the Pokémon, it will be caught successfully.

If the contested roll is tied, the seal opens but doesn’t break.

If the Pokémon’s Will roll is greater than the roll of the Pokéball, the seal breaks and the Pokéball is rendered unusable.

Trainer Tips

Pokéballs can also carry items within to reduce space and weight on your backpack.

Pokéballs can’t carry Humans, rooted objects like trees or mountain boulders, or machinery that contains a lot of small pieces such as motor vehicles and electronics.

Big objects like tents, bicycles, and potions in bulk are sold with their own Pokéball for easy storage. Once a Pokéball is used to carry something inside it gets coded into it and cannot carry anything else. Just like with Pokémon, the item it carries will have your ID number and can be retrieved back to you through a computer in case you lose them or want to store them.

Steps to Catch a Pokémon

One of the main purposes in the game is to capture different Pokémon species to train them and assemble your own team.
These are the steps you need to follow:

Step 1 - Battle (Optional)
Pokémon won't leave their habitat to go on adventures with unknown humans. If you really want its powers at your service you may have to take them by force.

Step 2 - Pokéball
Throw this Item at your target. Depending on the quality of your Pokéball you must **roll a number of dice**. This quality ranges **from 2 dice to 6 dice**.

Step 3 - Resist Pokéball
The affected target may try to break free from inside the Pokéball. The **Pokémon rolls Will** and applies any penalties from pain, status ailments or unconciousness.

Step 4 - Resolution
If the **Trainer scored more successes**, the Pokémon is caught.

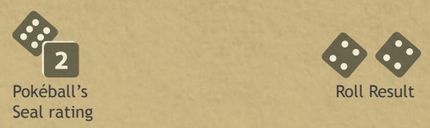
If the **Trainer scored less successes**, the Pokémon, breaks free and destroys the Pokéball in the process.

If the **Trainer scored the same successes** as the Pokémon, it breaks free, but the Pokéball is not destroyed.

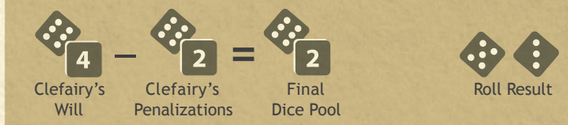
Leslie found a **Clefairy** *and is now trying to catch it.*

After a fierce battle, she damaged **Clefairy** *down to half its maximum HP. It is time to use a Pokéball!*

She throws the Pokéball and rolls:



Clefairy will try to resist the Pokéball and rolls:



Leslie scored 2 successes while the Pokémon scored only 1 success. That means...
Leslie caught a wild Clefairy!

Important Notes!

Make sure you carry enough Pokéballs.

If the target is not weakened, it may break free.

A battle may tire the creature.

Pain Penalizations will weaken the Pokémon. Reduce 1 dice from its roll to resist the Pokéball for each -1 it has due to Pain.

Every Status Ailment affecting the Pokémon, will reduce 1 dice to resist the Pokéball.

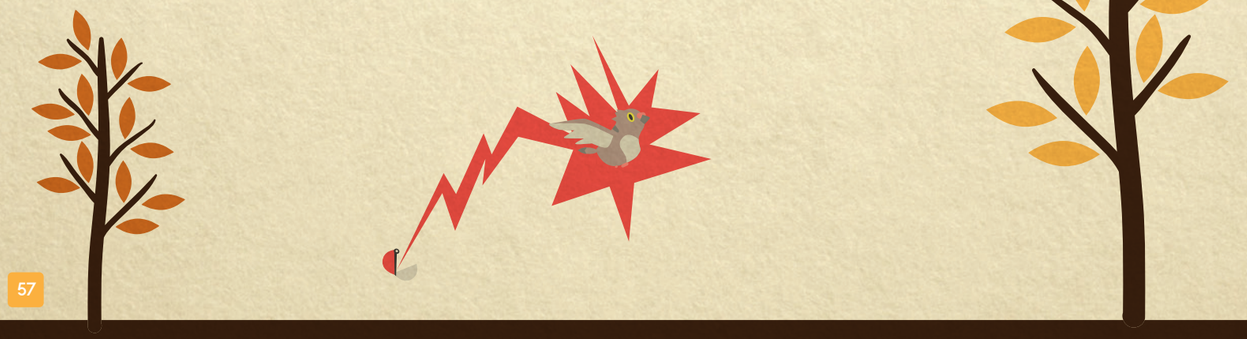
An unconscious Pokémon has a -5 penalization to the roll to resist the Pokéball.

Players shouldn't expect any loyalty or happiness from a Pokémon they just battled into unconsciousness.

Storyteller Note

Catching a Pokémon is no small feat. Get prepared with enough Pokéballs and a strategy to get your new Pokémon.

Trainer Tips



Catching Pokémon

You may try convince a Pokémon to go on adventures with you. This could be really easy or really hard. A friendly approach may win you their loyalty.

Trainer Tips

If the Pokémon you captured dislikes you, try to compensate for what you've caused to it. **Build a relationship.**

Other ways to obtain Pokémon

Buying Pokémon

Pokémon Breeding is a profession within this world, and people dedicate their lives to raising and nurturing Pokémon that aid humans in their activities. Many of these professionally bred Pokémon can be bought, ensuring certain traits such as a non-aggressive nature, a good disposition for work, and even special moves.

Buying Pokémon is a luxury, though. Their cost range from tens of thousands to even millions of dollars. Especially if the bred Pokémon is rare to find in the wild or hard to tame. You can also find more common Pokémon for sale for a few hundred dollars in less reputable places, but it is up to you if you trust this kind of establishments.

Adopting Pokémon

All around the world there have been cases of abandoned Pokémon. Most of the time they were abandoned for being rebels, weak or afraid of battles. Whatever the case these Pokémon need to be to taken care of.
They are located in shelters outside the city until another trainer wants to adopt them. Abandoned Pokémon have their own story to tell and many are wary of humans because they were hurt by men before.

If you give them respect and good care they may become your most loyal companions.
Adopting is free for all registered trainers. If you see a shelter, take a look inside, perhaps you'll find the Pokémon you were looking for.

Trading Pokémon

Sometimes a Pokémon was not what you were expecting. Maybe you have too many Pokémon of the same species or maybe you want to get rid of a bad pet.

Instead of abandoning them, why don't you trade them? There are lots of trainers traveling from one city to another looking for a new Pokémon.

If you find someone willing to trade you one Pokémon in exchange of another, head to the nearest Pokémon center, put your pokéballs on the machine and wait for the process to complete.

The chip on your Pokémon will still name you as their original trainer but they will be now under the property of another trainer.

Be careful as Pokémon you trade will take more time to adjust to their new trainer. Whenever you trade a Pokémon it will lose 1 point of Happiness and Loyalty, even if it is your original Pokémon you're getting back.

Releasing Pokémon

There are times when there is no other option, your Pokémon is not happy living with humans or you find that your time together has come to an end.

You can simply let your Pokémon out of its Pokéball on its new home and leave it there, within a few weeks of not being recalled and not being close to its Pokéball the chip on your monster will deactivate and another trainer will be able to catch it. Another way is going to a computer and manually deactivate the chip and ID of your Pokémon, then allow the machine to transport and release it on a secure location.

It is always sad to see a companion go, and abandoning a Pokémon for shallow reasons is frowned upon in the Pokémon League community.

Pokémon are sensitive creatures and abandonment takes a toll on their emotions and ability to trust humans.
Be a responsible Trainer and don't capture Pokémon you don't intend to take care properly.
Make sure you only release a Pokémon that wants to be released.



Training Pokémon

Training Sessions

Pokémon training is probably the most fundamental aspect of becoming stronger.

A training session usually takes 2 hours of your day within the game. During this time you work with your Pokémon, you try to understand their ways, their motives, their strengths and weaknesses. Before attempting to teach them a new move, you have to bond with them, especially if they are newly caught. This way you can raise their Loyalty and Happiness.

Once everything is said and done, present your Pokémon with simple and entertaining physical and mental activities like games, puzzles, item gathering, weight lifting, etc. You can get as creative as you want, just remember that some Pokémon may require special attention.

Pokémon engaged in strenuous physical activity after a training session will have a -1 penalization to all their rolls (including Vitality, Insight and Defense) if they do not take a proper rest.

Storyteller Note

Your Pokémon will be tired after a training session and may need to rest for at least an hour.

Trainer Tips

Training Rolls

Training a Pokémon requires patience and lots of work. You will need to get better in your own skills if you want to be a better Pokémon Trainer.

Once you are ready, make a Training Roll at the end of a Training Session, using:

Social Attribute + Skill related to the way you are training

No Specialties

This means you may teach a Pokémon on the same subject but using your different skills to do it.

*Tom has been working on his newly caught **Oddish** and wants to increase its **Vitality** so he's staring a routine to go out for a walk every morning, cheering **Oddish** all the way to keep it motivated.*

When the times comes, he may roll:

Cool + Contest

Weeks later he believes Oddish still needs some more Vitality, Tom knows a few things about gardening and goes to a store to buy some fertilizer to treat Oddish with it. This time he may roll:

Intelligence + Knowledge

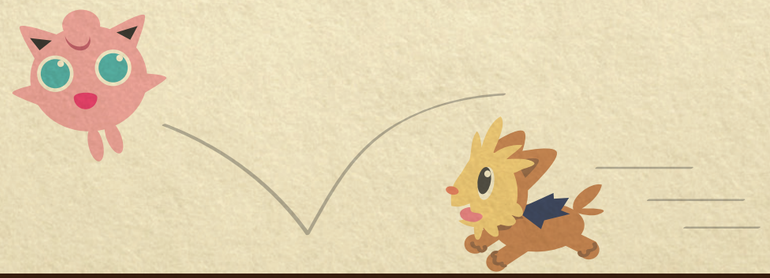
There are many ways to Train a Pokémon and it just needs a little bit of imagination!

You will make a roll for each one of the Pokémon you are training. Each success on the training roll, grants one point of experience for the Pokémon.

Storyteller Note

It's up to you to determine how often your players can make Training Rolls, usually 1 or 2 per week within the game.
You may even have game sessions exclusively for Training.

Players may roll more often if their training is more demanding and/or creative.
If they are not training properly or not training at all, then it may take longer to finally make the Training Roll.



Training a Disobedient Pokémon

You will subtract dice from your Training Roll equal to the total Disobedience Score of your rebelious Pokémon.

Perhaps the Disobedient Pokémon simply wants to do things its own way or maybe it is not paying attention deliberately.

The situation may go something like this:

*Christine has three Pokémon on her team, a Pidgey, a Snubull and a **recently Evolved Persian**.*

They are gathered for a group training session. Training their Dexterity and reflexes by playing Dodgeball. But during today's game only Pidgey and Snubull were following Christine's commands.
Persian was more focused on licking its fur. When Christine threw the ball at him, Persian quickly crushed it with its fangs and went away to sleep under a tree.

In the end, the Training Roll of Christine would be:

Cool + Fight

She rolls 5 dice. Both Pidgey and Snubull will get the all the experience that comes from that roll.

*Persian is a Pokémon with **3 points of Disobedience**. This means Christine's dice pool to train him will be **reduced by 3 dice**, leaving this Pokémon with less experience earned at the end of the session.*

Persian won't benefit from training as much as its companions if it keeps that attitude.

Other Pokémon with 4 or 5 Points on disobedience may be untrainable if they are being violent. They simply won't listen to the trainer commands.

Disobedience points will only be removed by role-playing and at storyteller's discretion. Rising your Pokémon's Happiness and Loyalty will be of great help to do this.



Teaching a New Move

Although players can't make Training Rolls after every single Training Session, they still get rewarded for training their Pokémon everyday. When doing so, you can train them in a specific Move.

At the end of the Training Session, reduce the cost of the Move you want by 1, but only if their training was also related to that Move and only if it was role-played. The cost can be lowered until the Pokemon learns the Move for free!

Storyteller Note

Training Sessions are a crucial aspect of the game. Players get to interact with their friends and add character development for their Trainer and Pokémon.

Some people are even capable of teaching moves that are not usually known by some species. **They are called Move Tutors.**

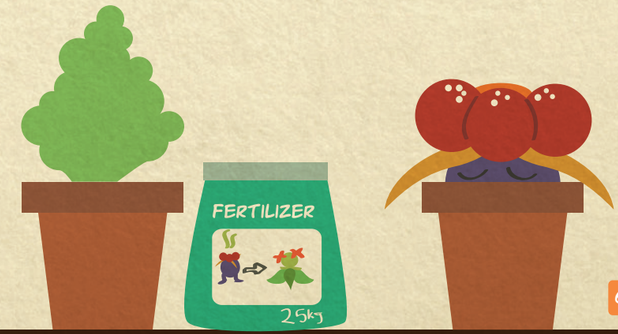
These amazing trainers are retired fighters, mystic men or great elders from far away lands. Their secrets are kept away from strangers, but sometimes they take Pokémon as pupils to teach them their ancient techniques.
Should you meet one of them, show respect and maybe they'll teach you in exchange for a favor.

Day-Care Centers

There are establishments that give care and training to Pokémon when their owners are too busy or simply do not have the skills necessary to raise a Pokémon. Think about them as obedience schools for pets in the real world.

They'll raise and discipline your Pokémon, charging you for every day it stays in their facilities. In the Day-Care, your Pokémon will be fed, bathed, socialized and educated. When you get it back, it will have earned experience points at the storyteller's discretion.

Remember that a well-behaved Pokémon is not always equal to a happy or loyal Pokémon.



Rising Attributes & Gaining Level

Once you accumulate enough Experience by training, battling or facing hardships, you can increase the potential of your Trainer or your Pokémon.
To do this you'll have to spend the experience points you earned to buy more points in Attributes, Skills etc.

TRAIT	EXPERIENCE COST
Attributes	10x Current Score
Social Attributes	Awarded when buying a point in a linked Attribute
New Skil	6
Skills	8x Current Score
New Specialty	6
Specialty	6x Current Score
Willpower	3x Current Score
New Move	Stated on Pokédex entry
Happiness	Awarded by Role Play
Loyalty	Awarded by Role Play

Every time your Pokémon buys a Point in **Attributes or Skills, it will grow levels equal to the Point number you just bought**. **Moves** you buy (Except those with a cost of zero experience) **will always increase 1 level** to your Pokémon.
Humans do not have levels.

Storyteller Note

Levels will help you understand the estimated power of a Pokémon and the Experience earned for battling it. Also, high Level Pokémon may not obey beginner trainers.

Trainer Tips

Once a Pokémon reaches level 100 you may keep buying more points and moves, but the Pokémon won't increase its level any further.

After weeks of training, **Bulbasaur** *has 26 experience Points. For 20 Points of Experience,* **Bulbasaur** *increases its Strength score from 2 to 3; and for 6 Points of Experience it obtains the first point on its Fight Skill.*

10 x 2 = 20 Experience Cost
Bulbasaur's Strength

New Skill = 6 Experience Cost
Bulbasaur's Fight Skill

Since it just got the ***third*** *point in an Attribute and the* **first** *in a Skill,* **Bulbasaur** ***has gained 4 levels***.

Bulbasaur *was at Level 1, now it grew to Level 5!*

The Limits of a Pokémon

Pokémon bodies are quite different to human bodies, therefore, they have different capabilities too. Some can be stronger, faster, or sturdier. To reach the full capacity of development on the body is what we call: **Limits.**

A human has a limit of 5 points in all attributes, that means that when you reach 5 points, you have developed the attribute maximum for a human.

The Pokémon limits are different for each species and tend to increase with evolution.

Even if a Pokémon limits may not seem very high, remember that all Pokémon posses an attribute that no human has: **Special**. This, alongside the moves they can learn is what allows them to do incredible feats that humans will never be able to.

If we compare the difference of Limits in Strength of a human and a **Tyroge**, *we would have:*

Human's Strength

Tyroge's Strength

This means that even if **Tyroge** *reached its full Limit in Strength, it would not be stronger than a very well-exercised human with 4 or more points in that attribute.*

But if that same **Tyroge** *evolves into a* **Hitmonlee**, *the Strength limit compared to a human would be:*

Human's Strength

Hitmonlee's Strength

Tyroge's Evolution obtains a potential that not even the strongest human could ever match.

A Pokémon may also use moves that temporarily increase its attributes even if they already reached their limit.

Storyteller Note

Humans cannot have the Special attribute. If a human is seen using supernatural abilities in the story, a Pokémon is most probably behind the ruse.

Over Training

There are cases in which a Pokémon exceeds the physical limits of their own body. Many species have higher limits at certain attributes in their non-evolved stages that decrease with evolution.

When trainers raise an Attribute to the Limit for their Pokémon during an un-evolved state and then proceed with evolution, the increased stat is kept as it was during its un-evolved state.

Monica has a **Scyther** *that she has been raising for a long time. Its attributes are:*

STRENGTH
DEXTERITY
VITALITY

She wants to Evolve it into a **Scizor**, *whose limits for the species are:*

STRENGTH
DEXTERITY
VITALITY

Her Scyther would **gain** limits in **Strength and Vitality** but would **lose** in **Dexterity**; however, her Scyther already has Dexterity 5, which is one point above the limit of a regular Scizor.

She proceeds to evolve it trough a trade and when it comes out as a Scizor its attributes remained the same, now with the limits proper of its Scizor state.

Monica's Scizor has 1 more point on Dexterity than what a regular Scizor would have thanks to her training during it's un-evolved stage.

That is what we call Over Training and it is a costly but rewarding kind of thing.
Should you choose to go for it, your Pokémon will have to remain at an un-evolved stage for a longer time and you may have to focus on increasing a specific attribute that will require more and more experience everytime.
But when your Pokémon finally evolves you will have a champion in the making.

Trainer Tips

Once your Pokémon evolves and the limit has been surpased you cannot increase the attribute any further.





Items for the Journey

Trainer's Basics

Traveling alone through the wild can be pretty tough. While your Pokémon companions will help you make it out to safety, they won't make it more comfortable. Most of the time you will be sleeping on top of rocks and going hundreds of kilometers on foot.

Serious trainers need to carry items to help them reach their goals while diminishing the inconveniences that may arise on the journey.

Every Trainer should have these at all times:

Money
You'll need money to buy goods. **A Trainer that's just starting, normally has $1500 to spend**. You can earn more *PokéDollars* by winning battles against other trainers, or you may lose them if you are defeated!
You may also get a small job to get more money. Try to find one that employs humans and Pokémon so your companions help you out too. This way, you get some extra income and lend a hand to people in need.

Food
Food for you and your Pokémon. There are Trainers that let their Pokémon roam free to find themselves something to eat, but it is safer to feed them yourself. Some Pokémon might look like a very tasty treat in the eyes of a hungry, wild Pokémon.

Pokémon Items
Your Pokémon will protect you from danger but you are responsible for their safety. You should at least have some healing items to nurse them back to health and Pokéballs to carry them safely.

Camping gear
Shelter is hard to find in the wild. Nasty creatures tend to inhabit caves and refuges, so you better bring a tent, a sleeping bag or at least some tools for everyday use unless you want to sleep in the floor of a cave full of Zubat filth.

Transport
Distances between one town to another might be quite long. Trainers try to travel as fast as possible and while the most opulent people will travel on an automobile or a motorcycle, most people prefer to ride a bicycle to travel a little faster without investing in fuel. Other trainers may be seen riding their Pokémon wherever they go. But if you don't have the means to get any of that, then you better get some comfy shoes and start walking.

Trainer Gear

Camping can be fun when you have the tools you need to be comfortable. These are some examples of what you can bring with you on your journey. Each heavy or big item you buy comes within its own Pokéball to ease the weight and store it back quickly.

ITEM	PRICE
Big Camping Tent	$2,500.00
A spacious tent for your group to stay a cozy night. Sprayed with Wild Pokémon repellent substances.	
Small Camping Tent	$800.00
A comfortable space for 1 person, or 2 if you don't mind squeezing.	
Sleeping Bag	$500.00
Not too comfortable. You'll be able to sleep warm and dry but after a few nights your back may hurt.	
Camping Stove & Cookware	$2,000.00
Forget about hunting and eating roots like a savage. With this luxury set you'll always have a warm meal.	
Canned Meal	$15.00
It's nothing fancy but there's no need to travel on an empty stomach. One can is enough for one day.	
Regional Map	$50.00
A map with the marked routes, cities and Pokémon Centers of the region you are in.	
Compass	$100.00
A useful compass to point you in the right direction. Warning: Keep away from magnets.	
Pokédex	$5,000.00
A digital encyclopedia with basic information about regional Pokémon. You may add your own research.	
Pokédex Upgrade	$2,500.00
Upgrade your Pokédex with the information of the Pokémon on a new region.	

Storyteller Note

Cities and towns in the world of Pokémon are just like ours. There are stores for goods and services. Your players can buy items for the right price.

Just remember to emphasize the use of their Pokémon moves and abilities to solve the challenges they face.
That is, instead of buying a rope why not have Bulbasaur use its vines instead?

Items for Traveling

As Mentioned before, distances can be quite long in the world of Pokémon, not only you'll need to travel on the road, you'll need to go trough forests, mountains, snow peaks, deserts, seas and even fly on the sky, you can travel the world with just your feet and some sturdy shoes, but having something else to transport you wouldn't be a bad idea.

ITEM	PRICE
Mountain Bike	$1,500.00
You will travel twice as fast with this awesome all-terrain. Now at an insane price!	
Inflatable Boat	$1,000.00
A small boat for a single person. Your Pokémon may pull you through the water or you can use the rows.	
Fishing Rod	$300.00
A fishing rod to catch Pokémon living underwater. Somedays they just won't bite, though.	
Saddle	$500.00
Strap this on and you'll never worry about falling from your Pokémon again.	
Sled	$400.00
Your Pokémon can pull you around through snow, sand or any smooth surface. It's super fun!	

If you don't wanna venture trough the wilderness you can stay on the marked routes, or even take a bus to the next city; just remember that wild Pokémon and new experiences for you and your companions are out there. If you are lucky you might even catch a rare Pokémon or find some treasure deep in the caves.

Protection Items

While you might want to find and catch new Pokémon, sometimes your team will be too weary to defend you properly, or maybe some dangerous monsters are in the area, whatever the case it's always better to be on the safe side.

ITEM	PRICE
Pokédolls	$1,000.00
Life-size decoy used to escape wild Pokémon. Some people like to collect them.	
Pokémon Repel	$350.00
Most Pokémon won't come near to you for a whole day. The smell is now machine-washable.	
Pepper Spray Can	$50.00
Scares away small Pokémon, but it may enrage the bigger ones. Good for 5 uses.	

Be sure to know when to run away from a battle in the wild, most Pokémon won't chase you outside their territory, but if you are feeling bold you'd better have some of these items or a good team to defend you from harm, it is not wise to keep fighting until all your Pokémon faint and you get in the direct way of danger.

Healing Items

There's a grand compendium of items in this world. The most basic can be found in a Pokémart, others may be found in the wild if you know how and where to look. You'll need to carry them at all times if your want a safer journey.

Potions

They usually come in Spray presentation, they are a mix of pain killer with some other ingredients that heal injuries almost instantly. **Each point of damage you heal using a potion will take one unit out of the bottle. To heal a point of lethal damage will take two units.**

If a Pokémon has fainted, you can use potions on it to stabilize its wounds **but it won't recover consciousness.**

Potions that come in capsule form are single use and they are so concentrated that will take at least 24 hours to get the formula out of the system for any other potion to take effect on the body again.

ITEM	PRICE
Potion	$400.00
A pocket sized spray potion to relieve the pain and heal bruises.	2 UNITS
Super Potion	$700.00
A regular can of concentrated formula spray. This potion can close open wounds and even heal a cracked bone.	4 UNITS
Hyper Potion	$1,200.00
Best value pack. It can be rationed for smaller injuries on the team, or used all at once on a serious wound.	14 UNITS
Max Potion	$1,700.00
A single-use capsule of formula. The Pokémon won't be able to restore health further until the next day.	RECOVER FULL HP
Full Restore	$2,000.00
A single-use capsule of deluxe formula. The Pokémon won't be able to restore health further until the next day.	RECOVER FULL HP & HEAL STATUS

**Max potion & Full Restore bypass the Healing in-battle limitations (p. 47).
For that reason they are usually banned from official matches.**

Heals

Pokémon have developed many ways to catch prey or defend themselves from predators, some of these include disabling normal functions of the body, poisoning, paralyzing, etc. To heal these conditions and its side effects, medicines, ointments, and other remedies have been developed and are accessible to the public.

ITEM	PRICE
Antidote	$100.00
A shot that quickly reduces the fever and relieves the pain.	HEALS POISON & POISON+
Awakening	$250.00
Sprays a water-based solution to awake a drowsy Pokémon.	HEALS SLEEP
Burn Heal	$250.00
A powder that drowns down the fire and aids in the healing of the burnt area.	HEALS BURN 1 BURN 2 BURN 3
Ice Heal	$250.00
Recovers the normal temperature of the Pokémon and heals frost biting.	HEALS FROZEN SOLID
Paralyze Heal	$200.00
This ointment relaxes the muscles and stops the cramping.	HEALS PARALYSIS
Full Heal	$600.00
A superior spray formula that can heal any status problem in a second.	HEALS ALL STATUS AILMENTS

Berries

Medicines are not available in the wild. That's why wild Pokémon use berries with healing properties to cure themselves, although less effective they are better than nothing, berries have to be eaten all at once to get their effects.

Storyteller Note

Healing Berries are not plentiful. If your players find a berry bush it is possible that there won't be more than 2 berries available.

There are many kinds of Berries but this list will focus on those with medicine-like properties:

ITEM	RARITY
Aspear Berry	RARE
This sour berry shakes the body and rises its temperature, thawing any ice surrounding it.	HEALS FROZEN SOLID
Cheri Berry	UNCOMMON
Its spicy flavor reinvigorates the muscles and stops the cramping.	HEALS PARALYSIS
Chesto Berry	COMMON
It is difficult to eat, so tough and dry that it will heal the drowsiness.	HEALS SLEEP
Oran Berry	UNCOMMON
A delicious citric berry that numbs pain away.	HEALS 1 DAMAGE
Pecha Berry	UNCOMMON
This berry's sweet pulp will absorb simple poison out the bloodstream.	HEALS POISON
Persim Berry	COMMON
A strong flavored berry that snaps its eater back into focus	HEALS CONFUSION
Rawst berry	UNCOMMON
Its almost liquid pulp is ideal to stop fire from spreading and numbs the pain on the area, it is quite bitter, though.	HEALS BURN 1 BURN 2
Sitrus Berry	RARE
A bigger and sweeter berry from the Oran family but scarcer in the wild.	HEALS 3 DAMAGE OR 1 LETHAL DAMAGE
Lum Berry	RARE
This berry is said to cure everything, it is however very rare to find.	HEALS ALL STATUS AILMENTS

Trainer Tips

Berries are a common ingredient in Pokémon food. Try to search for them whenever you can and discover their many properties!

The best part of berries is that Pokémon will gladly eat them since most of them are pretty tasty. They may be eaten, even in the middle of a battle (holding more than one is banned from official battles).

Pokémon will eat their held berry the moment they feel they need it, usually **as soon as they reach half of their HP in damage, or when they start to feel the effects of status ailments**. They might eat it sooner than expected or on command of their trainer.

Herbal Medicine

While berries are delicious, they are not always on season or are simply not found in certain parts of the world. In ancient times people resorted to special herbs and roots to make high quality medicine; however since all of these medicines taste like Croagunk's sludge they have lost popularity against healing sprays and cherry flavored cough syrups.

ITEM	PRICE
Energy Root	$800.00
A nasty tasting root with mystical properties that can be eaten whole or turned into up to 4 batches of powder if you know how to do it.	EQUALS TO: 14 UNITS OF POTION
Energy Powder	$450.00
This powder leaves a horrid aftertaste, but at least it stops the pain.	EQUALS TO: 4 UNITS OF POTION
Heal Powder	$500.00
A mix of the most foul looking herbs you can find can make this cure-all powder.	HEALS ANY STATUS AILMENT
Revival Herb	$2,800.00
It may be its magical properties or just its awful flavor, but this herb will get you back into consciousness numbing all the pain away. ***Extremely rare to find***.	RECOVER FULL HP & RESTORE AWARENESS

Trainer Tips

Pokémon really dislike these herbs and powders. Treating their injuries with this type of medicine will reduce them happiness points if used often.

Gathering roots and learning to mix herbs into powder medicine can be a lifesaver in dangerous situations when you are far from a Pokémon center. The difficult part isn't finding the herbs but convincing your Pokémon to eat them.
Well, you know what they say: Nature will give you all you need if you can handle the awful flavor.

Revive

There are situations of life and death in which there is no time for stabilizing wounds, and you need to get yourself and others out of danger as quickly as posible. For those situations, revives are sold.

Revives are shards of stone with radiant energy; when you use them they transfer that energy into you restoring your awareness after you fainted.

ITEM	PRICE
Revive	$1,500.00
A small energy shard that brings a fainted Human or Pokémon back into conciousness and stabilizes their wounds.	RECOVER 1 HP & RESTORE AWARENESS
Max Revive	NOT FOR SALE
A bigger shard that is not available to the public.	RECOVER FULL HP & RESTORE AWARENESS

Trainer Tips

Once used, a Revive will lose it's energy.
Try to keep at least one with you for emergencies.

Storyteller Note

Only the most exclusive Pokémalls tend to have Revives in stock.
Players and NPCs can't create their own.

Energetic Drinks

After all the exercise, training and battling, people and Pokémon need to keep themselves well hydrated, it is always a good idea to give your companions a delicious refreshment after a hard battle or a long training session.

Energy drinks are sold in Pokémon centers or special dispensing machines and have been designed by the Counselors of Pokémon Performance on the League.

Trainer Tips

Energy drinks cannot to be used during battle or as held items. **They also do not cure Lethal Damage.**

Energy Drinks are single-use and their effects are not immediate but are very potent.

This means that **Energy Drinks do not have any effect In-Battle and they won't cure Lethal Damage**. But they are a good option if you have some time to relax and enjoy a cool refreshment.

ITEM	PRICE
Berry Juice	**$100.00**
This mixed drink of various berries is also quite refreshing. Some Pokémon produce it naturally.	RESTORES UP TO: 2 HP
Fresh Water	**$200.00**
Full of electrolytes and just the right amount of sodium, restores the vitality of those who are tired.	RESTORES UP TO: 4 HP
Sodapop	**$250.00**
This Sugary drink gives you a quick shot of energy after being quite tired.	RESTORES UP TO: 5 HP
Lemonade	**$300.00**
The Citric boost and added vitamins make this a favorite after exercise.	RESTORES UP TO: 6 HP
MooMoo Milk	**$350.00**
Found in organic farms, this milk is full of calcium and is right out of the Miltank.	RESTORES UP TO: 7 HP

Fresh Water can be found in the wild. You can place a source or a fountain before a grand-scale battle.

Storyteller Note

A quick note on Selling Items

If money is short, you can always try to sell some of your items to the Pokémart.

Keep in mind that the best price they can give you is half of the Item's market cost, they've gotta make a profit!

But if you find rare items that they don't usually carry on their stock, they can be a lot more generous than that!

You may also find direct buyers in town who may want what you are offering.

Pokéballs

Long ago, there weren't any Pokéballs around and people just hid away from the creatures roaming nearby.

When humans started getting along with Pokémon and taking them as companions, they could only depend on the loyalty of the creature to aid them.

As time passed, someone discovered that some fruits called Apricorns had special properties that could be used along with a crystal to hold a creature inside.

Nowdays people know it's not magic, it's Science!

Technology has upgraded the storage devices, improving their power many times through the years, but their purpose has always been the same: To catch and keep Pokémon inside and carry items for easier storage.

We don't wanna get too technical about how Pokéballs work, but any aspiring trainer needs to know that they'll be one of their most useful tools and they should always carry some.

The most common kinds of Pokéballs you can find at your local Pokémart are:

ITEM	PRICE
Pokéball	**$200.00**
A basic ball for catching Pokémon and carrying heavy items.	SEAL POTENCY: 2 DICE
Greatball	**$600.00**
A sturdier barrier protects the seal allowing an easier catch.	SEAL POTENCY: 4 DICE
Ultraball	**$1,200.00**
The best seal in the market to ensure the catch of stronger Pokémon.	SEAL POTENCY: 6 DICE
Masterball	**NOT FOR SALE**
It is said to be in development by some companies in the world, it is rumored to have a seal so strong it would never break.	SEAL POTENCY: UNKNOWN

You can still find artisans who create the old-fashioned Apricorn Pokéballs, but they are getting more and more difficult to find in big cities with the whole Pokéball industry growing everyday. The good news is that many awesome designs are available for you to customize the look of your Pokéballs to what you like the most.

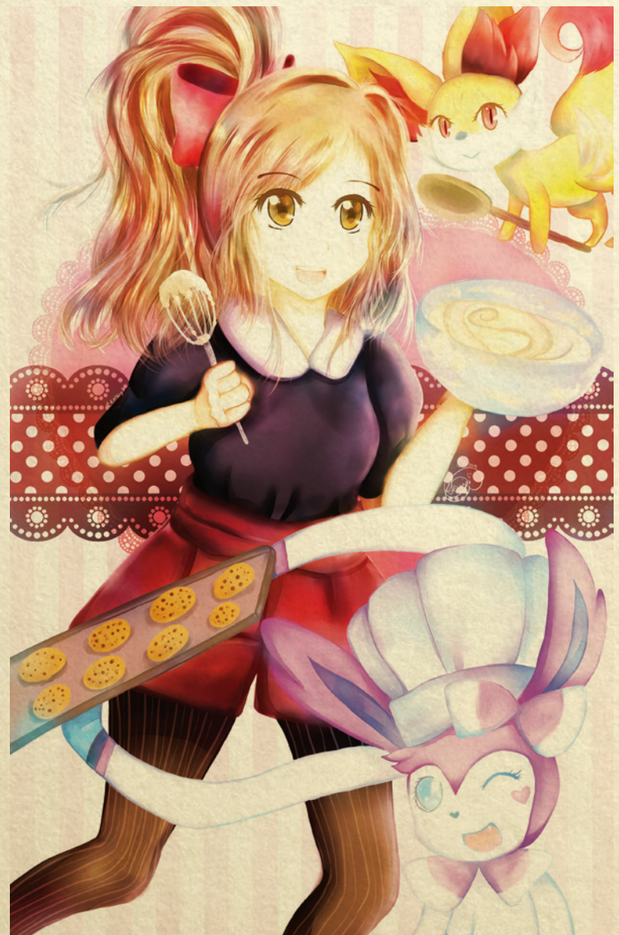
Items for Pokémon Care

Your **Pokémon companions need to be looked after**, you guys will be a team, so you depend on each other for care and safety. Your Pokémon require their basic needs to be covered in order to grow healthy and be comfortable with you, **they cannot be kept within their Pokéballs for various days only coming out to battle.** You'll need to prepare yourself with a few Items if you want to take proper care of your partners.

Food

Some of your Pokémon might be able to get their own food every day, but if you want to befriend them and gain their trust, a good meal may be a good way to start. Each package of food is enough to feed a single small or medium sized Pokémon for a whole day, **you can also use the food as bait for catching Pokémon**:

ITEM	PRICE
Pokémon Dry Food Pack	**$10.00**
A bag with dry kibble.	
Gourmet Food Can	**$50.00**
Made with Premium ingredients. All Pokémon will love you if you feed them this on a regular basis.	
High Performance Food Sack	**$300.00**
A high-potein kibble made for athletes. ***Add 1 dice to the next Training Roll of the Pokémon***.	



Vitamins

Some Pokémon are not as proficient in certain areas and others have trouble developing certain traits. While some trainers will train hard, others will train smart! Just add these supplements into their diet and your Pokémon will develop faster to its max potential.

With them, you'll only need half the experience required to grow to the next point in the Attribute.

Sylveon has been training hard but you need to be ready for your Gym battle in a few days.

In order to raise its Special Attribute you would need 40 points of experience, but at the time Sylveon only has 21.

*You buy some **Calcium** and feed Sylveon with it. In a few hours its effects will be noticeable and now you will only need Half of the experience points to finally get the next point in Special.*

Now you're ready for that Gym Leader!

ITEM	PRICE
Protein	**$9,800.00**
A tasty milkshake that aids in the growth of bigger and stronger muscles.	STRENGTH
Iron	**$9,800.00**
An iron capsule that reduces feebleness and gives you a healthy glow.	VITALITY
Calcium	**$9,800.00**
Add this effervescent pills on their drink to help grow stronger bones.	SPECIAL
Zinc	**$9,800.00**
Zinc capsules help with focus and brain development.	INSIGHT
Carbos	**$9,800.00**
A healthy syrup that fills you with energy!	DEXTERITY
PP Up	**$9,800.00**
It is rumored they are just sugar pills. Who really knows?	WILL

HP Up	$9,800.00
A compendium of vitamins and minerals to help your Pokémon grow as big and healthy as it can be.	INCREASE BASE HP BY 1 ONE USE ONLY
Rare Candy	**NOT FOR SALE**
This strange candy is made of unknown ingredients but its effects do not stack.	ANY ATTRIBUTE

Vitamins will help your Pokémon reach their max potential. The best part is that they will notice the changes and will be happy to have you as their trainer.

All of these items are a single use, though. Their effects do not stack and **they cannot make your Pokémon develop more than it's natural capabilities.**

When people see your radiant and vigorous Pokémon walking around, they will immediately ask you for your secret.

Grooming

Most Pokémon like to be clean and groomed. When they live in the wild they find ways to do it themselves, but since they are not in the wild anymore there is nothing wrong with a little bit of vanity here and there.
A groomed Pokémon is a happy Pokémon.

ITEM	PRICE
Grooming Kit	$100.00
No more matted hair, unruly leaves, dry scales or rough rocks with this kit in your hands.	
Pokémon Costume	$250.00
Fashionable clothes. Your companions will look amazing in these costumes and they will love it.	
Piece of Accessory	$10.00
Ribbons, hats, collars and everything you need to make them look super special.	

Even if it is not useful in battle, grooming and clothing will make your Pokémon stand out in the crowd.
Looking good will also give your trusted Pokémon more confidence. Remember that grooming time is also a great bonding time.



Evolutionary Items

Pokémon evolution works in mysterious ways. Some evolve without any kind of intervention just by growing stronger and experienced, others evolve by being nurtured and sharing affection with their trainers, and finally there are species that evolve only trough an external influence such as elemental energy in stones, and other items or machines.

Stones

In this world there many strange stones with peculiar properties that cause sensible Pokémon to have a reaction.

These items vary in shape and size, the most common ones are those with elemental properties, like fire, water, thunder and grass, but there are others with luminescent properties and even rocks that came from the moon.
Very few marts have one in stock and they are usually very expensive. You can also find them as prizes in competitions or get lucky and find one in a cave.

If you get your hands on one, your Pokémon will get a nice boost in power.

ITEM	PRICE
Fire Stone	$5,000.00
This Stone has a flame inside, it's hot to the touch.	
Thunder Stone	$5,000.00
It glows in the dark and can be used to power small electronics.	
Water Stone	$5,000.00
Looks like blue glass and can be found at the bottom of the sea.	
Leaf Stone	NOT FOR SALE
It is said that the leaf encrusted to it comes from the tree of life itself.	
Moon Stone	NOT FOR SALE
It is a black stone that turns white and luminescent when the moon shines over it.	
Sun Stone	NOT FOR SALE
A red stone that shines brightly when facing the sun at morning.	
Shiny Stone	NOT FOR SALE
It's crystal-like surface allows you to see a ball of light inside.	
Dusk Stone	NOT FOR SALE
This stone seems to suck the light into a small dark hole.	
Dawn Stone	NOT FOR SALE
This cerulean stone shines with blinding light for a minute during sunrise.	

Trainer Tips

Once you use an evolutionary stone on a Pokémon it will become a regular rock.
Choose carefully on which Pokémon you will use it.

Trading Machines

Trainers like to exchange Pokémon with each other but it is not as simple as giving each other a Pokéball, since there would be no proof for a consensual exchange.
To solve this problem, trainers get their Pokémon within a trading machine to take a Pokémon from one Pokéball to another using low radiation energy transfer, this radiation has been known to trigger evolution in some species of Pokémon.

Evolution with Held Items

Some Pokémon might react to special Held Items, such as industrial metals, electric chargers, and even pastries may trigger evolution when combined with the Trading Machine's radiation waves. In the wild, Pokémon can go all their lives without ever being in contact with any of these artificial items so it is more difficult to know what object will trigger evolution on which Pokémon. You'll need to be patient and do your share of research to find out what kind of item you will need to evolve your companion.

Held Items

Pokémon have a Held Item slot to carry an Item with them at all times. These Items may be used in battle to give them an advantage and other special effects.

A Pokémon may only have one active Held Item for the scene. It may be abe to carry more, but only one will be active.
The active held item may remain with the user, be spent, exchanged or stolen depending on the moves of the user and the foe.

If a Held Item increases or decreases an Attribute, it cannot be stacked with a move that modifies the same attribute. You will instead take into account the one effect that modifies the most.

Held items are not for sale. You'll have to find them on your adventures through the world.

Storyteller Note

Held Items are exclusive for Pokémon. Humans using them won't benefit from their special properties.

Items for the Journey

ITEM	RARITY
Black Belt	UNCOMMON
After years of training in martial arts you can proudly wear this. Adds damage to a certain type of moves.	Damage +1 Fight
Black Glasses	COMMON
These glasses make you look cool and mean. Adds damage to a certain type of moves.	Damage +1 Dark
Charcoal	UNCOMMON
A piece of special charcoal that never turns to ash and keeps a steady flame. Adds damage to a certain type of moves.	Damage +1 Fire
Dragon Fang	RARE
A Dragon Pokémon that fought fiercely lost this fang. It's sprit lives within. Adds damage to a certain type of moves.	Damage +1 Dragon
Hard Stone	COMMON
A Stone that is embed on the body to protect it from impact. Adds damage to a certain type of moves.	Damage +1 Rock
Magnet	UNCOMMON
This magnet keeps positive and negative charge within itself. Adds damage to a certain type of moves.	Damage +1 Electric
Metal Coat	RARE
This chromed metal coat keeps all surfaces shiny. Adds damage to a certain type of moves.	Damage +1 Steel
Miracle Seed	UNCOMMON
It is said that this seed came from the same forest as the tree of life. Adds damage to a certain type of moves.	Damage +1 Grass

ITEM	RARITY
Mystic Water	RARE
A small vessel with water that emits a mysterious glow. Adds damage to a certain type of moves.	Damage +1 Water
Never-Melt Ice	RARE
A magical piece of ice that never melts. Adds damage to a certain type of moves.	Damage +1 Ice
Poison Barb	UNCOMMON
This poison infused barb is sure to take the poison into the skin. Adds damage to a certain type of moves.	Damage +1 Poison
Sharp Beak	COMMON
A sharp metal cover for the beak of your Pokémon. Adds damage to a certain type of moves.	Damage +1 Flying
Silk Scarf	COMMON
Just a regular everyday normal scarf. Nothing special about it. Adds damage to a certain type of moves.	Damage +1 Normal
Silver Powder	COMMON
Be careful as this powder is itchy and gives you allergies. Adds damage to a certain type of moves.	Damage +1 Bug
Soft Sand	UNCOMMON
A pouch with special sand that's smooth and soft to the touch. Adds damage to a certain type of moves.	Damage +1 Ground
Spell Tag	RARE
An old piece of paper that once sealed the spirit of an angry Pokémon. Adds damage to a certain type of moves.	Damage +1 Ghost

ITEM	RARITY
Twisted Spoon	COMMON
A spoon that bends with the power of the mind. Adds damage to a certain type of moves.	Damage +1 Psychic
Light Ball	UNCOMMON
A rare ball of light that reacts only to a Pikachu's energy.	Strength +2 Special +2
Lucky Punch	UNCOMMON
A set of boxing gloves specially fit for a Chansey or Blissey's arms.	Strength +2
Stick	COMMON
A piece of Leek that allows Farfetch'd to fight swiftly. You can also cook it; it is delicious.	
Thick Club	UNCOMMON
A bone piece, only Cubone and Marowak are affected by it.	Strength +2
Amulet Coin	RARE
A good luck charm that is said to bring money to your pocket. If your Pokémon Battles it will bring you fortune.	DOUBLE ANY MONEY PRIZE
Eviolite	RARE
A strange lump that boosts the defenses of an un-evolved Pokémon.	Defense +1 Sp. Def +1
Expert Belt	RARE
The belt of a seasoned warrior who knows many techniques. Adds damage to Super Effective Moves.	Damage +1 Super Effective

ITEM	RARITY
Life Orb	RARE
A magic orb that grants great power at the cost of the life energy of the weilder. *(Adds damage & recoil to all attacks)*	Damage +2
King's Rock	RARE
A crown-shaped rock that makes some Pokémon feel like the king.	Flinch +1
Lucky egg	RARE
A small egg that's said to contain happiness inside.	RECEIVE 1 EXTRA EXP. POINT PER BATTLE
Quick Claw	UNCOMMON
This claw allows you a firm grip on the ground to move faster.	Iniciative +2
Razor Claw	RARE
This sharp claw can pierce through tough surfaces with ease.	
Razor Fang	UNCOMMON
A big pair of fangs that make you look like a vampire.	Flinch +1
Rocky Helmet	UNCOMMON
A helmet covered with sharp edges and rocks. Deal damage to a foe attacking you with a Non-ranged **Physical Attack**.	Damage +1
Wide Lens	COMMON
A magnifying glass used to see the small details.	Accuracy +1



Natures

A *Nature* is the essence of Humans and Pokémon, it defines their values and what's important for them.
All people and Pokémon have their own unique personality, but it is their Nature what defines how they will react to certain situations.

Your Nature will shape what's inside your mind, and that will reflect on the exterior. Some natures are beneficial for certain aspects of life and all of them may be a hindrance when facing certain situations.

Pokémon can overcome the limitations of their Nature with the help of their trainer. A fearful or aggressive Pokémon can become friendly and social with the right treatment.

For humans, though, the power to act against your own nature can only come from within yourself.

Keep in mind that Humans are able to think or feel one way yet act another.
Pokémon on the other hand tend to act according to what they feel and will stay true to their natures.

Storyteller Note

In this section you will find a detailed list of Natures that work on both Trainers and Pokémon.
Since they are gonna be used for role-playing don't restrict yourself. If you can't find a nature on the list that fits what you want for your character feel free to include your own.

Adamant

Powerful, Fierce, Relentless

An indomitable will that won't falter. Those with Adamant nature are belligerent and impassive.
Only the strong survive in this world, that's why power and strength is what they respect the most. You are either their equal or their inferior, working as a team does not fit them well. They believe everyone must carry their own weight and those who can't will be left behind.

Bashful

Compassionate, Vulnerable, Family Oriented

There is an adorable shyness in them. They enjoy the simple things in life and are quite sensitive to other's emotions. They are very conscious about their own weaknesses and will try to make them better. But it hurts them to be pushed around and they may feel intimidated or disheartened if the challenges are too big. They need a strong figure who believes in them to feel confident.

Bold

Adventurous, Confident, Daring

Real thrill seekers. The Bold view life with optimism and excitement, they firmly believe one must go forward no matter the consequences. They are easily provoked and quick to take action, often heading into challenges a lot bigger than themselves. Failure is something that hits them hard, but they are known for getting back on their feet again and charge for adventure one more time. There's no mountain big enough to stop them.



Brave

Fearless, Level-headed, Protector

The Brave of heart will face any situation with courage and a cool head. They won't tolerate bullying or abuse anywhere near them and will always encourage others to conquer their fears. "Selfless" is their second name, as they will never turn their back on their comrades even at the cost of their own safety. Others look up to them as they inspire confidence and trust.

Calm

Reasonable, Peaceful, Balanced

Peace and tranquility is the most important thing for those with a Calm nature. They are not noisy nor they want much thrill in their lives. Conflict is not welcome and they tend to be peacemakers.
It is rare to see them fall for provocations as they keep their distance from creatures with a bad attitude.
Their presence is pleasant and soothing, making them easy to approach.

Careful

Analytic, Skeptical, Withdrawn

Those under this nature will often ponder their options according to the level of risk. If the benefit is substantial but the risk is too great they will prefer an option less rewarding but also less risky. They may take some time to warm up to strangers and will always be alert to their surroundings. Keeping a situation under control is important for them. It is no shame to run away to fight another day.

Docile

Kind, Team worker, Service spirit

Always with a courteous disposition, a Docile nature indicates that you put others before yourself. Those under this nature love to please and be of assistance for their companions and community.
They may not be big achievers but even if only one person appreciates their efforts they will feel accomplished.
They make great teammates and will be the first to ask: "How may I be of service?"

Gentle

Graceful, Charismatic, Extroverts

A Gentle personality reflects on graceful conversations and pleasant social interactions. They enjoy doing things with care and refinement, and others come to them simply to please on their sophisticated presence.
Lovers and appreciators of the good things life has to offer, they can be quite exigent with their tastes. Give them the attention they seek and they'll shower you in glamour and style.

Hardy

Dependable, Resilent, Resourceful

Life has been tough but they know how to endure any of the difficulties that may arise. The word "disheartened" is foreign to them. You'll rarely find them unprepared. Problems are a part of life and they do their best to resist and surpass them.Taking things lightly is difficult for them, but you can depend on them to help you get through even in the hardest scenarios.

Hasty

Eager, Enthusiastic, Hustle

The past is gone, the future is yet to come, you have to live the moment and the moment is now!
They don't have time to mop about past losses or worry about future battles. They are eager to see what comes next, ending a project quickly so they can get into the next one. They make their lives on the go and rarely sit around to relax or meditate things through. There will always be something to do with them around.

Impish

Mischievous, Witty, Playful

Free spirits hungry for enjoyment and fun at the expense of others. They carry themselves with a light heart but you can also see a smug smirk on their faces.
Irreverent and agile in mind, they dislike routine and chores.They are the kind to find solutions around a problem instead of a head on confrontation.
You'll recognize them as the pranksters of the group.

Jolly

Cheerful, Charming, Energetic

They love to spread happiness around and will always have a smile to give you. They rarely feel gloomy and dislike when others do.
They easily form close friendships as others enjoy their good mood and affable disposition. They understand the power to move a mountain is through an enthusiastic demeanor and cheerful smiles.

Lax

Unconcerned, Indolent, Simple

Lax is an inconstant nature, those under it will do things whenever they feel like it.
Is not that they are lazy, they just don't see the need to waste energy on stuff that's not important for them yet.
Since they don't care to fill anyone's expectations they need a reason to keep motivated. One thing is certain, something must be really important for them to give everything they've got.

Lonely

Independent, Introspective, Solitary

They like to keep their distance and do everything on their own. They often feel it's up to them and nobody else to get things done and will often burden themselves with responsibility that should be shared. They are hard to get close to, since they prefer their solitude. However, they can be trusted to do their best even if they are unguided.

Mild

Meek, Serene, Comforting

"Harmless" is the word that best describes a Mild nature. They are patient and calm with others, reliable and caring on every matter. Because of this, others seek their company as stability ground. They seek to understand others and have a natural talent to do it.
They tend to keep their needs to themselves and sometimes they stay in the background, but they are the ones others turn to when they need someone to listen.

Modest

Measured, Self-Assured, Hard Worker

When you are aware of your potential you don't need others to praise you for it. A modest nature knows the reward is the constant improvement of their abilities, not the acknowledging of others. They won't show off nor will they feel diminished when others display better capabilities. They'll do their best always and the only one who may judge the right or wrong of their ways is themselves.

Naive

Curious, Lighthearted, Innocent

The world is full of wonder; there is always something new to discover and many others to befriend.
A Naive nature is a curious and innocent nature, they easily trust others because they ignore the many dangers of the world. They still have a lot to learn, and mishaps may make them lose a little of the spark in their eyes, but a good friend will make them shine even brighter.

Naugthy

Devious, Rebel, Sly

Why should they listen to you? You are not their boss! Most of the time they'll deliberately do the opposite from what's expected from them. Why? Because they can, of course. They love to see others get mad at their antics and will use their clever mind and cunning to get away with their misdeeds. They'll only behave when there's something to gain or because someone has put them in their place.

Quiet

Silent, Reserved, Espectator

Life is what happens around those with a Quiet nature. They often take a passive stance over the circumstances around them. Strong thoughts or opinions they have will rarely be expressed, so they are not the greatest at social interactions. They may be afraid to make a mistake or consider it a hassle to take action. They need a good motive to take an active role on whatever is happening.

Quirky

Unusual, Open-Minded, Original

You can't really understand how their mind works. Those who have a Quirky nature will usually see the world in a unique way that only they seem to comprehend.
The way they act will be peculiar and often attract puzzled looks. The way they solve problems will often be completely different than the way anyone else would have solved them. They accept new things easily and are eager for stimulation.

Rash

Reckless, Unrefined, Daredevil

They are reckless, and exposing themselves to danger is their idea of fun. They are blunt and direct in the way they act with others, you are either their friend or you are their enemy. They are known for rushing into action with a "hit first, ask later" mentality. They are known to be quick-tempered, loud-mouthed and foolhardy.

Relaxed

Carefree, Meditative, Nonchalant

The problems of the world are not their problems.
A Relaxed nature will allow its bearer to take it easy and never loose their cool. They will never stress over trivial matters and won't instigate trouble.
Should disputes arise they will invite others to calm down trough breathing and meditation. Some may call them carefree, they will call themselves enlightened.

Serious

Steadfast, Rigid, Commited

They have a big sense of responsibility and don't really appreciate when others don't focus as much as them on a task. If they have a duty they will not stop until it's fulfilled, everything else is a useless distraction. They have trouble relaxing and they can be hard to deal with. But if you want things done and done well they are the ones to look for.



Timid

Shy, Apprehensive, Sensible

They have built walls around themselves that make it hard for others to see what's inside.
They just want to be accepted but will never really ask for it. It's usual to see them put their confidence in a leader figure rather than on themselves, this makes them eager to please but terrified to fail. They need to learn to trust in their own capabilities to reach their full potential.

ONCE DEFINED, YOUR NATURE CANNOT BE CHANGED.

Take your Nature into account when deciding the actions you'll take in the game.

Depending on how well you characterize the traits of your Nature, and how you learn to overcome the flaws of that personality, you will measure your skill role-playing. Just remember:

WILL POINTS ARE AN AWARD FOR ROLE-PLAYING YOUR NATURE

If you need to recover Will Points, acting according to your nature is a good way to start. Storyteller must reward players who keep true to their nature inside the game.

Storyteller Note

Whenever a Player catches a new Pokémon you'll need to assign a Nature to it. Take into account their species and/or ability to do this.

Make it feel unique.
A Pokémon with a Nature that is contrary to what's expected from its species can be a troubled creature or the most amazing companion, it's up to you to decide!

Every Nature has it's challenges, there is not one that's better than the other.
The fact that some natures do not seem to get along with each other is no reason for disrupting the fun of the game. On the contrary, they are a chance to complement the characters and create new interactions and fun dynamics.

The Nature of your Pokémon can also create different ways to interact, as not only they get to bond with their trainer but also with their other Pokémon teammates. Will they get along? Will they form rivalry or friendship?

Have fun exploring how rich your game can be when you mix all different personalities into a pot. It is certainly one of the most entertaining parts of the game.



Pokédex

There are almost a thousand known species of Pokémon in the world, some better known than others.

In this section of the book you'll find all the information available about most of them.

To create and train your Pokémon you'll need to check it's Pokédex entry, ability and moves in the *Pokémon Abilities* and *Pokémon Moves* sections of this book.

Now, this might seem like a lot of information to take in. How will you ever memorize all these names, data, moves and special abilities?

Don't worry! You don't have to memorize it at all!
Simply take this information to customize your Pokémon and build a unique character.

Trainer Tips

Think of your Pokémon as an extension of your Trainer's abilities. Pokémon work like powers at your disposition. If you want Ice powers you should capture an Ice Pokémon. If you want to be a bard, get a Pokémon with Sing.

Your Pokémon are capable of working wonders with ease. They have many abilities and maybe a dozen moves to learn. Focus only on what you want.

Think about it this way:
You have 6 slots available for customization.

Each and every Pokémon you carry will have a special role in your party. You can complement your team any way you want.

Perhaps you want a bulky Pokémon that can take a hit or a fast companion to sweep an enemy party, a cute kitten who's only there to charm the girls or a passionate mouse to cheer everyone's fighting spirit.

Your imagination is the limit.

Storyteller Note

Use the tools on this book and your imagination to create unique Pokémon. They are part of a living world, take your time and describe their behaviors.

Keep in mind that a Pokémon's uniqueness is not in its strength or its high attributes, but in the role playing you get from your players thanks to it.

Pokédex Entries Info

Name & Number
Use the name to identify the species of your companion. Use the number to find it quickly in the Pokédex.

Size and Weight
This will help you get an idea about the volume of your Pokémon. The Size and Weight named on its entry is the average - you may find bigger or smaller specimens.

Basic information
A General description of the Pokémon and its behavior, some are common others are rare.

Type
With this you'll know the weaknesses and resistances of your Pokémon. See page 35.

Starting Attributes
The starting attributes show the Pokémon at its weakest state. Wild Pokémon may be stronger.

Limits
The highest attribute score for the Pokémon. Limits cannot be modified. See page. 61

Base HP
The starting HP of the Pokémon. Add the Vitality Score to get the total HP.
See page 17.

Disobedience score
Some Pokémon are naturally prone to dislike and disobey orders.
For more information about disobediece check pages 27 & 60.

Ability
Special abilities for the Pokémon.
Check Pokémon Abilities chapter, page 333.

Evolution
The Evolutive line and stage of the Pokémon, along with the way it most commonly evolves.

Moves
The complete list of moves for the Pokémon and their experience cost.
Moves marked with a "?" can be obtained at storyteller's discretion.
For more information about moves see page. 265.

#001 Bulbasaur



TYPE: Grass / Poison

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 7kg / 15 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Overgrow

EVOLUTION: First Stage.
Evolves after reaching a certain age.



Seed Pokémon
It carries a seed on its back since birth. As it grows older, the seed also grows larger. It is known to be a well-behaved and loyal Pokémon, but pretty rare to find in the wild.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	3	Normal	Growl
7	Grass	Leech Seed	9	Grass	Vine Whip
13	Poison	Poison Powder	13	Grass	Sleep Powder
15	Normal	Take Down	19	Grass	Razor Leaf
21	Normal	Sweet Scent	25	Normal	Growth
27	Normal	Double-Edge	31	Grass	Worry Seed
33	Grass	Synthesis	37	Grass	Seed Bomb
?	Grass	Grassy Terrain	?	Psychic	Amnesia
?	Grass	Grass Pledge			

#002 Ivysaur



TYPE: Grass / Poison

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●●○○

HEIGHT: 1 m / 3'03"
WEIGHT: 25kg / 50 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Overgrow

EVOLUTION: Second Stage.
Evolves after reaching a certain age.



Seed Pokémon
There is a bud on this Pokémon's back. To support its weight, Ivysaur's legs and trunk grow thick and strong. It becomes kind of a loner after evolving and may stray away from its group to take sunbaths.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Growl
0	Grass	Leech Seed	9	Grass	Vine Whip
13	Poison	Poison Powder	13	Grass	Sleep Powder
15	Normal	Take Down	20	Grass	Razor Leaf
23	Normal	Sweet Scent	28	Normal	Growth
31	Normal	Double-Edge	36	Grass	Worry Seed
39	Grass	Synthesis	44	Grass	Solar Beam
?	Grass	Grassy Terrain	?	Psychic	Amnesia
?	Grass	Grass Pledge			

#003 Venusaur



TYPE: Grass / Poison

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●●○○

HEIGHT: 2 m / 6'07"
WEIGHT: 200kg / 440 lbs

BASE HP: 6
DISOBEDIENCE: ●●●●●

ABILITIES: Overgrow

EVOLUTION: Final Form.



Seed Pokémon
Venusaur's flower is said to take on vivid colors if it gets plenty of sun light. The flower's aroma soothes the emotions of others.
If you find one in the wild, it must be the protector of the area.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Growl
0	Grass	Leech Seed	0	Grass	Vine Whip
13	Poison	Poison Powder	13	Grass	Sleep Powder
15	Normal	Take Down	20	Grass	Razor Leaf
23	Normal	Sweet Scent	28	Normal	Growth
31	Normal	Double-Edge	32	Grass	Petal Dance
39	Grass	Worry Seed	45	Grass	Synthesis
50	Grass	Petal Blizzard	53	Grass	Solar Beam
?	Dragon	Outrage	?	Ghost	Curse
?	Grass	Frenzy Plant			

#004 Charmander



TYPE: Fire

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●○○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 8kg / 18 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Blaze

EVOLUTION: First Stage.
Evolves after reaching a certain age.



Lizard Pokémon
A rare Pokémon. The flame on its tail is an indicator of its feelings and life force. If it is healthy and happy, the flame burns brightly.
It needs proper care and discipline or else it may rebel later on.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch	0	Normal	Growl
7	Fire	Ember	10	Normal	Smokescreen
16	Dragon	Dragon Rage	19	Normal	Scary Face
25	Fire	Fire Fang	28	Fire	Flame Burst
34	Normal	Slash	37	Fire	Flamethrower
43	Fire	Fire Spin	46	Fire	Inferno
?	Steel	Metal Claw	?	Dragon	Dragon Dance
?	Fire	Fire Pledge			

#005 Charmeleon



TYPE: Fire

STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 20kg / 42 lbs

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Blaze

EVOLUTION: Second Stage.
Evolves after reaching a certain age.



Flame Pokémon
It turns aggressive after evolving, it is very hot-headed by nature, so it constantly starts fights. When it's excited, the flame at the tip of its tail flares with a bluish white color.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch	0	Normal	Growl
0	Fire	Ember	10	Normal	Smokescreen
17	Dragon	Dragon Rage	21	Normal	Scary Face
28	Fire	Fire Fang	32	Fire	Flame Burst
39	Normal	Slash	43	Fire	Flamethrower
50	Fire	Fire Spin	54	Fire	Inferno
?	Steel	Metal Claw	?	Dragon	Dragon Dance
?	Fire	Fire Pledge			

#006 Charizard



TYPE: Fire / Flying

STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 125kg /275 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●○

ABILITIES: Blaze

EVOLUTION: Final Form.



Flame Pokémon
A Charizard flies around looking for strong opponents. It breathes intense flames that can melt any material. However, it will never touch a weaker foe. Not many trainers are able to handle its bad temper.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Air Slash	0	Normal	Smokescreen
0	Dragon	Dragon Claw	0	Ghost	Shadow Claw
0	Normal	Scratch	0	Normal	Growl
0	Fire	Ember	17	Dragon	Dragon Rage
21	Normal	Scary Face	28	Fire	Fire Fang
32	Fire	Flame Burst	36	Flying	Wing Attack
41	Normal	Slash	47	Fire	Flamethrower
56	Fire	Fire Spin	62	Fire	Inferno
71	Fire	Heat Wave	77	Fire	Flare Blitz
?	Electric	Thunder Punch	?	Dragon	Outrage
?	Fire	Blast Burn			

#007 Squirtle



TYPE: Water

STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 9kg / 20 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Torrent

EVOLUTION: First Stage.
Evolves after reaching a certain age.



Tiny turtle Pokémon
It is scarce in the wild. The shell is not just for protection – it also helps to minimize resistance in water enabling Squirtle to swim at high speeds. It's usually a calm and easy going Pokémon.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	4	Normal	Tail whip
7	Water	Water Gun	10	Water	Withdraw
13	Water	Bubble	16	Dark	Bite
19	Normal	Rapid Spin	22	Normal	Protect
25	Water	Water Pulse	28	Water	Aqua Tail
31	Normal	Skull Bash	34	Steel	Iron Defense
37	Water	Rain Dance	40	Water	Hydro Pump
?	Water	Aqua Jet	?	Water	Water Pledge
?	Ice	Icy Wind			

#008 Wartortle



TYPE: Water

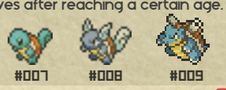
STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 23kg / 50 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Torrent

EVOLUTION: Second Stage.
Evolves after reaching a certain age.



Turtle Pokémon
Its large tail is covered with rich, thick fur that deepens in color with age. The scratches on its shell are evidence of this Pokémon's tough attitude in battle. It is a good hunter underwater.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	4	Normal	Tail whip
0	Water	Water Gun	10	Water	Withdraw
13	Water	Bubble	16	Dark	Bite
20	Normal	Rapid Spin	24	Normal	Protect
28	Water	Water Pulse	32	Water	Aqua Tail
36	Normal	Skull Bash	40	Steel	Iron Defense
44	Water	Rain Dance	48	Water	Hydro Pump
?	Ground	Mud Sport	?	Water	Water Pledge
?	Ice	Icy Wind			

#009 Blastoise



TYPE: Water

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 170kg / 380 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Torrent

EVOLUTION: Final Form.


#007 #008 #009

Shellfish Pokemon
The jets of water it spouts from the rocket cannons on its shell have been recorded to punch through steel. It is confident on its great defense and water spouts to overcome any obstacle.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Steel	Flash Cannon	0	Normal	Tackle
0	Normal	Tail Whip	0	Water	Water Gun
0	Water	Withdraw	13	Water	Bubble
16	Dark	Bite	20	Normal	Rapid Spin
24	Normal	Protect	28	Water	Water Pulse
32	Water	Aqua Tail	39	Normal	Skull Bash
46	Steel	Iron Defense	53	Water	Rain Dance
60	Water	Hydro Pump	?	Electric	Zap Cannon
?	Dragon	Outrage	?	Water	Hydro Cannon

#010 Caterpie



TYPE: Bug

STRENGTH ●●○
DEXTERITY ●●●○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 6 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Shield Dust

EVOLUTION: First Stage.
Evolves while still young.


#010 #011 #012

Worm Pokémon
It is very common in the forests.
Its voracious appetite compels it to devour leaves bigger than itself without hesitation. It releases a foul odor from its antennae if it feels threatened.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	String Shot
15	Bug	Bug Bite	?	Electric	Electro Web

#011 Metapod



TYPE: Bug

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.7m / 2'04"
WEIGHT: 10kg / 22 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Shed Skin

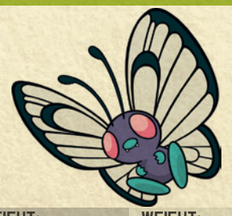
EVOLUTION: Second Stage.
Evolves after 7 days in this form.


#010 #011 #012

Cocoon Pokémon
Its shell can be as hard as an iron slab. A Metapod does not move very much because it is preparing its soft innards for evolution inside the shell. It is known as one of the fastest evolving Pokémon in the world.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Harden	?	Steel	Iron Defense
?	Electric	Electro Web			

#012 Butterfree



TYPE: Bug Flying

STRENGTH ●●○
DEXTERITY ●●●○
VITALITY ●●○
SPECIAL ●●●○
INSIGHT ●●●○

HEIGHT: 1.1m / 3'07"
WEIGHT: 32kg / 70 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Compoundeyes

EVOLUTION: Final Form.


#010 #011 #012

Butterfly Pokémon
It can be found in forests and plains.
It loves the honey in some flowers even with tiny amounts of pollen.
Its wings are covered by dust that allows it to fly even when it's raining.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Confusion	12	Poison	Poison Powder
12	Grass	Stun Spore	12	Grass	Sleep Powder
16	Flying	Gust	18	Normal	Supersonic
22	Normal	Whirlwind	24	Psychic	Psybeam
28	Bug	Silver Wind	39	Flying	Tailwind
34	Bug	Rage Powder	36	Normal	Safeguard
40	Normal	Captivate	42	Bug	Bug Buzz
46	Bug	Quiver Dance	?	Electric	Electro Web
?	Ghost	Nightmare	?	Bug	Signal Beam

#013 Weedle



TYPE: Bug Poison

STRENGTH ●○○
DEXTERITY ●●○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 6 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Shield Dust

EVOLUTION: First Stage.
Evolves while still Young.


#013 #014 #015

Hairy Pokémon
Often found in forests eating leaves. It has a sharp, venomous stinger on its head for defense. It has an acute sense of smell to find food, and its bright-colored body is intended to warn off predators.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Poison Sting	0	Normal	String Shot
15	Bug	Bug Bite	?	Electric	Electro Web

#014 Kakuna



TYPE: Bug Poison

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 6 m / 2'00"
WEIGHT: 10kg / 22 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Shed Skin

EVOLUTION: Second Stage.
Evolves after 10 days in this form.


#013 #014 #015

Cocoon Pokémon
It remains virtually immobile while it clings to a tree. On the inside, it is preparing for evolution by rising the temperature of its shell. Beware of Beedrills thay may roam close to it.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Harden	?	Steel	Iron Defense
?	Electric	Electro Web			

#015 Beedrill



TYPE: Bug Poison

STRENGTH ●●●○
DEXTERITY ●●●○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●●○

HEIGHT: 1 m / 3'03"
WEIGHT: 30kg / 65 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Swarm

EVOLUTION: Final Form.


#013 #014 #015

Poison Bee Pokémon
A Beedrill is extremely territorial. For safety reasons, no one should ever approach their nest. If it is disturbed, they will attack in swarm. It has three stings. The one on its tail secretes a powerful poison.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Fury Attack	13	Normal	Focus Energy
16	Bug	Twineedle	19	Normal	Rage
22	Dark	Pursuit	25	Poison	Toxic Spikes
28	Bug	Pin Missile	31	Psychic	Agility
34	Dark	Assurance	37	Poison	Poison Jab
40	Normal	Endeavor	45	Bug	Fell Stinger
?	Ground	Drill Run	?	Flying	Tailwind
?	Ghost	Ominous Wind			

#016 Pidgey



TYPE: Normal Flying

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●●○

HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 4 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Keen Eye & Tangled Feet

EVOLUTION: First Stage.
Evolves after honing its flighting skills.


#016 #017 #018

Tiny Bird Pokémon
Very common around the world, it prefers to live in forests but can be seen around cities and plains too. It's a docile Pokémon that tends to avoid trouble. It flaps its wings to lure prey out of hiding.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	5	Ground	Sand-Attack
9	Flying	Gust	13	Normal	Quick Attack
17	Normal	Whirlwind	21	Dragon	Twister
25	Flying	Feather Dance	29	Psychic	Agility
33	Flying	Wing Attack	37	Flying	Roost
41	Flying	Tailwind	45	Flying	Mirror Move
49	Flying	Air Slash	53	Flying	Hurricane
?	Dark	Feint Attack	?	Normal	Uproar
?	Steel	Steel Wing			

#017 Pidgeotto

TYPE: Normal / Flying



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 30kg / 66 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Keen Eye & Tangled Feet

Bird Pokémon
Each Pidgeotto claims a large area around meadows as its territory. This Pokémon flies around, patrolling its home and will attack any intruders with its sharp claws. It will challenge itself to fly a bit higher every day.

EVOLUTION: Second Stage.
Evolves after mastering its flighting skills.


#016 #017 #018

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Flying	Gust
17	Normal	Whirlwind
27	Flying	Feather Dance
37	Flying	Wing Attack
47	Flying	Tailwind
57	Flying	Air Slash
?	Dark	Feint Attack
?	Steel	Steel Wing

EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	Sand-Attack
13	Normal	Quick Attack
22	Dragon	Twister
32	Psychic	Agility
42	Flying	Roost
52	Flying	Mirror Move
62	Flying	Hurricane
?	Normal	Uproar

EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Hurricane
0	Ground	Sand-Attack
0	Normal	Quick Attack
22	Dragon	Twister
32	Psychic	Agility
44	Flying	Roost
56	Flying	Mirror Move
?	Psychic	Reflect

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Flying	Gust
17	Normal	Whirlwind
27	Flying	Feather Dance
38	Flying	Wing Attack
50	Flying	Tailwind
?	Fire	Heat Wave
?	Ghost	Ominous Wind

#018 Pidgeot

TYPE: Normal / Flying



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'07"
WEIGHT: 80kg / 174 lbs

BASE HP: 5
DISOBEDIENCE: ○○○○○

ABILITIES: Keen Eye & Tangled Feet

Bird Pokémon
This Pokémon's plumage is made of beautiful glossy feathers. Pidgeot is an excellent hunter with well developed wing muscles that make it strong enough to whip up a gusty windstorm with just a few flaps.

EVOLUTION: Final Form.


#016 #017 #018

#019 Rattata

TYPE: Normal



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 7 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Run Away & Guts

Mouse Pokémon
It can live anywhere it can find food, but they are often in cities and fields. They form large families in their burrows. Since they are often preyed on, Rattatas are always alert and quick to flee.

EVOLUTION: First Stage.
Evolves after reaching maturity.


#019 #020

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
4	Normal	Quick Attack
10	Dark	Bite
16	Normal	Hyper Fang
22	Dark	Crunch
28	Normal	Super Fang
34	Normal	Endeavor
?	Normal	Screech

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tail whip
7	Normal	Focus Energy
13	Dark	Pursuit
19	Dark	Sucker Punch
25	Dark	Assurance
31	Normal	Double-Edge
?	Fire	Flame Wheel
?	Steel	Iron Tail

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Swords Dance
0	Normal	Tail Whip
0	Normal	Focus Energy
13	Dark	Pursuit
19	Dark	Sucker Punch
24	Dark	Crunch
34	Normal	Super Fang
44	Normal	Endeavor
?	Normal	Last Resort

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Normal	Quick Attack
10	Dark	Bite
16	Normal	Hyper Fang
20	Normal	Scary Face
29	Dark	Assurance
39	Normal	Double-Edge
?	Fire	Flame Wheel
?	Fight	Final Gambit

#020 Raticate

TYPE: Normal



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 18kg / 40 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Run Away & Guts

Mouse Pokémon
Raticate's sturdy fangs grow quickly. To keep them ground down, it gnaws on hard materials. It may even chew on the walls of houses. Its has water-proof fur, webbed feet and its a capable swimmer.

EVOLUTION: Final Form.


#019 #020

#021 Spearrow

TYPE: Normal / Flying



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 4 lbs

BASE HP: 3
DISOBEDIENCE: ●○○○○

ABILITIES: Keen Eye

Tiny Bird Pokémon
Lives in flocks on grasslands. Very protective of its territory. It flaps its short wings to dart around at high speed. It is a little short-tempered – if disturbed, it will shriek, calling its flock for aid.

EVOLUTION: First Stage.
Evolves by being dominant in the flock.


#021 #022

EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Peck
5	Normal	Leer
13	Dark	Pursuit
21	Flying	Mirror Move
29	Dark	Assurance
37	Flying	Drill Peck
?	Normal	Scary Face

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
9	Normal	Fury Attack
17	Flying	Aerial Ace
25	Psychic	Agility
33	Flying	Roost
?	Flying	Tailwind
?	Flying	Feather Dance

EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	Drill Run
0	Flying	Peck
0	Normal	Leer
13	Dark	Pursuit
23	Flying	Mirror Move
35	Dark	Assurance
47	Flying	Drill Peck
?	Normal	Scary Face

EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Pluck
0	Normal	Growl
0	Normal	Fury Attack
17	Flying	Aerial Ace
29	Psychic	Agility
41	Flying	Roost
?	Flying	Sky Attack
?	Ghost	Curse

#022 Fearrow

TYPE: Normal / Flying



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.2 m / 3'03"
WEIGHT: 40kg / 84 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Keen Eye

Beak Pokémon
Fearrows soar around wastelands and fields. It has the stamina to fly all day. It is easily annoyed and ill tempered. It attacks using its sharp beak to peck and pierce the foes.

EVOLUTION: Final Form.


#021 #022

#023 Ekans

TYPE: Poison



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●●○○

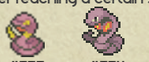
HEIGHT: 2 m / 6'07"
WEIGHT: 20kg / 42 lbs

BASE HP: 6
DISOBEDIENCE: ○○○○○

ABILITIES: Intimidate & Shed Skin

Snake Pokémon
Lives on grasslands. Preys on Rattatas and Pokémon Eggs it finds. It's jaw can detach itself to swallow any prey whole. It coils and sleeps after eating. Ekans grow bigger with age.

EVOLUTION: First Stage.
Evolves after reaching a certain size.


#023 #024

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Wrap
4	Poison	Poison Sting
12	Normal	Glare
20	Poison	Acid
25	Normal	Spit up
28	Poison	Acid Spray
36	Poison	Gastro Acid
41	Ice	Haze
49	Poison	Gunk Shot
?	Normal	Scary Face

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
9	Dark	Bite
17	Normal	Screech
25	Normal	Stockpile
25	Normal	Swallow
33	Ground	Mud Bomb
38	Poison	Belch
44	Poison	Coil
?	Water	Aqua Tail
?	Normal	Disable

EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Ice Fang
0	Fire	Fire Fang
0	Normal	Leer
0	Dark	Bite
17	Normal	Screech
22	Dark	Crunch
27	Normal	Spit up
32	Poison	Acid Spray
44	Poison	Gastro Acid
51	Ice	Haze
63	Poison	Gunk Shot
?	Water	Aqua Tail

EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Thunder Fang
0	Normal	Wrap
0	Poison	Poison Sting
12	Normal	Glare
20	Poison	Acid
27	Normal	Stockpile
27	Normal	Swallow
39	Ground	Mud Bomb
48	Poison	Belch
56	Poison	Coil
?	Ghost	Spite
?	Steel	Iron Tail

#024 Arbok

TYPE: Poison



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 3.5m / 11'06"
WEIGHT: 65kg / 143 lbs

BASE HP: 11
DISOBEDIENCE: ●●●○○

ABILITIES: Intimidate & Shed Skin

Cobra Pokémon
This Pokémon has an incredibly strong constricting power. Once it wraps its body around its foe, escaping is almost impossible. The pattern on its body glows in the dark like a terrifying face.

EVOLUTION: Final Form.


#023 #024

#025 Pikachu



TYPE: Electric

STRENGTH ●●○○
DEXTERITY ●●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○

HEIGHT: 0.4m / 1'04"
WEIGHT: 6kg / 13 lbs

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Static

Mouse Pokémon
Lives in small groups in forests but they tend to stay hidden. It stores electricity in the electric sacs on its cheeks and uses its tail to ground the excess charge. They can be stubborn and wary of strangers.

EVOLUTION: Second Stage.
Evolves with a Thunder Stone.


#172 #025 #026

EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Thunder Shock
5	Normal	Growl
10	Normal	Quick Attack
18	Electric	Electro Ball
23	Electric	Nuzzle
29	Electric	Thunderbolt
37	Psychic	Agility
45	Psychic	Light Screen
?	Normal	Extreme Speed
?	Electric	Volt Tackle

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tail Whip
7	Normal	Play Nice
13	Electric	Thunder Wave
21	Normal	Double Team
26	Normal	Slam
34	Normal	Feint
42	Electric	Discharge
50	Electric	Thunder
?	Water	Surf

#026 Raichu



TYPE: Electric

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 30kg / 66 lbs

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Static

Mouse Pokémon
When electricity builds on its body, it starts to emit a faint glow and it becomes more aggressive than it normally is. They live in forests but are rare to find in the wild.

EVOLUTION: Final Form.


#172 #025 #026

EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Thunder Shock
0	Normal	Quick Attack
?	Normal	Fake Out
?	Electric	Volt Tackle

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tail Whip
0	Electric	Thunderbolt
?	Normal	Wish

#027 Sandshrew



TYPE: Ground

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.6m / 2'00"
WEIGHT: 12kg / 26 lbs

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Sand Veil

Mouse Pokémon
They usually hide burrowed under caves and grasslands. A few have been sighted living in the desert. They are shy by nature – they dig and curl in a ball when facing a threat.

EVOLUTION: First Stage.
Evolves after reaching certain age.


#027 #028

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
3	Ground	Sand Attack
7	Rock	Rollout
11	Normal	Swift
17	Ground	Magnitude
23	Ground	Sand Tomb
30	Ground	Dig
38	Normal	Swords Dance
46	Ground	Earthquake
?	Ground	Bulldoze

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Defense Curl
5	Poison	Poison Sting
9	Normal	Rapid Spin
14	Bug	Fury Cutter
20	Normal	Fury Swipes
26	Normal	Slash
34	Steel	Gyro Ball
42	Rock	Sandstorm
?	Rock	Stealth Rock
?	Steel	Metal Claw

#028 Sandslash



TYPE: Ground

STRENGTH ●●●○○
DEXTERITY ●●○
VITALITY ●●●○○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 1m / 3'03"
WEIGHT: 45kg / 95 lbs

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Sand Veil

Mouse Pokémon
It's less shy than its first stage. It curls up in a ball to protect itself from enemy attacks. Surprisingly, it is a good climber that uses its sharp claws for grip and drilling tunnels underground.

EVOLUTION: Final Form.


#027 #028

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
0	Ground	Sand Attack
7	Rock	Rollout
11	Normal	Swift
17	Ground	Magnitude
22	Normal	Crush Claw
26	Normal	Slash
34	Steel	Gyro Ball
42	Rock	Sandstorm
?	Dark	Night Slash
?	Fight	Counter

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Defense Curl
0	Poison	Poison Sting
9	Normal	Rapid Spin
14	Bug	Fury Cutter
20	Normal	Fury Swipes
23	Ground	Sand Tomb
30	Ground	Dig
38	Normal	Swords Dance
46	Ground	Earthquake
?	Rock	Stealth Rock

#029 Nidoran♀



TYPE: Poison

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 7kg / 15 lbs

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Poison Point & Rivalry

Poison Pin Pokémon
A female only species. It lives close to meadows and forests. They are mellow Pokémon. To protect herself, she secretes a powerful toxin through her body. Her horn is small but venomus to the touch.

EVOLUTION: First Stage.
Evolves after Reaching Maturity.


#029 #030 #031

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
7	Normal	Tail Whip
13	Poison	Poison Sting
21	Dark	Bite
31	Poison	Toxic Spikes
37	Dark	Crunch
45	Poison	Poison Fang
?	Fairy	Moonlight

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
9	Fight	Double Kick
19	Normal	Fury Swipes
25	Normal	Helping Hand
33	Dark	Flatter
43	Normal	Captivate
?	Normal	Lovely Kiss
?	Fairy	Charm

#030 Nidorina



TYPE: Poison

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 20kg / 44 lbs

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Poison Point & Rivalry

Poison Pin Pokémon
Nidorinas are jealous creatures. They don't like other females near their mates. Otherwise, they are very social creatures. When it's around friends or family, its barbs are tucked away to prevent injury.

EVOLUTION: Second Stage.
Evolves with a Moon Stone.


#029 #030 #031

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
7	Normal	Tail Whip
13	Poison	Poison Sting
23	Dark	Bite
35	Poison	Toxic Spikes
43	Dark	Crunch
58	Poison	Poison Fang
?	Fairy	Moonlight

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
9	Fight	Double Kick
20	Normal	Fury Swipes
28	Normal	Helping Hand
38	Dark	Flatter
50	Normal	Captivate
?	Normal	Lovely Kiss
?	Fairy	Charm

#031 Nidoqueen



TYPE: Poison Ground

STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 60kg / 132 lbs

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Poison Point & Rivalry

Drill Pokémon
Motherly by nature, it uses its scaly rugged body to seal the entrance of its nest and protect its young from predators. There are records of angry Nidoqueens sending people flying with a single tackle.

EVOLUTION: Final Form.


#029 #030 #031

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
0	Normal	Tail Whip
0	Poison	Poison Sting
35	Normal	Body Slam
58	Fight	Superpower
?	Poison	Poison Tail

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
0	Fight	Double Kick
23	Normal	Chip Away
43	Ground	Earth Power
?	Electric	Shock Wave
?	Ice	Icy Wind

#032 Nidoran♂



TYPE: Poison

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●●○

HEIGHT: 0.5m / 1'08"
WEIGHT: 9kg / 20 lbs

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Poison Point & Rivalry

Poison Pin Pokémon
The male Nidoran has developed a great alertness to sounds. Its small body is covered in spikes that are drenched in venom when he's threatened. He will defend his mate and home fiercely.

EVOLUTION: First Stage.
Evolves after reaching Maturity.


#032 #033 #034

EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Peck
7	Normal	Focus Energy
13	Poison	Poison Sting
21	Normal	Horn Attack
31	Poison	Toxic Spikes
37	Poison	Poison Jab
45	Normal	Horn Drill
?	Normal	Morning Sun

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
9	Fight	Double Kick
19	Normal	Fury Attack
25	Normal	Helping Hand
33	Dark	Flatter
43	Normal	Captivate
?	Normal	Lovely Kiss
?	Psychic	Confusion

#033 Nidorino



TYPE: Poison

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.9m / 2'11"
WEIGHT: 20kg / 44 lbs

BASE HP: 4

DISOBEDIENCE: ●●○○○

ABILITIES: Poison Point & Rivalry

EVOLUTION: Second Stage. Evolves with a Moon Stone.


#032 #033 #034

Poison Pin Pokémon
An independent and fierce creature. It roams alone in search for a mate and will compete with other males around. It will violently charge with a venom drenched horn against intruders.

EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Peck
7	Normal	Focus Energy
13	Poison	Poison Sting
23	Normal	Horn Attack
35	Poison	Toxic Spikes
43	Poison	Poison Jab
58	Normal	Horn Drill
?	Normal	Morning Sun

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
9	Fight	Double Kick
20	Normal	Fury Attack
28	Normal	Helping Hand
38	Dark	Flatter
50	Normal	Captivate
?	Normal	Lovely Kiss
?	Psychic	Confusion

#034 Nidoking



TYPE: Poison Ground

STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.4 m / 4'07"
WEIGHT: 62kg / 136 lbs

BASE HP: 5

DISOBEDIENCE: ●○○○○

ABILITIES: Poison Point & Rivalry

EVOLUTION: Final Form.


#032 #033 #034

Drill Pokémon
It is recognized by its rock-hard hide and its extended horn. Be careful with the horn as it contains venom. There are records of one trampling and destroying a radio tower that was being built on his territory.

EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Megahorn
0	Normal	Focus Energy
0	Poison	Poison Sting
35	Normal	Thrash
?	Ground	Drill Run
?	Rock	Head Smash

EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Peck
0	Fight	Double Kick
23	Normal	Chip Away
43	Ground	Earth Power
?	Poison	Poison Tail

#035 Clefairy



TYPE: Fairy

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 7kg / 16 lbs

BASE HP: 4

DISOBEDIENCE: ○○○○○

ABILITIES: Cute Charm & Magic Guard

EVOLUTION: Second Stage. Evolves with a Moon Stone.

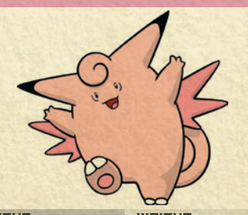

#173 #035 #036

Fairy Pokémon
Very rare to find. Clefairies are said to come from the moon. They are drawn to the light of this celestial body and come out of hiding at night to dance and play in the moonlight.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	After You
0	Normal	Pound
0	Normal	Encore
10	Normal	Double Slap
16	Normal	Follow Me
22	Fight	Wake-Up Slap
28	Psychic	Stored Power
34	Psychic	Cosmic Power
40	Normal	Body Slam
46	Fairy	Moonblast
50	Psychic	Meteor Mash
?	Normal	Swift
?	Psychic	Heal Pulse

EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Disarming Voice
0	Normal	Growl
7	Normal	Sing
13	Normal	Defense Curl
19	Normal	Bestow
25	Normal	Minimize
31	Normal	Metronome
37	Normal	Lucky Chant
43	Fairy	Moonlight
49	Psychic	Gravity
55	Psychic	Healing Wish
?	Normal	Heal Bell

#036 Clefable



TYPE: Fairy

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 4 lbs

BASE HP: 5

DISOBEDIENCE: ○○○○○

ABILITIES: Cute Charm & Magic Guard

EVOLUTION: Final Form.


#173 #035 #036

Fairy Pokémon
There are not many records about it in the wild. They are timid but playful. Clefable uses its wings to skip lightly as if it was flying. Its bouncy step lets it walk on water. On quiet, moonlit nights, it strolls near lakes.

EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Moonblast
0	Normal	Double Slap
0	Normal	Metronome
?	Normal	Wish

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Sing
0	Normal	Minimize
?	Fight	Drain Punch
?	Psychic	Heal Pulse

#037 Vulpix



TYPE: Normal

STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 10kg / 22 lbs

BASE HP: 3

DISOBEDIENCE: ○○○○○

ABILITIES: Flash Fire

EVOLUTION: First Stage. Evolves with a Fire Stone.


#037 #038

Fox Pokémon
It is born with just one tail. As it grows, its single white tail gains color and splits into six. It is quite warm and cuddly – very popular with the ladies. It is, however, uncommon to see one in the wild.

EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Ember
7	Normal	Roar
10	Normal	Quick Attack
15	Ghost	Confuse Ray
20	Dark	Feint Attack
26	Fire	Will-o-Wisp
31	Dark	Payback
36	Normal	Safeguard
42	Fire	Fire Blast
47	Normal	Captivate
?	Normal	Pain Split
?	Fire	Heat Wave

EXPERIENCE COST	TYPE	MOVE NAME
4	Normal	Tail Whip
9	Fairy	Baby-Doll Eyes
12	Fire	Fire Spin
18	Psychic	Imprison
23	Fire	Flame Burst
28	Ghost	Hex
34	Fire	Flamethrower
39	Psychic	Extrasensory
44	Ghost	Grudge
50	Fire	Inferno
?	Ghost	Spite

#038 Ninetales



TYPE: Fire

STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 20kg / 44 lbs

BASE HP: 4

DISOBEDIENCE: ○○○○○

ABILITIES: Flash Fire

EVOLUTION: Final Form.


#037 #038

Fox Pokémon
It is known to understand human speech. It is very valued for its exhuberant golden fur and the mystical power of its nine tails. It is, however, known to hold a grudge against those who mistreat it.

EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Imprison
0	Fire	Flame Thrower
0	Normal	Quick Attack
?	Psychic	Hypnosis
?	Fire	Heat Wave

EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Nasty Plot
0	Ghost	Confuse Ray
0	Normal	Safeguard
?	Normal	Pain Split

#039 Jigglypuff



TYPE: Normal Fairy

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 5kg / 12 lbs

BASE HP: 4

DISOBEDIENCE: ○○○○○

ABILITIES: Cute Charm & Competitive

EVOLUTION: Second Stage. Evolves with a Moon Stone.


#174 #039 #040

Balloon Pokémon
They live in grassy fields near the mountains. To climb they inflate their bodies and bounce up. It captivates foes with its huge, round eyes, then lulls them to sleep by singing a sweet soothing melody.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Sing
7	Normal	Pound
13	Normal	Disable
21	Rock	Rollout
29	Psychic	Rest
37	Steel	Gyro Ball
45	Normal	Mimic
50	Fairy	Disarming Voice
?	Dark	Fake Tears
?	Psychic	Heal Pulse

EXPERIENCE COST	TYPE	MOVE NAME
5	Normal	Defense Curl
10	Normal	Play Nice
17	Normal	Round
25	Normal	Double Slap
33	Normal	Body Slam
41	Fight	Wake-Up Slap
48	Normal	Hyper Voice
53	Normal	Double-Edge
?	Normal	Mimic

#040 Wigglytuff



TYPE: Normal Fairy

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 12kg / 26 lbs

BASE HP: 5

DISOBEDIENCE: ○○○○○

ABILITIES: Cute Charm & Competitive

EVOLUTION: Final Form.


#174 #039 #040

Balloon Pokémon
Its fur is extremely fine and conveys an image of luxury. Its body is soft and rubbery. When angered, it will suck the air and inflate itself to an enormous size. It is a favorite pet and a nurse Pokémon.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Double-Edge
0	Normal	Sing
0	Normal	Defense Curl
?	Dark	Fake Tears
?	Psychic	Heal Pulse

EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Play Rough
0	Normal	Disable
0	Normal	Double Slap
?	Normal	Scary Face

#041 Zubat

TYPE: Poison / Flying



STRENGTH	●●○○
DEXTERITY	●●○○
VITALITY	●○○
SPECIAL	●○○
INSIGHT	●○○

HEIGHT: 0.8m / 2'07" WEIGHT: 7kg / 16 lbs

BASE HP: 3 DISOBEDIENCE: ●●●●●

ABILITIES: Inner Focus

Bat Pokémon
It lives in dark caves all around the world. Prolonged exposure to the sun will make it unhealthy. It is blind but uses echolocation to find its way. At night, they leave their cave to feed on fruit and bug Pokémon.

EVOLUTION: First Stage.
Evolves after reaching certain age.


#041 #042 #169

EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Leech Life
8	Ghost	Astonish
15	Flying	Wing Attack
23	Normal	Swift
30	Flying	Acrobatics
37	Poison	Poison Fang
45	Flying	Air Slash
?	Normal	Super Fang

EXPERIENCE COST	TYPE	MOVE NAME
4	Normal	Supersonic
12	Dark	Bite
19	Ghost	Confuse Ray
26	Flying	Air Cutter
34	Normal	Mean Look
41	Ice	Haze
?	Dark	Nasty Plot
?	Poison	Venom Drench

#042 Golbat

TYPE: Poison / Flying



STRENGTH	●●○○
DEXTERITY	●●○○
VITALITY	●●○○
SPECIAL	●●○
INSIGHT	●●○○

HEIGHT: 1.6 m / 5'03" WEIGHT: 55kg / 121 lbs

BASE HP: 5 DISOBEDIENCE: ●●●●●

ABILITIES: Inner Focus

Bat Pokémon
A stealthy Pokémon who loves the dark. Its fangs can puncture even a thick hide. It loves to feast on the blood of people and Pokémon alike. If it drinks too much, it gets heavy and can hardly fly.

EVOLUTION: Second Stage.
Evolves with happiness.


#041 #042 #169

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Screech
0	Bug	Leech Life
12	Dark	Bite
19	Ghost	Confuse Ray
28	Flying	Acrobatics
42	Poison	Poison Fang
52	Flying	Air Slash
?	Normal	Super Fang

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Supersonic
0	Ghost	Astonish
15	Flying	Wing Attack
24	Normal	Swift
38	Normal	Mean Look
47	Ice	Haze
?	Dark	Nasty Plot
?	Poison	Venom Drench

#043 Oddish

TYPE: Grass / Poison



STRENGTH	●●○○
DEXTERITY	●●○
VITALITY	●●○○
SPECIAL	●●○○○
INSIGHT	●●○○

HEIGHT: 0.5 m / 1'08" WEIGHT: 5kg / 12 lbs

BASE HP: 3 DISOBEDIENCE: ●●●●●

ABILITIES: Chlorophyll

Weed Pokémon
This Pokémon grows by absorbing moonlight. During daytime, it buries itself in the ground, leaving only its leaves exposed to avoid detection by its predators. You can locate it by the smell its leaves release.

EVOLUTION: First Stage.
Evolves after reaching certain size.


#043 #044 #045 #182

EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Absorb
9	Poison	Acid
15	Grass	Stun Spore
21	Grass	Mega Drain
29	Normal	Natural Gift
37	Grass	Giga Drain
45	Grass	Grassy Terrain
?	Poison	Gastro Acid

EXPERIENCE COST	TYPE	MOVE NAME
5	Normal	Sweet Scent
13	Poison	Poison Powder
17	Grass	Sleep Powder
25	Normal	Lucky Chant
33	Fairy	Moonlight
41	Grass	Petal Dance
?	Fairy	Charm
?	Normal	Endure

#044 Gloom

TYPE: Grass / Poison



STRENGTH	●●○○
DEXTERITY	●●○
VITALITY	●●○○
SPECIAL	●●○○
INSIGHT	●●○○

HEIGHT: 0.8m / 2'07" WEIGHT: 9kg / 19 lbs

BASE HP: 4 DISOBEDIENCE: ●●●●●

ABILITIES: Chlorophyll

Weed Pokémon
A horribly noxious honey drools from its mouth. One whiff of the honey can result in sickness. Some fans are said to enjoy its overwhelming stink, though. You can control this foul smell with lots of love and care.

EVOLUTION: Second Stage.
Evolves with a Leaf Stone or Sun Stone.


#043 #044 #045 #182

EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Absorb
0	Poison	Acid
15	Grass	Stun Spore
23	Grass	Mega Drain
35	Normal	Natural Gift
47	Grass	Giga Drain
53	Grass	Petal Dance
?	Fairy	Charm
?	Normal	Endure

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Supersonic
0	Ghost	Astonish
15	Flying	Wing Attack
24	Normal	Swift
38	Normal	Mean Look
47	Ice	Haze
?	Dark	Nasty Plot
?	Poison	Venom Drench

#045 Vileplume

TYPE: Grass / Poison



STRENGTH	●●○○○
DEXTERITY	●●○○
VITALITY	●●○○○
SPECIAL	●●●○○○
INSIGHT	●●○○○

HEIGHT: 1.2m / 4'00" WEIGHT: 19kg / 41 lbs

BASE HP: 5 DISOBEDIENCE: ●●●●●

ABILITIES: Chlorophyll

Flower Pokémon
It lives in marshlands and jungles where it's often mistaken for local flora. The air around a Vileplume turns yellow with the powder it releases as it walks. The pollen is highly toxic and causes paralysis.

EVOLUTION: Final Form.
Evolved with a Leaf Stone.

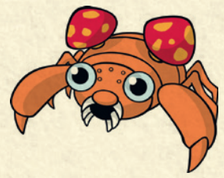

#043 #044 #045 #182

EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Mega Drain
0	Grass	Stun Spore
50	Grass	Petal Blizzard
65	Grass	Solar Beam
?	Grass	Seed Bomb

EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Aromatherapy
0	Poison	Poison Powder
53	Grass	Petal Dance
?	Normal	Swords Dance
?	Fight	Drain Punch

#046 Paras

TYPE: Bug / Grass



STRENGTH	●●○○○
DEXTERITY	●○○
VITALITY	●●○○
SPECIAL	●●○○
INSIGHT	●●○○

HEIGHT: 0.3m / 1'00" WEIGHT: 5kg / 12 lbs

BASE HP: 3 DISOBEDIENCE: ●●●●●

ABILITIES: Effect Spore & Dry Skin

Mushroom Pokémon
Paras has two parasitic mushrooms growing on its back. They grow large by drawing nutrients from this Bug Pokémon. They are valued as a medicine for prolonging life. Paras can be found in humid areas.

EVOLUTION: First Stage.
Evolves if its mushroom grows too big.


#046 #047

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
6	Poison	Poison Powder
17	Bug	Fury Cutter
27	Normal	Slash
38	Grass	Giga Drain
49	Bug	Rage Powder
?	Rock	Wide Guard
?	Grass	Leech Seed

EXPERIENCE COST	TYPE	MOVE NAME
6	Grass	Stun Spore
11	Bug	Leech Life
22	Grass	Spore
33	Normal	Growth
43	Grass	Aromatherapy
54	Bug	X-Scissor
?	Ground	Rototiller

#047 Parasect

TYPE: Bug / Grass



STRENGTH	●●●○○
DEXTERITY	●●○
VITALITY	●●○○
SPECIAL	●●○○
INSIGHT	●●○○

HEIGHT: 1m / 3'03" WEIGHT: 30kg / 65 lbs

BASE HP: 4 DISOBEDIENCE: ●●●●●

ABILITIES: Effect Spore & Dry Skin

Mushroom Pokémon
Their personality changes after evolution since the mushroom takes over its mind. Its body is now a husk devoid of nutrients. To survive they cling to a tree and absorb the nutrients until the tree dies.

EVOLUTION: Final Form.


#046 #047

EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Cross Poison
0	Normal	Scratch
0	Poison	Poison Powder
22	Grass	Spore
37	Normal	Growth
51	Grass	Aromatherapy
66	Bug	X-Scissor
?	Grass	Synthesis

EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Leech Life
0	Grass	Stun Spore
17	Bug	Fury Cutter
29	Normal	Slash
44	Grass	Giga Drain
59	Bug	Rage Powder
?	Psychic	Psybeam
?	Grass	Seed Bomb

#048 Venonat

TYPE: Bug / Poison



STRENGTH	●●○○
DEXTERITY	●○○
VITALITY	●●○○
SPECIAL	●●○○
INSIGHT	●●○○

HEIGHT: 1m / 3'03" WEIGHT: 30kg / 66 lbs

BASE HP: 3 DISOBEDIENCE: ●●●●●

ABILITIES: Compoundeyes & Tinted Lens

Insect Pokémon
It lives in the holes of trees in dense forests and jungles. Its large eyes never fail to spot even miniscule prey. Sometimes Venonat uses its powers to confuse travelers and make them lose their way.

EVOLUTION: First Stage.
Evolves after reaching certain age.


#027 #028

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Normal	Foresight
11	Psychic	Confusion
17	Bug	Leech Life
25	Psychic	Psybeam
35	Bug	Signal Beam
41	Poison	Poison Fang
?	Psychic	Agility
?	Grass	Giga Drain

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Disable
5	Normal	Supersonic
13	Poison	Poison Powder
23	Grass	Stun Spore
29	Grass	Sleep Powder
37	Psychic	Zen Headbutt
47	Psychic	Psychic
?	Normal	Baton Pass

#049 Venomoth



TYPE: Bug / Poison

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 13kg / 28 lbs

BASE HP: 5
DISOBEDIENCE: ○○○○○

ABILITIES: Shield Dust & Tinted Lens

EVOLUTION: Final Form.


#027 #028

Poison Moth Pokémon
They are plentiful in forests but only come out at night. They possess an incredible eyesight and are attracted to light sources. Their wings scatter a toxic powder which they use to immobilize their prey.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Silver Wind	0	Bug	Quiver Dance
0	Bug	Bug Buzz	0	Normal	Disable
0	Normal	Foresight	0	Normal	Supersonic
11	Psychic	Confusion	13	Poison	Poison Powder
17	Bug	Leech Life	23	Grass	Stun Spore
25	Psychic	Psybeam	29	Grass	Sleep Powder
35	Bug	Signal Beam	37	Psychic	Zen Headbutt
41	Poison	Poison Fang	47	Psychic	Psychic
?	Grass	Giga Drain	?	Normal	Morning Sun
?	Flying	Defog			

#050 Diglett



TYPE: Ground

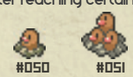
STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.2m / 0'08"
WEIGHT: 0.8kg / 2 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Sand Veil & Arena Trap

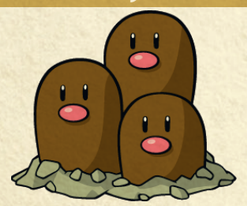
EVOLUTION: First Stage.
Evolves after reaching certain size.


#050 #051

Mole Pokémon
It prefers dark places and spends most of its time underground. It has a very thin skin. It's frail and has problems regulating its own temperature. Keep it burrowed or it will get sick.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch	0	Ground	Sand Attack
4	Normal	Growl	7	Ghost	Astonish
12	Ground	Mud Slap	15	Ground	Magnitude
18	Ground	Bulldoze	23	Dark	Sucker Punch
26	Ground	Mud Bomb	29	Ground	Earth Power
34	Ground	Dig	37	Normal	Slash
40	Ground	Earthquake	45	Ground	Fissure
?	Normal	Screech	?	Rock	Stealth Rock
?	Dark	Feint Attack			

#051 Dugtrio



TYPE: Ground

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 33kg / 73 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Sand Veil & Arena Trap

EVOLUTION: Final Form.


#050 #051

Mole Pokémon
Because the triplets originally split from one body, they think exactly alike. They work together to dig endlessly through the ground.
They are known for destroying the foundations of roads and buildings.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	Sand Tomb	0	Ground	Rototiller
0	Dark	Night Slash	0	Normal	Tri Attack
0	Normal	Scratch	0	Ground	Sand Attack
0	Normal	Growl	7	Ghost	Astonish
12	Ground	Mud Slap	15	Ground	Magnitude
18	Ground	Bulldoze	23	Dark	Sucker Punch
28	Ground	Mud Bomb	33	Ground	Earth Power
40	Ground	Dig	45	Normal	Slash
50	Ground	Earthquake	57	Ground	Fissure
?	Rock	Rock Slide	?	Rock	Ancient Power
?	Rock	Stealth Rock			

#052 Meowth



TYPE: Normal

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 4kg / 9 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Pick up & Technician

EVOLUTION: First Stage.
Evolves when it's surrounded by riches.


#052 #053

Scratch Cat Pokémon
They used to live in grasslands but have adapted really well to life in the city. Shiny things facinate them and they keep a little treasure hidden. The coin on its head is its most prized possesion.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch	0	Normal	Growl
6	Dark	Bite	9	Normal	Fake Out
14	Normal	Fury Swipes	17	Normal	Screech
22	Dark	Feint Attack	25	Dark	Taunt
30	Normal	Pay Day	33	Normal	Slash
38	Dark	Nasty Plot	41	Dark	Assurance
46	Normal	Captivate	49	Dark	Night Slash
50	Normal	Feint	?	Fairy	Charm
?	Normal	Sing	?	Dark	Snatch

#053 Persian



TYPE: Normal

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.1m / 3'03"
WEIGHT: 32kg / 70 lbs

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Limber & Technician

EVOLUTION: Final Form.


#052 #053

Classy Cat Pokémon
They are proud and temperamental. They scratch their trainers with little to no provocation whatsoever. Their elegance and grace is very valued, although they can be vicious hunters.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Play Rough	0	Dark	Switcheroo
0	Normal	Scratch	0	Normal	Growl
0	Dark	Bite	0	Normal	Fake Out
14	Normal	Fury Swipes	17	Normal	Screech
22	Dark	Feint Attack	25	Dark	Taunt
28	Normal	Swift	32	Rock	Power Gem
37	Normal	Slash	44	Dark	Nasty Plot
49	Dark	Assurance	56	Normal	Captivate
61	Dark	Night Slash	65	Normal	Feint
?	Psychic	Hypnosis	?	Psychic	Amnesia
?	Normal	Assist			

#054 Psyduck



TYPE: Water

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.8 m / 2'07"
WEIGHT: 20kg / 44 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Damp & Cloud Nine

EVOLUTION: First Stage.
Evolves by learning to control its powers.


#054 #055

Duck Pokémon
It lives near lakes and ponds but it's not very good at swimming. It is always tormented by headaches that worsen when it uses psychic powers. Psyducks seem unaware of their own power.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Sport	0	Normal	Scratch
4	Normal	Tail Whip	8	Water	Water Gun
11	Normal	Disable	15	Psychic	Confusion
18	Water	Water Pulse	22	Normal	Fury Swipes
25	Normal	Screech	29	Psychic	Zen Headbutt
32	Water	Aqua Tail	36	Water	Soak
39	Normal	Psych Up	43	Psychic	Amnesia
46	Water	Hydro Pump	50	Psychic	Wonder Room
?	Poison	Clear Smog	?	Ghost	Confuse Ray
?	Psychic	Future Sight			

#055 Golduck



TYPE: Water

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 76kg / 170 lbs

BASE HP: 5
DISOBEDIENCE: ○○○○○

ABILITIES: Damp & Cloud Nine

EVOLUTION: Final Form.


#054 #055

Duck Pokémon
A Golduck is an adept swimmer and can be found near most bodies of water. Its forehead shimmers with light when using its psychic abilities. There are records of wild Golducks that rescued people in the water.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Aqua Jet	0	Water	Water Sport
0	Normal	Scratch	0	Normal	Tail Whip
0	Water	Water Gun	14	Normal	Disable
18	Psychic	Confusion	22	Water	Water Pulse
27	Normal	Fury Swipes	31	Normal	Screech
37	Water	Soak	44	Normal	Psych Up
50	Psychic	Zen Headbutt	56	Psychic	Amnesia
63	Water	Hydro Pump	69	Psychic	Wonder Room
?	Normal	Tri Attack	?	Ghost	Confuse Ray
?	Psychic	Future Sight			

#056 Mankey



TYPE: Fight

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 28kg / 61 lbs

BASE HP: 3
DISOBEDIENCE: ●●○○○

ABILITIES: Vital Spirit & Anger Point

EVOLUTION: First Stage.
Evolves after a terrible temper tantrum.


#056 #057

Pig Monkey Pokémon
It lives on the mountains or at the top of fruit trees. Light and agile on its feet and ferocious in temperament. When it gets angry, it goes into a frenzy and cannot be controlled.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Covet	0	Normal	Scratch
0	Fight	Low Kick	0	Normal	Leer
0	Normal	Focus Energy	9	Normal	Fury Swipes
13	Fight	Karate Chop	17	Fight	Seismic Toss
21	Normal	Screech	25	Dark	Assurance
33	Normal	Swagger	37	Fight	Cross Chop
41	Normal	Thrash	45	Dark	Punishment
49	Fight	Close Combat	53	Fight	Final Gambit
?	Psychic	Meditate	?	Dragon	Dual Chop
?	Dark	Beat Up			

#057 Primeape



TYPE: Fight

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 32kg / 70 lbs
BASE HP: 4
DISOBEDIENCE: ●●●●○

ABILITIES: Vital Spirit & Anger Point

EVOLUTION: Final Form.


#056 #057

Pig Monkey Pokémon
It grows angry if you see its eyes and gets angrier if you run. If you fight it will go mad with rage.
Not many trainers are capable of handling it, the angrier it gets the less intelligent it becomes.

EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Final Gambit
0	Normal	Scratch
0	Normal	Focus Energy
13	Fight	Karate Chop
21	Normal	Screech
28	Normal	Rage
41	Fight	Cross Chop
53	Dark	Punishment
?	Dragon	Outrage
?	Dark	Night Slash

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Fling
0	Normal	Leer
9	Normal	Fury Swipes
17	Fight	Seismic Toss
25	Dark	Assurance
35	Normal	Swagger
47	Normal	Thrash
59	Fight	Close Combat
?	Psychic	Meditate

#058 Growlithe



TYPE: Fire

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 19kg / 41 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Intimidate & Flash Fire

EVOLUTION: First Stage.
Evolves with a Fire Stone.


#058 #059

Puppy Pokémon
Friendly, loyal and fearless to defend its trainer. These traits have gained them a place working as police Pokémon. They are uncommon in the wild but some packs can be seen in hot environments.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Roar
6	Fire	Ember
10	Normal	Odor Sleuth
17	Fire	Flame Wheel
21	Fire	Fire Fang
28	Fire	Flame Burst
32	Normal	Retaliate
39	Dark	Crunch
43	Dragon	Outrage
?	Normal	Howl
?	Fairy	Charm

EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Bite
8	Normal	Leer
12	Normal	Helping Hand
19	Fight	Reversal
23	Normal	Take Down
30	Psychic	Agility
34	Fire	Flamethrower
41	Fire	Heat Wave
45	Fire	Flare Blitz
?	Fight	Close Combat

#059 Arcanine



TYPE: Fire

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 1.9m / 6'03"
WEIGHT: 155kg / 340 lbs
BASE HP: 6
DISOBEDIENCE: ●●●●●

ABILITIES: Intimidate & Flash Fire

EVOLUTION: Final Form.


#058 #059

Legendary Pokémon
Its proud and regal appearance has made it be revered by people of ancient societies. Its magnificent bark conveys a sense of majesty. Anyone in front of Arcanine can't help but stare in awe.

EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Thunder Fang
0	Normal	Roar
0	Fire	Fire Fang
?	Normal	Morning Sun
?	Electric	Wild Charge

EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Bite
0	Normal	Odor Sleuth
34	Normal	Extreme Speed
?	Dragon	Dragon Pulse

#060 Poliwag



TYPE: Water

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●○○○
SPECIAL ●○○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 12kg / 26 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Water Absorb & Damp

EVOLUTION: First Stage.
Evolves after reaching certain age.


#060 #061 #062 #186

Tadpole Pokémon
They are most common near ponds and lakes during the summer. Its legs take some weeks to develop after it hatches, making it inept at walking. It is, however, a very fast swimmer.

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Sport
8	Psychic	Hypnosis
15	Normal	Double Slap
21	Normal	Body Slam
28	Ground	Mud Shot
35	Fight	Wake-Up Slap
41	Ground	Mud Bomb
?	Normal	Mind Reader

EXPERIENCE COST	TYPE	MOVE NAME
5	Water	Water Gun
11	Water	Bubble
18	Water	Rain Dance
25	Water	Bubble Beam
31	Normal	Belly Drum
38	Water	Hydro Pump
?	Ice	Icy Wind
?	Normal	Refresh

#061 Poliwhirl



TYPE: Water

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 20kg / 44 lbs
BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Water Absorb & Damp

EVOLUTION: Second Stage. Evolves with a Water Stone or by Trade holding an item.


#060 #061 #062 #186

Tadpole Pokémon
Though it is skilled at walking, it prefers to live underwater where there's less danger. It sweats to keep its skin moist. Thanks to this, it can easily slip out of the clutches of any enemy.

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Sport
0	Psychic	Hypnosis
15	Normal	Double Slap
21	Normal	Body Slam
32	Ground	Mud Shot
43	Fight	Wake-Up Slap
53	Ground	Mud Bomb
?	Normal	Mind Reader

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun
11	Water	Bubble
18	Water	Rain Dance
27	Water	Bubble Beam
37	Normal	Belly Drum
48	Water	Hydro Pump
?	Ice	Ice Punch
?	Normal	Refresh

#062 Poliwrath



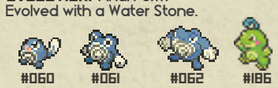
TYPE: Water Fight

STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.3 m / 4'03"
WEIGHT: 54kg / 120 lbs
BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Water Absorb & Damp

EVOLUTION: Final Form
Evolved with a Water Stone.


#060 #061 #062 #186

Tadpole Pokémon
It's not common to find it in the wild. Most sightings take place when it is on land. Once he is inside the water, it will swim far away. This Pokémon is an outstanding swimmer, capable of beating any human.

EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Circle Throw
0	Psychic	Hypnosis
0	Fight	Submission
43	Normal	Mind Reader
?	Fight	Seismic Toss

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Bubble Beam
0	Normal	Double Slap
32	Fight	Dynamic Punch
?	Ice	Ice Punch
?	Fight	Counter

#063 Abra



TYPE: Psychic

STRENGTH ●○○
DEXTERITY ●●○○○
VITALITY ●○
SPECIAL ●●●○○○
INSIGHT ●○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 19kg / 43 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Synchronize & Inner Focus

EVOLUTION: First Stage.
Evolves by learning to control its powers.


#063 #064 #065

Psi Pokémon
They are attracted to the cities and tend to live close to humans. Its Psychic abilities are still developing, it can sleep up to 18 hours a day or else it won't be able to use them. When in danger, it teleports away.

EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Teleport
?	Bug	Signal Beam

EXPERIENCE COST	TYPE	MOVE NAME
?	Normal	Mimic
?	Normal	Metronome

#064 Kadabra



TYPE: Psychic

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○○
INSIGHT ●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 56kg / 124 lbs
BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Synchronize & Inner Focus

EVOLUTION: Second Stage.
Evolves after being Traded.


#063 #064 #065

Psi Pokémon
Kadabra holds a silver spoon in its hand. The spoon is used to amplify the alpha waves of its brain.
When this Pokémon walks in, objects near to it go crazy, moving in ways they shouldn't.

EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Teleport
0	Psychic	Confusion
22	Psychic	Miracle Eye
28	Psychic	Psybeam
34	Psychic	Telekinesis
40	Psychic	Psycho Cut
46	Psychic	Psychic
50	Psychic	Trick
?	Dark	Foul Play

EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Kinesis
18	Normal	Disable
24	Psychic	Ally Switch
30	Psychic	Reflect
36	Normal	Recover
42	Psychic	Role Play
48	Psychic	Future Sight
?	Dark	Snatch
?	Psychic	Wonder Room

#065 Alakazam



TYPE: Psychic

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 48kg / 105 lbs

BASE HP: 5

DISOBEDIENCE: ●●●○○

ABILITIES: Synchronize & Inner Focus

Psi Pokémon
A Pokémon that can memorize anything and never forgets what it learns. Over time it becomes too smart to allow anyone to be its master. Alakazam's psychic powers can be terrifying.

EVOLUTION: Final Form.


#063 #064 #065

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Teleport	0	Psychic	Kinesis
0	Psychic	Confusion	18	Normal	Disable
22	Psychic	Miracle Eye	24	Psychic	Ally Switch
28	Psychic	Psybeam	30	Psychic	Reflect
34	Psychic	Telekinesis	36	Normal	Recover
40	Psychic	Psycho Cut	42	Psychic	Role Play
46	Psychic	Psychic	48	Psychic	Future Sight
50	Psychic	Trick	?	Dark	Snatch
?	Dark	Foul Play	?	Psychic	Wonder Room

#066 Machop



TYPE: Fight

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 20kg / 44 lbs

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Guts & No Guard

Superpower Pokémon
It lives in mountains, training its fists against strong rocks , lifting boulders and hurling Rock Pokémon around to build stronger muscles. Even with its small size, it can compete against expert humans and win.

EVOLUTION: First Stage.
Evolves after reaching certain age.


#066 #067 #068

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Low Kick	0	Normal	Leer
7	Normal	Focus Energy	10	Fight	Karate Chop
13	Fight	Low Sweep	19	Normal	Foresight
22	Fight	Seismic Toss	25	Fight	Revenge
31	Fight	Vital Throw	34	Fight	Submission
37	Fight	Wake-Up Slap	43	Fight	Cross Chop
47	Normal	Scary Face	49	Fight	Dynamic Punch
?	Psychic	Meditate	?	Steel	Bullet Punch
?	Ice	Ice Punch			

#067 Machoke



TYPE: Fight

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 70kg 155 lbs

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Guts & No Guard

Superpower Pokémon
Even with its strong frame and power, it is a humble and helpful Pokémon. Many of them work for human companies. On their days off you can see them heading to the wild to train together.

EVOLUTION: Second Stage.
Evolves after being Traded.


#066 #067 #068

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Low Kick	0	Normal	Leer
0	Normal	Focus Energy	0	Fight	Karate Chop
13	Fight	Low Sweep	19	Normal	Foresight
22	Fight	Seismic Toss	25	Fight	Revenge
32	Fight	Vital Throw	36	Fight	Submission
40	Fight	Wake-Up Slap	44	Fight	Cross Chop
51	Normal	Scary Face	55	Fight	Dynamic Punch
?	Psychic	Meditate	?	Steel	Bullet Punch
?	Fire	Fire Punch			

#068 Machamp



TYPE: Fight

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●●○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 130kg / 286 lbs

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Guts & No Guard

Superpower Pokémon
There are a few roaming in the mountains. Machamp has the power to hurl anything aside.
However, trying to do any work that requires care and dexterity may cause its arms to get tangled.

EVOLUTION: Final Form.


#066 #067 #068

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Rock	Wide Guard	0	Fight	Low Kick
0	Normal	Leer	0	Normal	Focus Energy
0	Fight	Karate Chop	13	Fight	Low Sweep
19	Normal	Foresight	22	Fight	Seismic Toss
25	Fight	Revenge	32	Fight	Vital Throw
36	Fight	Submission	40	Fight	Wake-Up Slap
44	Fight	Cross Chop	51	Normal	Scary Face
55	Fight	Dynamic Punch	?	Electric	Thunder Punch
?	Dragon	Dual Chop	?	Fight	Close Combat

#069 Bellsprout



TYPE: Grass Poison

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○○○
INSIGHT ●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 4kg / 9 lbs

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Chlorophyll

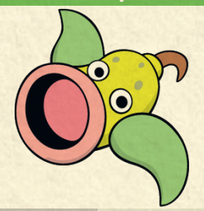
Flower Pokémon
They live in hot and humid places, blending around with the flora.
It is carnivorous and will try to eat anything smaller than itself.
It digests its prey with an acid substance on its mouth.

EVOLUTION: First Stage.
Evolves after reaching certain size.


#069 #070 #071

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Vine Whip	7	Normal	Growth
11	Normal	Wrap	13	Grass	Sleep Powder
15	Poison	Poison Powder	17	Grass	Stun Spore
23	Poison	Acid	27	Dark	Knock Off
29	Normal	Sweet Scent	35	Poison	Gastro Acid
39	Grass	Razor Leaf	41	Normal	Slam
47	Normal	Wring Out	?	Grass	Ingrain
?	Normal	Tickle	?	Normal	Weather Ball

#070 Weepinbell



TYPE: Grass Poison

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 6kg / 14 lbs

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Chlorophyll

Flycatcher Pokémon
It sprays its stun powder to immobilize a prey comming close to it, then eats it calmly. If the prey is bigger than itself, it uses its sharp leaves to slice it into smaller pieces. Beware of the toxic liquid in its mouth.

EVOLUTION: Second Stage.
Evolves with a Leaf Stone.


#069 #070 #071

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Vine Whip	0	Normal	Growth
0	Normal	Wrap	13	Grass	Sleep Powder
15	Poison	Poison Powder	17	Grass	Stun Spore
23	Poison	Acid	27	Dark	Knock Off
29	Normal	Sweet Scent	35	Poison	Gastro Acid
39	Grass	Razor Leaf	41	Normal	Slam
47	Normal	Wring Out	?	Grass	Ingrain
?	Normal	Tickle	?	Normal	Weather Ball

#071 Victreebel



TYPE: Grass Poison

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 15kg / 34 lbs

BASE HP: 5

DISOBEDIENCE: ●●○○○

ABILITIES: Chlorophyll

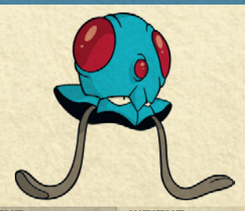
Flycatcher Pokémon
They live together in small groups at tropical areas. Victreebel uses a sweet honey-like smell to lure and attract prey. They also use their long vines to rustle bushes around. They are territorial and aggressive.

EVOLUTION: Final Form.


#069 #070 #071

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Stockpile	0	Normal	Swallow
0	Normal	Spit Up	0	Grass	Vine Whip
0	Grass	Sleep Powder	0	Normal	Sweet Scent
0	Grass	Razor Leaf	27	Grass	Leaf Tornado
47	Grass	Leaf Storm	47	Grass	Leaf Blade
?	Poison	Belch	?	Grass	Power Whip
?	Grass	Synthesis			

#072 Tentacool



TYPE: Water Poison

STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 45kg / 100 lbs

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Clear Body & Liquid Ooze

Jellyfish Pokémon
It lives in the seas all around the world. They release a toxic ink if startled. It is a surprisingly intelligent Pokémon and can use its tentacles to briefly establish a link between its mind and another creature.

EVOLUTION: First Stage.
Evolves after reaching certain size.


#072 #073

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Poison Sting	5	Normal	Supersonic
8	Normal	Constrict	12	Poison	Acid
15	Poison	Toxic Spikes	19	Water	Bubble Beam
22	Normal	Wrap	26	Poison	Acid Spray
29	Psychic	Barrier	33	Water	Water Pulse
36	Poison	Poison Jab	40	Normal	Screech
43	Ghost	Hex	47	Water	Hydro Pump
50	Poison	Sludge Wave	54	Normal	Wring Out
?	Ice	Aurora Beam	?	Ghost	Confuse Ray
?	Psychic	Magic Coat			

Kanto Pokédex

#073 Tentacruel

TYPE: Water / Poison



STRENGTH	●●○○○
DEXTERITY	●●●○○
VITALITY	●●○
SPECIAL	●●○○○
INSIGHT	●●●○○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 55kg / 120 lbs

BASE HP: 5
DISOBEDIENCE: ●○○○○

ABILITIES: Clear Body & Liquid Ooze

Jellyfish Pokémon
Lives in rock formations at the bottom of the ocean. It can grow tentacles at will and uses them to immobilize prey. Records exist of a giant Tentacruel that sunk a fleet of pirate ships filled with treasure.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Reflect Type	0	Normal	Wring Out
0	Poison	Poison Sting	0	Normal	Supersonic
0	Normal	Constrict	12	Poison	Acid
15	Poison	Toxic Spikes	19	Water	Bubble Beam
22	Normal	Wrap	26	Poison	Acid Spray
29	Psychic	Barrier	34	Water	Water Pulse
38	Poison	Poison Jab	43	Normal	Screech
47	Ghost	Hex	52	Water	Hydro Pump
56	Poison	Sludge Wave	?	Grass	Giga Drain
?	Psychic	Mirror Coat	?	Water	Aqua Ring

#074 Geodude

TYPE: Rock / Ground



STRENGTH	●●○○○
DEXTERITY	●○○
VITALITY	●●●○○○
SPECIAL	●○○
INSIGHT	●○○

HEIGHT: 0.4 m / 1'04"
WEIGHT: 20kg / 44 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Rock Head & Sturdy

Rock Pokémon
Lives in mountains and caves. It looks indistinguisable from other rocks around. Because of this, many trainers step on them and are attacked. It rolls to move around and eats whatever it finds on the floor.

EVOLUTION: First Stage.
Evolves after reaching certain size.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Defense Curl
4	Ground	Mud Sport	8	Rock	Rock Polish
11	Rock	Rollout	15	Ground	Magnitude
18	Rock	Rock Throw	22	Rock	Rock Blast
25	Rock	Smack Down	29	Normal	Self Destruct
32	Ground	Bulldoze	36	Rock	Stealth Rock
39	Ground	Earthquake	43	Normal	Explosion
46	Normal	Double-Edge	50	Rock	Stone Edge
?	Normal	Rock Climb	?	Rock	Wide Guard
?	Dark	Sucker Punch			

#075 Graveler

TYPE: Rock / Ground



STRENGTH	●●●○○
DEXTERITY	●○○
VITALITY	●●●○○○
SPECIAL	●●○○
INSIGHT	●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 105kg / 230 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Rock Head & Sturdy

Rock Pokémon
It walks slowly, but it can get a nice speed by rolling downhill.
It is good at climbing. Groups of them have been seen clinging from rock formations and cliffs to eat the tasty rocks covered in moss.

EVOLUTION: Second Stage.
Evolves after being Traded.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Defense Curl
4	Ground	Mud Sport	8	Rock	Rock Polish
11	Rock	Rollout	15	Ground	Magnitude
18	Rock	Rock Throw	22	Rock	Rock Blast
27	Rock	Smack Down	31	Normal	Self Destruct
36	Ground	Bulldoze	42	Rock	Stealth Rock
47	Ground	Earthquake	53	Normal	Explosion
58	Normal	Double-Edge	64	Rock	Stone Edge
?	Normal	Rock Climb	?	Rock	Wide Guard
?	Dark	Sucker Punch			

#076 Golem

TYPE: Fight / Ground



STRENGTH	●●●○○○
DEXTERITY	●●○
VITALITY	●●●○○○
SPECIAL	●●○○
INSIGHT	●●○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 300kg / 660 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Rock Head & Sturdy

Megaton Pokémon
It is rare to see in the wild since it lives high on the mountains. It withdraws its head and legs as if it were a turtle to roll around. There have been cases of Golems who resist dynamite blasts unscathed.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Defense Curl
4	Ground	Mud Sport	8	Rock	Rock Polish
11	Bug	Steamroller	15	Ground	Magnitude
18	Rock	Rock Throw	22	Rock	Rock Blast
27	Rock	Smack Down	31	Normal	Self Destruct
36	Ground	Bulldoze	42	Rock	Stealth Rock
47	Ground	Earthquake	53	Normal	Explosion
58	Normal	Double-Edge	64	Rock	Stone Edge
69	Steel	Heavy Slam	?	Steel	Iron Defense
?	Fight	Superpower	?	Electric	Thunder Punch

#077 Ponyta

TYPE: Fire



STRENGTH	●●○○○
DEXTERITY	●●○○○
VITALITY	●●○○
SPECIAL	●●○○
INSIGHT	●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 60kg / 132 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Run Away & Flash Fire

Fire Horse Pokémon
It's not very common to see one stay still for more than a few seconds. Soon after it's born, its flames begin to burn. It is weak at first but soon begins to develop a great speed chasing after its parents.

EVOLUTION: First Stage.
Evolves after reaching certain age.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Growl
4	Normal	Tail Whip	9	Fire	Ember
13	Fire	Flame Wheel	17	Normal	Stomp
21	Fire	Flame Charge	25	Fire	Fire Spin
29	Normal	Take Down	33	Fire	Inferno
37	Psychic	Agility	41	Fire	Fire Blast
45	Flying	Bounce	49	Fire	Flare Blitz
?	Normal	Morning Sun	?	Fight	Double Kick
?	Psychic	Hypnosis			

#078 Rapidash

TYPE: Fire



STRENGTH	●●●○○
DEXTERITY	●●●○○
VITALITY	●●○○○
SPECIAL	●●○○○
INSIGHT	●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 190kg / 420 lbs

BASE HP: 5
DISOBEDIENCE: ●●○○○

ABILITIES: Run Away & Flash Fire

Fire Horse Pokémon
It lives happily on prairies.
It loves speed competitions – a herd can often be seen running alongside a train. It can regulate the heat of its mane as to let its trainer ride it, but only if it trusts him enough.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Poison Jab	0	Bug	Megahorn
0	Fire	Ember	0	Normal	Growl
0	Normal	Quick Attack	0	Normal	Tail Whip
13	Fire	Flame Wheel	17	Normal	Stomp
21	Fire	Flame Charge	25	Fire	Fire Spin
29	Normal	Take Down	33	Fire	Inferno
37	Psychic	Agility	40	Normal	Fury Attack
41	Fire	Fire Blast	45	Flying	Bounce
49	Fire	Flare Blitz	?	Normal	Horn Drill
?	Normal	Morning Sun	?	Ground	Drill Run

#079 Slowpoke

TYPE: Water / Psychic



STRENGTH	●●○○○
DEXTERITY	●○○
VITALITY	●●○○
SPECIAL	●○○
INSIGHT	●○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 36kg / 80 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Oblivious & Own Tempo

Dopey Pokémon
It lives close to water. This Pokémon has a low intellect, and it's slow to react to any stimuli. Its tail seeps a sweet substance it uses to lure prey to eat. When the tip turns white shellders will be attracted to it.

EVOLUTION: First Stage. Evolves by natural means and Trade holding an item.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Yawn	0	Normal	Tackle
0	Ghost	Curse	5	Normal	Growl
9	Water	Water Gun	14	Psychic	Confusion
19	Normal	Disable	23	Normal	Headbutt
28	Water	Water Pulse	32	Psychic	Zen Headbutt
36	Normal	Slack Off	41	Psychic	Amnesia
45	Psychic	Psychic	49	Water	Rain Dance
54	Normal	Psych Up	58	Psychic	Heal Pulse
?	Psychic	Future Sight	?	Ground	Mud Sport
?	Ice	Icy wind			

#080 Slowbro

TYPE: Water / Psychic



STRENGTH	●●○○○
DEXTERITY	●○○
VITALITY	●●●●○
SPECIAL	●●●○○
INSIGHT	●●○○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 78kg / 173 lbs

BASE HP: 5
DISOBEDIENCE: ●○○○○

ABILITIES: Oblivious & Own Tempo

Hermit Crab Pokémon
This Pokémon fused with a Shellder that bit into its tail. It's a slow swimmer and doesn't react to pain but Shellder tends to keep it out of trouble.

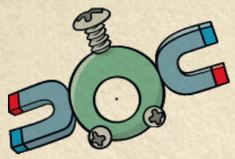
EVOLUTION: Final Form.
Evolved when a shellder bit its tail.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Yawn	0	Normal	Tackle
0	Ghost	Curse	5	Normal	Growl
9	Water	Water Gun	14	Psychic	Confusion
19	Normal	Disable	23	Normal	Headbutt
28	Water	Water Pulse	32	Psychic	Zen Headbutt
36	Normal	Slack Off	41	Water	Withdraw
41	Psychic	Amnesia	19	Psychic	Psychic
21	Water	Rain Dance	23	Normal	Psych Up
58	Psychic	Heal Pulse	?	Water	Aqua Tail
?	Normal	Belly Drum	?	Psychic	Future Sight

#081 Magnemite

TYPE: Electric / Steel



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 6kg / 13 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Magnet Pull & Sturdy

Magnet Pokémon
It lurks near electric facilities and mountains as it is attracted by big magnetic fields. It is not aggressive and usually defends itself with a screech or a weak electric impulse to deter other from attacking.

EVOLUTION: First Stage.
Evolves around a strong Magnetic Field.

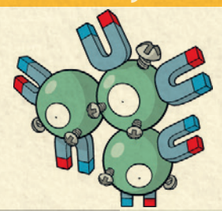

#081 #082 #462

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
7	Electric	Thunder Shock
15	Electric	Thunder Wave
21	Electric	Spark
29	Steel	Metal Sound
35	Steel	Flash Cannon
43	Electric	Discharge
47	Electric	Magnet Rise
57	Electric	Zap Cannon
?	Steel	Iron Defense

EXPERIENCE COST	TYPE	MOVE NAME
4	Normal	Supersonic
11	Normal	Sonic Boom
18	Steel	Magnet Bomb
25	Steel	Mirror Shot
32	Electric	Electro Ball
39	Normal	Screech
46	Normal	Lock-On
53	Steel	Gyro Ball
?	Psychic	Gravity
?	Bug	Signal Beam

#082 Magneton

TYPE: Electric / Steel



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 60kg / 132 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Magnet Pull & Sturdy

Magnet Pokémon
Sometimes three Magnemites fuse into this Pokémon; other times a single one sprouts two others. This species is greatly affected by magnetic fields. Magnetons are eager to please their trainers.

EVOLUTION: Second Stage.
Evolves around a strong Magnetic Field.


#081 #082 #462

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tri Attack
0	Normal	Supersonic
0	Normal	Sonic Boom
15	Electric	Thunder Wave
21	Electric	Spark
29	Steel	Metal Sound
39	Steel	Flash Cannon
51	Electric	Discharge
62	Electric	Magnet Rise
73	Electric	Zap Cannon
?	Steel	Iron Defense

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Electric	Thunder Shock
11	Electric	Electric Terrain
18	Steel	Magnet Bomb
25	Steel	Mirror Shot
34	Electric	Electro Ball
45	Normal	Screech
56	Normal	Lock-On
67	Steel	Gyro Ball
?	Psychic	Gravity
?	Bug	Signal Beam

#083 Farfetch'd

TYPE: Normal / Flying



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 15kg / 33 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Keen Eye & Inner Focus

Wild Duck Pokémon
There used to be whole flocks of them in meadows near the lakes. Now they are almost extinct because their meat is delicious.
They are fond of leeks and celery, they carry them around as sticks.

EVOLUTION: Final Form.

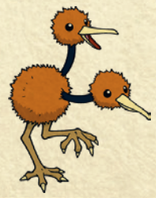

#083

EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Peck
0	Ground	Sand Attack
0	Bug	Fury Cutter
13	Dark	Knock Off
21	Flying	Air Cutter
31	Psychic	Agility
37	Flying	Acrobatics
45	Normal	False Swipe
55	Flying	Brave Bird
?	Flying	Feather Dance

EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Poison Jab
0	Normal	Leer
7	Normal	Fury Attack
19	Normal	Slash
25	Normal	Swords Dance
33	Dark	Night Slash
43	Normal	Feint
49	Flying	Air Slash
?	Grass	Leaf Blade
?	Flying	Roost

#084 Doduo

TYPE: Normal / Flying



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●○○○○
INSIGHT ●○○○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 40kg / 86 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Run Away & Early Bird

Twin Bird Pokémon
It can fly, but it prefers to run in the prairies. The two heads usually get along. While one is eating or sleeping, the other one is alert for predators. It is known that they share a brain and their ideas are connected.

EVOLUTION: First Stage.
Evolves after reaching certain age.


#084 #085

EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Peck
5	Normal	Quick Attack
14	Normal	Fury Attack
23	Normal	Uproar
32	Normal	Double Hit
41	Flying	Drill Peck
50	Normal	Thrash
?	Dark	Feint Attack

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
10	Normal	Rage
19	Dark	Pursuit
28	Normal	Acupressure
37	Psychic	Agility
46	Normal	Endeavor
?	Flying	Mirror Move
?	Flying	Brave Bird

#085 Dodrio

TYPE: Normal / Flying



STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 85kg / 187 lbs

BASE HP: 6
DISOBEDIENCE: ●●●●●

ABILITIES: Run Away & Early Bird

Triple Bird Pokémon
A third head comes to change the dynamic the two original had. It is common to see the three heads fighting. Each one has its own personality, but when they work as a team they can be very powerful.

EVOLUTION: Final Form.

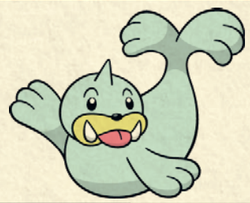

#084 #085

EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Pluck
0	Normal	Growl
0	Normal	Rage
19	Dark	Pursuit
28	Normal	Acupressure
41	Psychic	Agility
54	Normal	Endeavor
?	Flying	Mirror Move
?	Flying	Brave Bird

EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Peck
0	Normal	Quick Attack
14	Normal	Fury Attack
23	Normal	Uproar
34	Normal	Tri Attack
47	Flying	Drill Peck
60	Normal	Thrash
?	Dark	Feint Attack

#086 Seel

TYPE: Water



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 90kg / 198 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Thick Fat & Hydration

Sea Lion Pokémon
A Pokémon that lives on icebergs. It swims in the sea using the point on its head to break up the ice.
It sleeps a lot during the day, being most active at dawn when the temperature starts to cool.

EVOLUTION: First Stage.
Evolves after reaching certain age.


#086 #087

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Headbutt
7	Water	Water Sport
13	Normal	Encore
21	Psychic	Rest
27	Ice	Aurora Beam
33	Water	Brine
41	Water	Dive
47	Ice	Ice Beam
53	Ice	Hail
?	Ghost	Lick

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
11	Ice	Icy Wind
17	Ice	Ice Shard
23	Water	Aqua Ring
31	Water	Aqua Jet
37	Normal	Take Down
43	Water	Aqua Tail
51	Normal	Safeguard
?	Normal	Fake Out
?	Bug	Signal Beam

#087 Dewgong

TYPE: Water / Ice



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 120kg 264 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Thick Fat & Hydration

Sea Lion Pokémon
Its body is covered with a pure white fur. The colder the weather, the more active it becomes. It hunts at night and it's excellent at catching fish Pokémon.
It is also very intelligent and playful.

EVOLUTION: Final Form.


#086 #087

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Headbutt
0	Bug	Signal Beam
13	Normal	Encore
21	Psychic	Rest
27	Ice	Aurora Beam
33	Water	Brine
39	Normal	Take Down
49	Water	Aqua Tail
61	Normal	Safeguard
?	Ice	Avalanche
?	Normal	Horn Drill

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
0	Ice	Icy Wind
14	Ice	Ice Shard
23	Water	Aqua Ring
31	Water	Aqua Jet
34	Ice	Sheer Cold
45	Water	Dive
55	Ice	Ice Beam
65	Ice	Hail
?	Normal	Perish Song

#088 Grimer

TYPE: Poison



STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●○○○○
INSIGHT ●●○○○

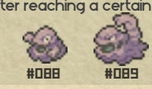
HEIGHT: 0.9m / 3'00"
WEIGHT: 30kg / 66 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Stench & Sticky Hold

Sludge Pokémon
It was born from polluted sludge in the sea. Grimer's favorite food is anything filthy like waste water pumped out from factories. Grime and sludge stick to their body making them grow larger over time.

EVOLUTION: First. Stage.
Evolves after reaching a certain size.


#088 #089

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound
4	Normal	Harden
12	Normal	Disable
18	Normal	Minimize
26	Poison	Sludge Bomb
32	Normal	Screech
40	Poison	Acid Armor
46	Poison	Belch
?	Ghost	Shadow Sneak
?	Normal	Scary Face

EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Poison Gas
7	Ground	Mud Slap
15	Poison	Sludge
21	Ground	Mud Bomb
29	Normal	Fling
37	Poison	Sludge Wave
43	Poison	Gunk Shot
48	Dark	Memento
?	Grass	Giga Drain

#089 Muk

TYPE: Poison



STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 60kg / 132 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Stench & Sticky Hold

EVOLUTION: Final Form.


#088 #089

Sludge Pokémon
It gathers on polluted areas to eat filth. Its body is made of a powerful poison that kills any plant. Touching it can cause a fever that will require bed rest. A good diet may reduce Muk's toxicity.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound	0	Poison	Poison Gas
0	Normal	Harden	0	Ground	Mud Slap
12	Normal	Disable	15	Poison	Sludge
18	Normal	Minimize	21	Ground	Mud Bomb
26	Poison	Sludge Bomb	29	Normal	Fling
32	Normal	Screech	37	Poison	Sludge Wave
43	Poison	Acid Armor	49	Poison	Gunk Shot
53	Poison	Belch	57	Dark	Memento
?	Normal	Self-Destruct	?	Ghost	Shadow Sneak
?	Grass	Giga Drain			

#090 Shellder

TYPE: Water



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 4kg / 9 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Shell Armor & Skill Link

EVOLUTION: First Stage.
Evolves with a Water Stone.


#090 #091

Bivalve Pokémon
It lives at the bottom of the sea and rivers. It feeds on algae but it's attracted to sweet substances. When frightened it will shut its clam and lock it to be almost impossible to open.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	4	Water	Withdraw
8	Normal	Supersonic	13	Ice	Icicle Spear
16	Normal	Protect	20	Normal	Leer
25	Water	Clamp	28	Ice	Ice Shard
32	Water	Razor Shell	37	Ice	Aurora Beam
40	Water	Whirlpool	44	Water	Brine
49	Steel	Iron Defense	52	Ice	Ice Beam
56	Normal	Shell Smash	61	Water	Hydro Pump
?	Water	Aqua Ring	?	Rock	Rock Blast
?	Normal	Rapid Spin			

#091 Cloyster

TYPE: Water / Ice



STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●●●○○○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 132kg / 292 lbs

BASE HP: 5
DISOBEDIENCE: ●●○○○

ABILITIES: Shell Armor & Skill Link

EVOLUTION: Final Form.


#090 #091

Bivalve Pokémon
If it lives in seas with harsh currents, it will grow larger and sharper spikes on its shells than those who live on calm waters. Its shell is extremely hard – you would need explosives to try to open it.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Hydro Pump	0	Normal	Shell Smash
0	Poison	Toxic Spikes	0	Water	Withdraw
0	Normal	Supersonic	0	Normal	Protect
0	Ice	Aurora Beam	13	Normal	Spike Cannon
28	Ground	Spikes	50	Ice	Icicle Crash
?	Water	Aqua Ring	?	Rock	Rock Blast
?	Normal	Self-Destruct			

#092 Gastly

TYPE: Ghost / Poison



STRENGTH ●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●●●○○○
INSIGHT ●○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 0.1kg / 0.2 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Levitate

EVOLUTION: First Stage.
Evolves after reaching certain size.


#092 #093 #094

Gas Pokémon
Its body is made of a toxic gas – anyone would faint if engulfed by it. It has been seen in abandoned places scaring people and other pokemon for fun. It is elusive and escapes through the walls.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Hypnosis	0	Ghost	Lick
5	Ghost	Spite	8	Normal	Mean Look
12	Ghost	Curse	15	Ghost	Night Shade
19	Ghost	Confuse Ray	22	Dark	Sucker Punch
26	Dark	Payback	29	Ghost	Shadow Ball
33	Psychic	Dream Eater	36	Dark	Dark Pulse
40	Ghost	Destiny Bond	43	Ghost	Hex
47	Ghost	Nightmare	?	Poison	Clear Smog
?	Ice	Icy Wind	?	Ghost	Grudge

#093 Haunter

TYPE: Ghost / Poison



STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 0.1kg / 0.2 lbs

BASE HP: 5
DISOBEDIENCE: ●●●○○

ABILITIES: Levitate

EVOLUTION: Second Stage.
Evolves after being Traded.


#092 #093 #094

Gas Pokémon
Haunter is a dangerous Pokémon. it will try to lick you with its tongue to steal your life away. If you get the feeling of being watched in darkness when nobody is around, it means a Haunter is there.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Hypnosis	0	Ghost	Lick
0	Ghost	Spite	8	Normal	Mean Look
12	Ghost	Curse	15	Ghost	Night Shade
19	Ghost	Confuse Ray	22	Dark	Sucker Punch
25	Ghost	Shadow Punch	28	Dark	Payback
33	Ghost	Shadow Ball	39	Psychic	Dream Eater
44	Dark	Dark Pulse	50	Ghost	Destiny Bond
55	Ghost	Hex	61	Ghost	Nightmare
?	Ice	Icy Wind	?	Ghost	Grudge
?	Psychic	Trick			

#094 Gengar

TYPE: Ghost / Poison



STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○○○
INSIGHT ●●○○○

HEIGHT: 1.5 m / 5'00"
WEIGHT: 40kg / 90 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●○

ABILITIES: Levitate

EVOLUTION: Final Form


#092 #093 #094

Shadow Pokémon
This Pokémon is michievous but it can be downright evil. It takes joy in casting curses upon innocents and eating the life of people and Pokémon. It lurks in the shadows and disguises itself as one.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Hypnosis	0	Ghost	Lick
0	Ghost	Spite	8	Normal	Mean Look
12	Ghost	Curse	15	Ghost	Night Shade
19	Ghost	Confuse Ray	22	Dark	Sucker Punch
25	Ghost	Shadow Punch	28	Dark	Payback
33	Ghost	Shadow Ball	39	Psychic	Dream Eater
44	Dark	Dark Pulse	50	Ghost	Destiny Bond
55	Ghost	Hex	61	Ghost	Nightmare
?	Normal	Perish Song	?	Ice	Icy Wind
?	Grass	Giga Drain			

#095 Onix

TYPE: Rock / Ground



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●●●○○○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 8m / 28'10"
WEIGHT: 420kg / 926 lbs

BASE HP: 28
DISOBEDIENCE: ●●●●○

ABILITIES: Rock Head & Sturdy

EVOLUTION: First Stage.
Evolves with high pressure, iron and heat.


#095 #208

Rock Snake Pokémon
It is not full-size when it's born. Years of eating boulders make it a real giant. It lives on mountains and dark tunnels. Its frightening roars travel as echo through the cave. It is very aggressive towards others.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Harden
0	Ground	Mud Sport	0	Normal	Bind
4	Ghost	Curse	7	Rock	Rock Throw
10	Rock	Rock Tomb	13	Normal	Rage
16	Rock	Stealth Rock	19	Rock	Rock Polish
22	Rock	Smack Down	25	Dragon	Dragon Breath
28	Normal	Slam	31	Normal	Screech
34	Rock	Rock Slide	37	Ground	Sand Tomb
40	Steel	Iron Tail	43	Ground	Dig
46	Rock	Stone Edge	49	Normal	Double-Edge
52	Rock	Sandstorm	?	Rock	Ancient Power
?	Normal	Self-Destruct	?	Normal	Endure

#096 Drowzee

TYPE: Psychic



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 32kg / 71 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Insomnia & Forewarn

EVOLUTION: First Stage.
Evolves after eating the greatest dream.


#096 #097

Hypnosis Pokémon
It eats the dreams of a sleeping person or Pokémon and shows fondness to the dreams of young children. Once the victim is deep in slumber it will extract and eat the dream through the nose.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound	0	Psychic	Hypnosis
5	Normal	Disable	13	Poison	Poison Gas
21	Psychic	Meditate	25	Psychic	Psybeam
29	Normal	Headbutt	33	Normal	Psych Up
37	Psychic	Synchronoise	41	Psychic	Zen Headbutt
45	Normal	Swagger	49	Psychic	Psychic
53	Dark	Nasty Plot	57	Psychic	Psyshock
61	Psychic	Future Sight	?	Psychic	Role Play
?	Electric	Thunder Wave	?	Normal	Substitute

#097 Hypno



TYPE: Psychic

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 75kg / 166 lbs
BASE HP: 5
DISOBEDIENCE: ●●○○○

ABILITIES: Insomnia & Forewarn

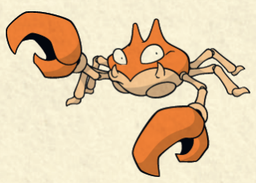
EVOLUTION: Final Form.

#096 #097

Hypnosis Pokémon
Old children stories tell of an Hypno who takes away naughty kids and feasts on their dreams until they are old men. They have an urge to eat the dreams of others since they cannot sleep themselves.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Nightmare	0	Dark	Nasty Plot
0	Dark	Switcheroo	0	Normal	Pound
0	Psychic	Hypnosis	0	Normal	Disable
0	Psychic	Confusion	13	Normal	Headbutt
17	Poison	Poison Gas	21	Psychic	Meditate
25	Psychic	Psybeam	29	Normal	Headbutt
33	Normal	Psych Up	37	Psychic	Synchronoise
41	Psychic	Zen Headbutt	45	Normal	Swagger
49	Psychic	Psychic	53	Psychic	Psyshock
61	Psychic	Future Sight	?	Electric	Thunder Wave
?	Normal	Substitute	?	Normal	Metronome

#098 Krabby



TYPE: Water

STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 6kg / 14 lbs
BASE HP: 3
DISOBEDIENCE: ●○○○○

ABILITIES: Hyper Cutter & Shell Armor

EVOLUTION: First Stage.
Evolves after reaching certain age.

#098 #099

River Crab Pokémon
A Krabby dig holes in the sand near the sea.
They can be seen squabbling with each other over food and territory. They usually avoid humans but will fight if provoked.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Bubble	0	Ground	Mud Sport
5	Normal	Vice Grip	9	Normal	Leer
11	Normal	Harden	15	Water	Bubble Beam
19	Ground	Mud Shot	21	Steel	Metal Claw
25	Normal	Stomp	29	Normal	Protect
31	Normal	Guillotine	35	Normal	Slam
39	Water	Brine	41	Water	Crabhammer
45	Normal	Flail	?	Psychic	Agility
?	Steel	Iron Defense	?	Normal	Mimic

#099 Kingler



TYPE: Water

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.4m / 4'03"
WEIGHT: 60kg / 132 lbs
BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES: Hyper Cutter & Shell Armor

EVOLUTION: Final Form.

#098 #099

Pincer Pokémon
Its pincers grow peculiarly large. If it lifts the pincers too fast, it may lose its balance and stagger. If one of its pincers is damaged, it will detach it from its body. It will regrow after a few days..

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Rock	Wide Guard	0	Water	Bubble
0	Ground	Mud Sport	5	Normal	Vice Grip
9	Normal	Leer	14	Normal	Harden
19	Water	Bubble Beam	23	Ground	Mud Shot
28	Steel	Metal Claw	32	Normal	Stomp
36	Normal	Protect	41	Normal	Guillotine
45	Normal	Slam	49	Water	Brine
54	Water	Crabhammer	58	Normal	Flail
?	Psychic	Agility	?	Steel	Iron Defense
?	Normal	Mimic			

#100 Voltorb



TYPE: Electric

STRENGTH ●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 10kg / 22 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●○

ABILITIES: Soundproof & Static

EVOLUTION: First Stage.
Evolves after a terrible temper tantrum.

#100 #101

Ball Pokémon
They live near factories and electric generators. It bears an uncanny and unexplained resemblance to a Pokéball. Since it explodes at the slightest provocation, even veteran trainers treat it with caution.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Charge	5	Normal	Tackle
8	Normal	Sonic Boom	10	Electric	Eerie Impulse
12	Electric	Spark	15	Rock	Rollout
19	Normal	Screech	22	Electric	Charge Beam
26	Psychic	Light Screen	29	Electric	Electro Ball
33	Normal	Self Destruct	36	Normal	Swift
40	Electric	Magnet Rise	43	Steel	Gyro Ball
47	Normal	Explosion	50	Psychic	Mirror Coat
?	Normal	Endure	?	Dark	Sucker Punch
?	Dark	Foul Play			

#101 Electrode



TYPE: Electric

STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 66kg / 146 lbs
BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES: Soundproof & Static

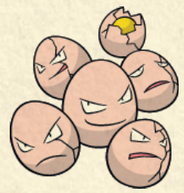
EVOLUTION: Final Form.

#100 #101

Ball Pokémon
It is known for causing blackouts in the cities. After evolving it explodes as a form to release excess electricity or simply to amuse itself.
Trainers need to be careful around an Electrode.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Charge	0	Electric	Magnetic Flux
0	Normal	Tackle	0	Normal	Sonic Boom
0	Electric	Spark	8	Electric	Eerie Impulse
15	Rock	Rollout	19	Normal	Screech
22	Electric	Charge Beam	26	Psychic	Light Screen
29	Electric	Electro Ball	35	Normal	Self Destruct
40	Normal	Swift	46	Electric	Magnet Rise
51	Steel	Gyro Ball	57	Normal	Explosion
62	Psychic	Mirror Coat	?	Dark	Foul Play
?	Dark	Sucker Punch	?	Normal	Endure

#102 Exeggcute



TYPE: Grass Psychic

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 2kg / 5 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Chlorophyll

EVOLUTION: First Stage.
Evolves with a Leaf Stone.

#102 #103

Egg Pokémon
Even though it appears to be eggs of some sort, it is related more to a seed. It gathers in packs of six that have a mental link with eachother. Each one of them has a different personality.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Barrage	0	Normal	Uproar
0	Psychic	Hypnosis	7	Psychic	Reflect
11	Grass	Leech Seed	17	Grass	Bullet Seed
19	Grass	Stun Spore	21	Poison	Poison Powder
23	Grass	Sleep Powder	27	Psychic	Confusion
33	Grass	Worry Seed	37	Normal	Natural Gift
43	Grass	Solar Beam	47	Psychic	Extrasensory
50	Normal	Bestow	?	Ghost	Nightmare
?	Grass	Ingrain	?	Ghost	Curse

#103 Exeggutor



TYPE: Grass Psychic

STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 2m / 6'07"
WEIGHT: 120kg / 264 lbs
BASE HP: 6
DISOBEDIENCE: ●●●●●

ABILITIES: Chlorophyll

EVOLUTION: Final Form.

#102 #103

Coconut Pokémon
Originally from tropical areas. Exeggutor's heads grow larger with strong sunlight. Each head thinks independently. They are friendly and provide their shade to other Pokémon.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Seed Bomb	0	Normal	Barrage
0	Psychic	Hypnosis	0	Psychic	Confusion
0	Normal	Stomp	17	Psychic	Psyshock
27	Normal	Egg Bomb	37	Grass	Wood Hammer
47	Grass	Leaf Storm	?	Ghost	Nightmare
?	Grass	Grassy Terrain	?	Ghost	Curse

#104 Cubone



TYPE: Ground

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 6kg / 14 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Rock Head & Lightningrod

EVOLUTION: First Stage.
Evolves after overcoming its loss.

#104 #105

Lonely Pokémon
Cubone wears a skull helmet it never removes. It is said to be from its mother or someone dear to it.
Lives in the mountains where it cries at night due to the sadness it feels. It is distrustful of humans.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl	3	Normal	Tail Whip
7	Ground	Bone Club	11	Normal	Headbutt
13	Normal	Leer	17	Normal	Focus Energy
21	Ground	Bonemerang	23	Normal	Rage
27	Normal	False Swipe	31	Normal	Thrash
33	Dark	Fling	37	Ground	Bone Rush
41	Normal	Endeavor	43	Normal	Double Edge
47	Normal	Retaliate	?	Steel	Iron Defense
?	Fight	Double Kick	?	Fight	Detect

#105 Marowak



TYPE: Ground

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 45kg / 99 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES:
Rock Head & Lightningrod

EVOLUTION: Final Form.

#104 #105

Bone Keeper Pokémon
Its rough past has hardened its heart. Now tenacious and violent, this Pokémon will use its Bone club as a weapon against foes. Marowak's den is usually full of the bones it has collected.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl	0	Normal	Tail Whip
0	Ground	Bone Club	0	Normal	Headbutt
0	Normal	Leer	17	Normal	Focus Energy
21	Ground	Bonemerang	23	Normal	Rage
27	Normal	False Swipe	33	Normal	Thrash
37	Dark	Fling	43	Ground	Bone Rush
49	Normal	Endeavor	53	Normal	Double Edge
59	Normal	Retaliate	?	Dragon	Outrage
?	Normal	Perish Song	?	Fight	Detect

#106 Hitmonlee



TYPE: Fight

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 50kg / 110 lbs

BASE HP: 5
DISOBEDIENCE: ●○○○○

ABILITIES:
Limber & Reckless

EVOLUTION: Final Form.
Evolved by maxing out Strength.

#236 #106 #107 #237

Kicking Pokémon
Its legs freely stretch and contract. It bowls over foes with devastating kicks. It is very disciplined and trains every day. It is very rare in the wild, and it is mostly found in urban areas.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Double Kick	0	Fight	Revenge
5	Psychic	Meditate	9	Fight	Rolling Kick
13	Fight	Jump Kick	17	Fight	Brick Break
21	Normal	Focus Energy	25	Normal	Feint
29	Fight	High Jump Kick	33	Normal	Mind Reader
37	Normal	Foresight	41	Rock	Wide Guard
45	Fire	Blaze Kick	49	Normal	Endure
53	Normal	Mega Kick	57	Fight	Close Combat
61	Fight	Reversal	?	Flying	Bounce
?	Normal	Rapid Spin	?	Fight	Mach Punch

#107 Hitmonchan



TYPE: Fight

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 50kg 110 lbs

BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES:
Keen Eye & Iron Fist

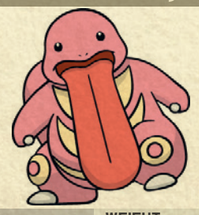
EVOLUTION: Final Form.
Evolved by maxing out Vitality.

#236 #106 #107 #237

Punching Pokémon
It specializes in punching as fast as it can. Using a corkscrew motion, it can even drill through concrete with it's bare hands. This Pokémon takes its training very seriously. It's very rare to see one in the wild.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Revenge	0	Normal	Comet Punch
6	Psychic	Agility	11	Dark	Pursuit
16	Fight	Mach Punch	16	Steel	Bullet Punch
21	Normal	Feint	26	Fight	Vaccum Wave
31	Fight	Quick Guard	36	Electric	Thunder Punch
36	Ice	Ice Punch	36	Fire	Fire Punch
41	Fight	Sky Uppercut	46	Normal	Mega Punch
50	Fight	Detect	56	Fight	Focus Punch
61	Fight	Counter	66	Fight	Close Combat
?	Normal	Rapid Spin	?	Fight	Drain Punch
?	Fight	High Jump Kick			

#108 Lickitung



TYPE: Normal

STRENGTH ●●○○○
DEXTERITY ●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 65kg / 144 lbs

BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES:
Own Tempo & Oblivious

EVOLUTION: First Stage.
Evolves after mastering Rollout.

#108 #463

Licking Pokémon
Its tongue is twice longer than its body and it is used for everything, from capturing prey to feeling it's surroundings and cleaning itself. It really dislikes sour and bitter flavors.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Lick	5	Normal	Supersonic
9	Normal	Defense Curl	13	Dark	Knock Off
17	Normal	Wrap	21	Normal	Stomp
25	Normal	Disable	29	Normal	Slam
33	Rock	Rollout	37	Normal	Chip Away
41	Normal	Me First	45	Normal	Refresh
49	Normal	Screech	53	Grass	Power Whip
57	Normal	Wring Out	?	Normal	Belly Drum
?	Water	Aqua Tail	?	Psychic	Zen Headbutt

#109 Koffing



TYPE: Poison

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 1kg / 2 lbs

BASE HP: 3
DISOBEDIENCE: ●○○○○

ABILITIES:
Levitate

EVOLUTION: First Stage.
Evolves after reaching certain size.

#109 #110

Poison Gas Pokémon
It is drawn to the smog and fumes of the cities. It fills its body with toxic gases to float like a balloon. When it gets nervous it releases a sickly green gas. Breathing this gas will give you a bad case of sniffles.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Poison Gas	0	Normal	Tackle
4	Poison	Smog	7	Normal	Smokescreen
12	Dark	Assurance	15	Poison	Clear Smog
18	Poison	Sludge	23	Normal	Self Destruct
26	Ice	Haze	29	Steel	Gyro Ball
34	Poison	Sludge Bomb	37	Normal	Explosion
40	Ghost	Destiny Bond	42	Poison	Belch
45	Dark	Memento	?	Poison	Toxic Spikes
?	Normal	Pain Split	?	Rock	Rollout

#110 Weezing



TYPE: Poison

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 9kg / 20 lbs

BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES:
Levitate

EVOLUTION: Final Form.

#109 #110

Poison Gas Pokémon
They are considered a pest in urban areas. They wait until night to roam and eat from the trash cans in the neighborhood. If it finds a filthy and unkept house it will make its nest in there.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Poison Gas	0	Normal	Tackle
0	Poison	Smog	0	Normal	Smokescreen
12	Dark	Assurance	15	Poison	Clear Smog
18	Poison	Sludge	23	Normal	Self Destruct
26	Ice	Haze	29	Normal	Double Hit
34	Poison	Sludge Bomb	40	Normal	Explosion
46	Ghost	Destiny Bond	50	Poison	Belch
54	Dark	Memento	?	Poison	Toxic Spikes
?	Normal	Pain Split	?	Psychic	Psybeam

#111 Rhyhorn



TYPE: Ground Rock

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●○○
INSIGHT ●●○

HEIGHT: 1m / 3'03"
WEIGHT: 115kg / 253 lbs

BASE HP: 3
DISOBEDIENCE: ●○○○○

ABILITIES:
Rock Head & Lightningrod

EVOLUTION: First Stage.
Evolves after reaching certain age.

#111 #112 #464

Spikes Pokémon
It lives in grasslands and rough terrains. It is covered with a thick hide and it tramples any threats by running towards them. It is not very smart, though. It can keep trampling things for hours just because.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Horn Attack	0	Normal	Tail Whip
8	Normal	Stomp	12	Normal	Fury Attack
19	Normal	Scary Face	23	Rock	Rock Blast
30	Ground	Bulldoze	34	Normal	Chip Away
41	Normal	Take Down	45	Ground	Drill Run
52	Rock	Stone Edge	56	Ground	Earthquake
63	Normal	Horn Drill	67	Bug	Megahorn
?	Electric	Thunder Fang	?	Ice	Ice Fang
?	Fire	Fire Fang			

#112 Rhydon



TYPE: Ground Rock

STRENGTH ●●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.9m / 6'03"
WEIGHT: 240kg / 528 lbs

BASE HP: 6
DISOBEDIENCE: ●○○○○

ABILITIES:
Rock Head & Lightningrod

EVOLUTION: Second Stage.
Evolves after being Traded holding an item.

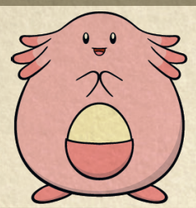
#111 #112 #464

Drill Pokémon
It has a horn that serves as a drill for destroying rocks and boulders. Rhydon occasionally goes for a swim in rivers and even magma pools. Its great resistance prevents it from taking any damage.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Horn Attack	0	Normal	Tail Whip
0	Normal	Stomp	0	Normal	Fury Attack
19	Normal	Scary Face	23	Rock	Rock Blast
30	Ground	Bulldoze	34	Normal	Chip Away
41	Normal	Take Down	42	Fight	Hammer Arm
47	Ground	Drill Run	56	Rock	Stone Edge
62	Ground	Earthquake	71	Normal	Horn Drill
77	Bug	Megahorn	?	Dragon	Dragon Rush
?	Normal	Skull Bash	?	Fight	Superpower

#113 Chansey

TYPE: Normal



STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●●●●

HEIGHT: 1.1m / 3'07"
WEIGHT: 34kg / 76 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Natural Cure & Serene Grace

EVOLUTION: Second Stage.
Evolves with Happiness.


#440 #113 #242

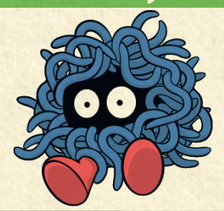
Egg Pokémon
There are only females in this species. Chansey lays a nutritive egg every day. These eggs are fed to the sick to give them strength. It is a loving and smart Pokémon, but it's pretty rare and elusive in the wild.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Double-Edge
0	Normal	Pound
0	Normal	Refresh
16	Normal	Softboiled
23	Normal	Minimize
31	Normal	Sing
38	Psychic	Heal Pulse
46	Psychic	Light Screen
?	Normal	Heal Bell
?	Normal	Present

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Defense Curl
0	Normal	Growl
12	Normal	Double Slap
20	Normal	Bestow
27	Normal	Take Down
34	Dark	Fling
42	Normal	Egg Bomb
50	Psychic	Healing Wish
?	Fight	Seismic Toss

#114 Tangela

TYPE: Grass



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●○○

HEIGHT: 1m / 3'03"
WEIGHT: 35kg / 77 lbs

BASE HP: 3
DISOBEDIENCE: ●●○○○

ABILITIES: Chlorophyll & Leaf Guard

EVOLUTION: First Stage.
Evolves after contact with Primal Forces.


#114 #465

Vine Pokémon
It blends with foliage on jungle and forest areas. Its vines snap off easily and painlessly if they are grabbed, allowing it to make a quick getaway. The lost vines are replaced by new growth the very next day.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Constrict
4	Grass	Sleep Powder
10	Grass	Absorb
17	Normal	Bind
23	Grass	Mega Drain
30	Grass	Stun Spore
36	Grass	Giga Drain
41	Normal	Slam
46	Normal	Wring Out
50	Grass	Power Whip
?	Psychic	Confusion

EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Ingrain
7	Grass	Vine Whip
14	Poison	Poison Powder
20	Normal	Growth
27	Dark	Knock Off
33	Normal	Natural Gift
38	Rock	Ancient Power
44	Normal	Tickle
48	Grass	Grassy Terrain
?	Psychic	Amnesia
?	Normal	Substitute

#115 Kangaskhan

TYPE: Normal



STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○
INSIGHT ●●○○○

HEIGHT: 2.2m / 7'03"
WEIGHT: 420kg / 926 lbs

BASE HP: 7
DISOBEDIENCE: ●●●●●

ABILITIES: Early Bird & Scrappy

EVOLUTION: Final Form.


#115

Parent Pokémon
A female only species. It raises its offspring in its belly pouch. The young leaves once it learns to find its own food. In the wild, mothers and daugthers fiercly defend eachother.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Comet Punch
7	Normal	Fake Out
13	Dark	Bite
22	Normal	Rage
31	Normal	Chip Away
37	Dark	Crunch
46	Dragon	Outrage
50	Fight	Reversal
?	Normal	Captivate

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
10	Normal	Tail Whip
19	Normal	Double Hit
25	Normal	Mega Punch
34	Normal	Dizzy Punch
43	Normal	Endure
49	Dark	Sucker Punch
?	Water	Aqua Tail
?	Fight	Counter

#116 Horsea

TYPE: Water



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 8kg / 17 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Swift Swim & Sniper

EVOLUTION: First Stage.
Evolves after reaching certain age.


#116 #117 #230

Dragon Pokémon
It makes its nest in the shade of corals in shallow parts of the sea. If it senses danger, it spits a murky ink and flees. It has been seen shooting down flying bugs to eat them.

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun
8	Normal	Leer
14	Normal	Focus Energy
23	Psychic	Agility
30	Water	Brine
38	Dragon	Dragon Dance
?	Ice	Aurora Beam
?	Water	Octazooka

EXPERIENCE COST	TYPE	MOVE NAME
4	Normal	Smokescreen
11	Water	Bubble
18	Water	Bubble Beam
26	Dragon	Twister
35	Water	Hydro Pump
42	Dragon	Dragon Pulse
?	Bug	Signal Beam

#117 Seadra

TYPE: Water



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 25kg / 55 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Swift Swim & Sniper

EVOLUTION: Second Stage.
Evolves after being Traded holding an item.


#116 #117 #230

Dragon Pokémon
The poisonous barbs all over its body are highly valued as ingredients for making traditional medicine.
It will show no mercy if anything approaches its nest. Its back fin has a numbing substance

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun
0	Normal	Leer
14	Normal	Focus Energy
23	Psychic	Agility
30	Water	Brine
48	Dragon	Dragon Dance
?	Ice	Aurora Beam
?	Water	Octazooka

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Smokescreen
0	Water	Bubble
18	Water	Bubble Beam
26	Dragon	Twister
40	Water	Hydro Pump
57	Dragon	Dragon Pulse
?	Bug	Signal Beam

#118 Goldeen

TYPE: Water



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 15kg / 33 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Swift Swim & Water Veil

EVOLUTION: First Stage.
Evolves after reaching certain age.


#118 #119

Goldfish Pokémon
Goldeen loves swimming wild and free in rivers and ponds. If one of these Pokémon is placed in an aquarium, it will shatter the glass with its horn and make its escape.

EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Peck
7	Normal	Supersonic
17	Water	Water Pulse
27	Water	Aqua Ring
37	Water	Waterfall
47	Psychic	Agility
57	Bug	Megahorn
?	Ground	Mud Sport

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Sport
11	Normal	Horn Attack
21	Normal	Flail
31	Normal	Fury Attack
41	Normal	Horn Drill
50	Water	Soak
?	Flying	Bounce
?	Ground	Drill Run

#119 Seaking

TYPE: Water



STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.4m / 4'03"
WEIGHT: 60kg / 132 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Swift Swim & Water Veil

EVOLUTION: Final Form.


#118 #119

Goldfish Pokémon
In the autumn, Seaking males can be seen doing courtship dances to females. After getting a mate both will be seen swimming powerfully up rivers and creeks to make their nest.

EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Poison Jab
0	Flying	Peck
0	Normal	Supersonic
17	Water	Water Pulse
27	Water	Aqua Ring
40	Water	Waterfall
56	Psychic	Agility
72	Bug	Megahorn
?	Ground	Mud Sport

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tail Whip
0	Water	Water Sport
11	Normal	Horn Attack
21	Normal	Flail
31	Normal	Fury Attack
47	Normal	Horn Drill
63	Water	Soak
?	Flying	Bounce
?	Ground	Drill Run

#120 Staryu

TYPE: Water



STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 34kg / 76 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Illuminate & Natural Cure

EVOLUTION: First Stage.
Evolves with a Water Stone.


#120 #121

Starshape Pokémon
They come out to the shore in great numbers when the sky is full with stars. The core at its center glows to communicate with others.
If a part of its body is injured it can regrow it in a few days.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
6	Water	Water Gun
12	Normal	Recover
18	Normal	Swift
25	Normal	Minimize
33	Psychic	Light Screen
40	Normal	Reflect Type
48	Psychic	Cosmic Power
?	Electric	Thunder Wave
?	Dragon	Twister

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Harden
10	Normal	Rapid Spin
15	Normal	Camouflage
22	Water	Bubble Beam
30	Steel	Gyro Ball
36	Water	Brine
43	Rock	Power Gem
52	Water	Hydro Pump
?	Bug	Signal Beam

#121 Starmie



TYPE: Water / Psychic

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 80kg / 176 lbs

BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES: Illuminate & Natural Cure

EVOLUTION: Final Form.


#120 #121

Mysterious Pokémon
This Pokémon has been given the nickname "the gem of the sea." It swims through water by spinning its star-shaped body as if it were a propeller on a ship. The core at the center glows with different colors.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Hydro Pump	0	Water	Water Gun
0	Normal	Rapid Spin	0	Normal	Recover
0	Normal	Swift	22	Ghost	Confuse Ray
?	Electric	Thunder Wave	?	Bug	Signal Beam
?	Dragon	Twister			

#122 Mr. Mime



TYPE: Psychic / Fairy

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 54kg / 120 lbs

BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES: Soundproof & Filter

EVOLUTION: Final Form.


#439 #122

Barrier Pokémon
You don't find this Pokémon, it finds you. It is really smart and amuses itself by showing people its power to create barriers with pantomime. It creates an invisible box and flees when you try to figure out the exit.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Misty Terrain	0	Grass	Magical Leaf
0	Fight	Quick Guard	0	Rock	Wide Guard
0	Psychic	Power Swap	0	Psychic	Guard Swap
0	Psychic	Barrier	0	Psychic	Confusion
4	Normal	Copycat	8	Psychic	Meditate
11	Normal	Double Slap	15	Normal	Mimic
15	Psychic	Psywave	18	Normal	Encore
22	Psychic	Light Screen	22	Psychic	Reflect
25	Psychic	Psybeam	29	Normal	Substitute
32	Normal	Recycle	36	Psychic	Trick
39	Psychic	Psychic	43	Psychic	Role Play
46	Normal	Baton Pass	50	Normal	Safeguard
?	Ghost	Confuse Ray	?	Normal	Fake Out
?	Dark	Nasty Plot			

#123 Schyter



TYPE: Bug / Flying

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 56kg / 123 lbs

BASE HP: 5
DISOBEDIENCE: ●●●○○

ABILITIES: Swarm & Technician

EVOLUTION: First Stage.
Evolves after being Traded holding an item.


#123 #212

Mantis Pokémon
It's pretty rare but a few swarms have been seen in the grasslands. It tears and shreds prey with its wickedly sharp scythes and very rarely spreads its wings to fly. This pokemon is stealthy and aggressive.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Quick Attack	0	Normal	Leer
0	Fight	Vacuum Wave	5	Normal	Focus Energy
9	Dark	Pursuit	13	Normal	False Swipe
17	Psychic	Agility	21	Flying	Wing Attack
25	Bug	Fury Cutter	29	Normal	Slash
33	Normal	Razor Wind	37	Normal	Double Team
41	Bug	X-Scissor	45	Dark	Night Slash
49	Normal	Double Hit	50	Flying	Air Slash
57	Normal	Swords Dance	61	Normal	Feint
?	Flying	Tailwind	?	Steel	Steel Wing
?	Fight	Quick Guard			

#124 Jynx



TYPE: Ice / Psychic

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 41kg / 89 lbs

BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES: Oblivious & Forewarn

EVOLUTION: Final Form.


#238 #124

Humanshape Pokémon
It is not common outside cold areas. This Pokémon is female only. Its cries sound like human speech. However, it is impossible to tell what it is trying to say. The way it moves and talks induce others to dance.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Draining Kiss	0	Normal	Perish Song
0	Normal	Pound	0	Ghost	Lick
0	Normal	Lovely Kiss	0	Ice	Powder Snow
15	Normal	Double Slap	18	Ice	Ice Punch
21	Psychic	Heart Stamp	25	Normal	Mean Look
28	Dark	Fake Tears	33	Fight	Wake-Up Slap
39	Ice	Avalanche	44	Normal	Body Slam
49	Normal	Wring Out	60	Ice	Blizzard
?	Normal	Fake Out	?	Dark	Nasty Plot
?	Normal	Hyper Voice			

#125 Electabuzz



TYPE: Electric

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 30kg / 66 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Static

EVOLUTION: Second Stage.
Evolves after being Traded holding an item.


#239 #125 #466

Electric Pokémon
A violent Pokémon. It searches for spots where it can feed on electricity and has been seen absorbing lightning from the sky.
It's competitive and aggressive with others.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Quick Attack	0	Normal	Leer
0	Electric	Thunder Shock	8	Fight	Low Kick
12	Normal	Swift	15	Electric	Shock Wave
19	Electric	Thunder Wave	22	Electric	Electro Ball
26	Psychic	Light Screen	29	Electric	Thunder Punch
36	Electric	Discharge	42	Normal	Screech
49	Electric	Thunderbolt	55	Electric	Thunder
?	Dragon	Dual Chop	?	Ice	Ice Punch
?	Psychic	Meditate			

#126 Magmar



TYPE: Fire

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 44kg / 98 lbs

BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES: Flame Body

EVOLUTION: Second Stage.
Evolves after being Traded holding an item.


#240 #126 #467

Spitfire Pokémon
It can be found living in volcanic areas. In battle, Magmar blows out intense flames all over its body to intimidate the opponent. This creates heat waves that ignite grass and trees in the surroundings.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Smog	0	Normal	Leer
0	Fire	Ember	8	Normal	Smokescreen
12	Dark	Feint Attack	15	Fire	Fire Spin
19	Poison	Clear Smog	22	Fire	Flame Burst
26	Ghost	Confuse Ray	29	Fire	Fire Punch
36	Fire	Lava Plume	42	Fire	Sunny Day
49	Fire	Flamethrower	55	Fire	Fire Blast
?	Fire	Heat Wave	?	Fight	Karate Chop
?	Dragon	Dual Chop			

#127 Pinsir



TYPE: Bug

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 55kg 120 lbs

BASE HP: 5
DISOBEDIENCE: ●●●○○

ABILITIES: Hyper Cutter & Mold Breaker

EVOLUTION: Final Form.


#127

Stagbeetle Pokémon
Their pincers are strong enough to shatter thick logs. Because they dislike cold, Pinsirs burrow and sleep under the ground on chilly nights. They like to eat sap and honey, but they are aggressive by nature.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Vice Grip	0	Normal	Focus Energy
4	Normal	Bind	8	Fight	Seismic Toss
11	Normal	Harden	15	Fight	Revenge
18	Fight	Brick Break	22	Fight	Vital Throw
26	Fight	Submission	29	Bug	X-Scissor
33	Fight	Storm Throw	36	Normal	Thrash
40	Normal	Swords Dance	43	Fight	Superpower
47	Normal	Guillotine	?	Steel	Iron Defense
?	Rock	Stealth Rock	?	Dark	Feint Attack

#128 Tauros



TYPE: Normal

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●●○○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 176kg /388 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Intimidate & Anger Point

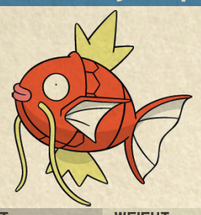
EVOLUTION: Final Form.


#128

Wild Bull Pokémon
This is a Male species. They travel in herds around the plains and fight each other by locking horns. The herd's protector takes pride in its battle-scarred horns. Miltank is the female of this species.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	3	Normal	Tail Whip
5	Normal	Rage	8	Normal	Horn Attack
11	Normal	Scary Face	15	Dark	Pursuit
19	Psychic	Rest	24	Dark	Payback
29	Normal	Work Up	35	Psychic	Zen Headbutt
41	Normal	Take Down	48	Normal	Swagger
50	Normal	Thrash	63	Normal	Giga Impact
?	Steel	Iron Head	?	Dragon	Outrage
?	Normal	Sleep Talk			

#129 Magikarp



TYPE: Water

STRENGTH ●○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●○
INSIGHT ●○○

HEIGHT: 0.9m / 2'11"
WEIGHT: 10kg / 22 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Swift Swim

EVOLUTION: First Stage. It's not possible to know what makes it evolve.


#129 #130

Fish Pokémon
Magikarp is a pathetic excuse of a Pokémon that is not even good to eat. It's only capable of flopping and splashing. However, it can survive in any body of water no matter how polluted it is.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Splash
30	Normal	Flail

EXPERIENCE COST	TYPE	MOVE NAME
15	Normal	Tackle
?	Flying	Bounce

#130 Gyarados



TYPE: Water / Flying

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 6.5m / 21'04"
WEIGHT: 235kg / 518 lbs

BASE HP: 21
DISOBEDIENCE: ●●●●●

ABILITIES: Intimidate

EVOLUTION: Final Form.

#129 #130

Atrocious Pokémon
It's rarely seen in the wild. This huge and vicious Pokémon is known for the destruction it leaves in its wake. In ancient literature, there is a record of a Gyarados that razed a village when violence flared.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Thrash
23	Dragon	Dragon Rage
29	Dragon	Twister
35	Water	Aqua Tail
41	Water	Hydro Pump
47	Normal	Hyper Beam
?	Dragon	Outrage

EXPERIENCE COST	TYPE	MOVE NAME
20	Dark	Bite
26	Normal	Leer
32	Ice	Ice Fang
38	Water	Rain Dance
44	Dragon	Dragon Dance
?	Electric	Thunder Wave
?	Flying	Bounce

#131 Lapras



TYPE: Water / Ice

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 2.5m / 8'02"
WEIGHT: 132kg / 292 lbs

BASE HP: 8
DISOBEDIENCE: ●●●●●

ABILITIES: Shell Armor & Water Absorb

EVOLUTION: Final Form.

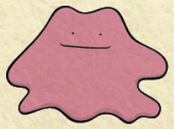

#131

Transport Pokémon
People have driven Lapras near the point of extinction. In the evenings, this Pokémon is said to sing as it seeks what few others of its kind still remain. Their gentle nature has made them easy to lure and catch.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Sing
0	Water	Water Gun
7	Ghost	Confuse Ray
14	Water	Water Pulse
22	Water	Rain Dance
32	Ice	Ice Beam
43	Normal	Safeguard
50	Ice	Sheer Cold
?	Ice	Freeze-Dry

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
4	Ice	Mist
10	Ice	Ice Shard
18	Normal	Body Slam
27	Normal	Perish Song
37	Water	Brine
47	Water	Hydro Pump
?	Dragon	Dragon Dance
?	Dragon	Outrage

#132 Ditto



TYPE: Normal

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 4kg / 8 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Limber

EVOLUTION: Final Form.


#132

Transform Pokémon
This Pokémon is quite common but it's pretty difficult to spot. It can transform into any other Pokémon and imitate their behavior. When it sleeps, it changes into a stone to avoid being attacked.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Transform

#133 Eevee



TYPE: Normal

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 6kg / 14 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Run Away & Adaptability

EVOLUTION: First Stage. Evolves through stones, happiness, and special conditions.


#133

Evolution Pokémon
This Pokémon is extremely rare to find. Eevee has an unstable genetic makeup that suddenly mutates to fit its environment. Radiation from various stones causes this Pokémon to evolve.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Helping Hand
0	Normal	Tackle
5	Ground	Sand Attack
10	Normal	Swift
17	Dark	Bite
23	Normal	Covet
29	Fairy	Charm
37	Normal	Double-Edge
45	Normal	Trump Card
?	Normal	Tickle

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
0	Normal	Tail Whip
9	Fairy	Baby-Doll Eyes
13	Normal	Quick Attack
20	Normal	Refresh
25	Normal	Take Down
33	Normal	Baton Pass
41	Normal	Last Resort
?	Normal	Wish
?	Dark	Fake Tears

#134 Vaporeon



TYPE: Water

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 29kg / 63 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Water Absorb

EVOLUTION: Final Form
Evolved with a Water Stone.

#133 #134

Bubble Jet Pokémon
Vaporeon underwent through a strange mutation, it grew fins and gills that allow it to live underwater. This Pokémon has the ability to become translucid when it dives underwater.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Normal	Tail Whip
9	Water	Water Gun
17	Water	Water Pulse
25	Water	Aqua Ring
33	Ice	Haze
41	Normal	Last Resort
?	Normal	Wish
?	Normal	Yawn

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Helping Hand
5	Ground	Sand Attack
13	Normal	Quick Attack
20	Ice	Aurora Beam
29	Poison	Acid Armor
37	Water	Muddy Water
45	Water	Hydro Pump
?	Ice	Icy Wind

#135 Jolteon



TYPE: Electric

STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 24kg / 54 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Volt Absorb

EVOLUTION: Final Form.
Evolved with a Thunder Stone.


#133 #135

Lightning Pokémon
This Pokémon evolved after being affected by electric radiation.
Every hair on its body starts to stand sharply if it becomes charged with electricity. It shoots lightning from all around its body.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Normal	Tail Whip
9	Electric	Thunder Shock
17	Fight	Double Kick
25	Bug	Pin Missile
33	Electric	Thunder Wave
41	Normal	Last Resort
?	Normal	Wish
?	Normal	Endure

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Helping Hand
5	Ground	Sand Attack
13	Normal	Quick Attack
20	Electric	Thunder Fang
29	Psychic	Agility
37	Electric	Discharge
45	Electric	Thunder
?	Electric	Magnet Rise

#136 Flareon



TYPE: Fire

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.9m / 2'11"
WEIGHT: 25kg / 55 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Flash Fire

EVOLUTION: Final Form.
Evolved with a Fire Stone.

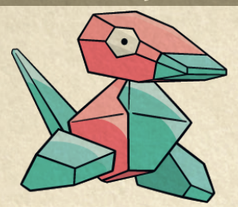
#133 #136

Flame Pokémon
A few have been seen in volcanic areas but just like its counterparts is more common to see it being the pet of wealthy people. Its flaming fur is most appreciated for its warm glow and silky touch.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Normal	Tail Whip
9	Fire	Ember
17	Dark	Bite
25	Fire	Fire Spin
33	Poison	Smog
41	Normal	Last Resort
?	Normal	Wish
?	Fire	Heat Wave

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Helping Hand
5	Ground	Sand Attack
13	Normal	Quick Attack
20	Fire	Fire Fang
29	Normal	Scary Face
37	Fire	Lava Plume
45	Fire	Flare Blitz
?	Fight	Detect

#137 Porygon



TYPE: Normal

STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 36kg / 80 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Trace & Download

EVOLUTION: First Stage.
Evolves in the next software update.

#137 #233 #474

Virtual Pokémon
The first case of a man-made Pokémon created as computer data. It is capable of reverting itself into a program in order to enter the cyberspace. Its software has a fire-wall so it cannot be copied.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Conversion	0	Normal	Conversion 2
0	Normal	Tackle	0	Normal	Sharpen
7	Psychic	Psybeam	12	Psychic	Agility
18	Normal	Recover	23	Electric	Magnet Rise
29	Bug	Signal Beam	34	Normal	Recycle
40	Electric	Discharge	45	Normal	Lock-On
50	Normal	Tri Attack	56	Psychic	Magic Coat
62	Electric	Zap Cannon	?	Electric	Electro Web
?	Dark	Foul Play	?	Normal	Pain Split

#138 Omanyte



TYPE: Rock Water

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●○

HEIGHT: 0.4m / 1'04"
WEIGHT: 7kg / 16 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Swift Swim & Shell Armor

EVOLUTION: First Stage.
Evolves after reaching certain age.

#138 #139

Spiral Pokémon
One of the ancient and extinct Pokémon that have been revived from fossils by science. If attacked, it withdraws into its hard shell. It is not found in the wild anymore, but fossils can be found in the sea.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Constrict	0	Water	Withdraw
7	Dark	Bite	10	Water	Water Gun
16	Rock	Rollout	19	Normal	Leer
25	Ground	Mud Shot	28	Water	Brine
34	Normal	Protect	37	Rock	Ancient Power
43	Normal	Tickle	46	Rock	Rock Blast
50	Normal	Shell Smash	55	Water	Hydro Pump
?	Poison	Toxic Spikes	?	Ground	Spikes
?	Steel	Iron Defense			

#139 Omastar



TYPE: Rock Water

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●●○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 35kg / 72 lbs
BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Swift Swim & Shell Armor

EVOLUTION: Final Form.

#138 #139

Spiral Pokémon
An Omastar used its tentacles to ensnare and capture its prey. It is believed to have become extinct because the shell grew too large, making it slow and ponderous.
It is not found in the wild anymore.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Constrict	0	Water	Withdraw
0	Dark	Bite	10	Water	Water Gun
16	Rock	Rollout	19	Normal	Leer
25	Ground	Mud Shot	28	Water	Brine
34	Normal	Protect	37	Rock	Ancient Power
40	Normal	Spike Cannon	48	Normal	Tickle
56	Rock	Rock Blast	67	Normal	Shell Smash
75	Water	Hydro Pump	?	Poison	Toxic Spikes
?	Ground	Spikes	?	Steel	Iron Defense

#140 Kabuto



TYPE: Rock Water

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 11kg / 25 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Swif Swim & Battle Armor

EVOLUTION: First Stage.
Evolves after reaching certain age.

#140 #141

Shellfish Pokémon
Kabuto is a Pokémon that has been regenerated from a fossil. However, in extremely rare cases, living specimens have been found. The Pokémon has not changed at all for 300 million years.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch	0	Normal	Harden
6	Grass	Absorb	11	Normal	Leer
16	Ground	Mud Shot	21	Ground	Sand Attack
26	Normal	Endure	31	Water	Aqua Jet
36	Grass	Mega Drain	41	Steel	Metal Sound
46	Rock	Ancient Power	50	Normal	Wring Out
?	Ghost	Confuse Ray	?	Rock	Stealth Rock
?	Steel	Iron Defense			

#141 Kabutops



TYPE: Rock Water

STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 40kg / 13 lbs
BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Swift Swim & Battle Armor

EVOLUTION: Final Form.

#140 #141

Shellfish Pokémon
Kabutops swarmed underwater to hunt for prey. It was apparently evolving from being a water dweller to living on land. It's evident from the changes in its gills and legs.
Its fossils suggests it was aggressive.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Night Slash	0	Normal	Feint
0	Normal	Scratch	0	Normal	Harden
0	Grass	Absorb	0	Normal	Leer
16	Ground	Mud Shot	21	Ground	Sand Attack
26	Normal	Endure	31	Water	Aqua Jet
36	Grass	Mega Drain	40	Normal	Slash
45	Steel	Metal Sound	54	Rock	Ancient Power
63	Normal	Wring Out	?	Steel	Iron Defense
?	Rock	Stealth Rock	?	Ghost	Confuse Ray

#142 Aerodactyl



TYPE: Rocl Flying

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 120kg /260 lbs
BASE HP: 6
DISOBEDIENCE: ●●●●○

ABILITIES: Rock Head & Pressure

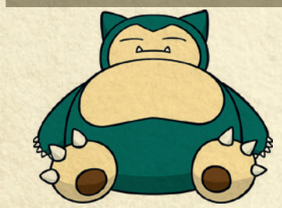
EVOLUTION: Final Form.

#142

Fossil Pokémon
A vicious Pokémon from the distant past. It appears to have flown by spreading its wings and gliding.
One has been revived from a fossil. It's very dangerous: it attacks with the intent to tear apart its victims.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Steel	Iron Head	0	Ice	Ice Fang
0	Fire	Fire Fang	0	Electric	Thunder Fang
0	Flying	Wing Attack	0	Normal	Supersonic
0	Dark	Bite	0	Normal	Scary Face
9	Normal	Roar	17	Psychic	Agility
33	Dark	Crunch	41	Normal	Take Down
49	Flying	Sky Drop	65	Normal	Hyper Beam
73	Rock	Rock Slide	81	Normal	Giga Impact
?	Dragon	Dragon Breath	?	Flying	Roost
?	Water	Aqua Tail			

#143 Snorlax



TYPE: Normal

STRENGTH ●●●○○
DEXTERITY ●●○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●●○○

HEIGHT: 2.1m / 7'00"
WEIGHT: 460kg /1014 lbs
BASE HP: 7
DISOBEDIENCE: ●●●●●

ABILITIES: Immunity & Thick Fat

EVOLUTION: Final Form.

#446 #143

Sleeping Pokémon
Snorlax's typical day consists of eating and sleeping. It is such a docile Pokémon that children use its big belly as a place to play. It only attacks when it's awoken harshly. Fortunately it is a heavy sleeper.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	4	Normal	Defense Curl
9	Psychic	Amnesia	12	Ghost	Lick
17	Normal	Chip Away	20	Normal	Yawn
25	Normal	Body Slam	28	Psychic	Rest
28	Normal	Snore	33	Normal	Sleep Talk
36	Rock	Rollout	41	Normal	Block
44	Normal	Belly Drum	49	Dark	Crunch
50	Steel	Heavy Slam	57	Normal	Giga Impact
?	Dragon	Outrage	?	Poison	Gunk Shot
?	Normal	Self-Destruct			

#144 Articuno



TYPE: Ice Flying

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ?m / ?'??"
WEIGHT: ???kg / ??? lbs
BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES: Pressure & Snow Cloak
Plot Device

EVOLUTION: Unknown.

#144

Pokédex has no data.
Rumor has it that one appeared during a blizzard in front of two lost hikers who followed its glistening trail until they found the main road. Others say its silhouette can be seen during raging snow storms.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#145 Zapdos

TYPE: Electric / Flying



STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ?m / ?'??"
WEIGHT: ???kg / ??? lbs

BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES:
Pressure & Static
Plot Device

EVOLUTION: Unknown.


#145

Pokédex has no data.
The myth tells of a bird who lived inside the thunderstorms of the region. It covered itself in lightning while flying in the dark clouds. A news report said it was involved in the closure of an energy plant.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#146 Moltres

TYPE: Fire / Flying



STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ?m / ?'??"
WEIGHT: ???kg / ??? lbs

BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES:
Pressure & Flame Body
Plot Device

EVOLUTION: Unknown.


#146

Pokédex has no data.
The legend speaks of a bird who came flying from the south. Its fiery body melted the snow and brought the spring along. A children's book depicts a similar Pokémon living inside of a volcano.

#147 Dratini

TYPE: Dragon



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.7m / 5'11"
WEIGHT: 3kg / 7 lbs

BASE HP: 5
DISOBEDIENCE: ●○○○○

ABILITIES:
Shed Skin

EVOLUTION: First Stage.
Evolves after reaching certain size.


#147 #148 #149

Dragon Pokémon
Up until recently its existence was debated as being a mere legend, then a small colony was found underwater. It is still extremely rare to find. It sheds skin and grows larger every day.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Wrap	0	Normal	Leer
5	Electric	Thunder Wave	11	Dragon	Twister
15	Dragon	Dragon Rage	21	Normal	Slam
25	Psychic	Agility	31	Dragon	Dragon Tail
35	Water	Aqua Tail	41	Dragon	Dragon Rush
45	Normal	Safeguard	51	Dragon	Dragon Dance
55	Dragon	Outrage	61	Normal	Hyper Beam
?	Water	Aqua Jet	?	Normal	Extreme Speed
?	Ice	Mist			

#148 Dragonair

TYPE: Dragon



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 4m / 13'01"
WEIGHT: 16kg / 36 lbs

BASE HP: 13
DISOBEDIENCE: ●●○○○

ABILITIES:
Shed Skin

EVOLUTION: Second Stage.
Evolves after reaching certain age.


#147 #148 #149

Dragon Pokémon
It is said to live in seas and lakes. Even though it has no wings, it has been depicted flying. There were legends of this Pokémon controlling the weather and ending the storms to leave a rainbow behind.

#149 Dragonite

TYPE: Dragon / Flying



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 2.2m / 7'03"
WEIGHT: 210kg / 463lbs

BASE HP: 7
DISOBEDIENCE: ●●●○○

ABILITIES:
Inner Focus

EVOLUTION: Final Form.


#147 #148 #149

Dragon Pokémon
Very few people have ever seen this Pokémon. Its intelligence matches that of humans. There are records of a Pokémon with a similar description that helped rescue a ship full of people during a hurricane.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Fire Punch	0	Electric	Thunder Punch
0	Flying	Roost	0	Normal	Wrap
0	Normal	Leer	0	Electric	Thunder Wave
0	Dragon	Twister	15	Dragon	Dragon Rage
21	Normal	Slam	25	Psychic	Agility
33	Dragon	Dragon Tail	39	Water	Aqua Tail
47	Dragon	Dragon Rush	53	Normal	Safeguard
55	Flying	Wing Attack	61	Dragon	Dragon Dance
67	Dragon	Outrage	75	Normal	Hyper Beam
81	Flying	Hurricane	?	Normal	Extreme Speed
?	Dragon	Draco Meteor	?	Flying	Tailwind

#150 Mewtwo

TYPE: Psychic



STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ?m / ?'??"?
WEIGHT: ??kg / ??? lbs

BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES:
Pressure & Unnerve
Plot Device

EVOLUTION: Unknown.


#150

Pokédex has no data.

An article in a science magazine talked about how much the cloning research was progressing, but... could it be?

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#151 Mew

TYPE: Psychic



STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ? m / ?'??"
WEIGHT: ???kg / ??? lbs

BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES:
Synchronize
Plot Device

EVOLUTION: Unknown..


#151

Pokédex has no data.
Recent investigations declare that this Pokémon could be the common ancestor of all actual Pokémon, but it has been extinct for centuries. Some people claim to have seen one to get their 15 minutes of fame.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

Legendary Pokémon

You may have noticed tha some Pokémon do not have any data written in their Pokédex entry, this is because they are what we know as "Legendary Pokémon"

They are extremely rare and extremely strong. They may be benevolent or destructive all depending on the story that's being told.

They are not meant to be captured as they are usually the only ones of their kind, but they are able to be your allies as their intelligence level is equal if not superior to that of a human.

Storyteller Note

Legendary Pokémon are completely Plot Driven.
All their attributes, skills, moves and abilities are plot devices.

Trainer Tips

Legendary Pokémon, Plot Deviced abilities and moves cannot be replicated by Pokémon who copy abilities, moves or Pokémon themselves.

Johto Pokédex

#152 Chikorita

TYPE: Grass



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
6	Grass	Razor Leaf
12	Grass	Synthesis
20	Grass	Magical Leaf
28	Normal	Sweet Scent
34	Normal	Body Slam
42	Grass	Aromatherapy
?	Psychic	Heal Pulse
?	Grass	Grassy Terrain

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
9	Poison	Poison Powder
17	Psychic	Reflect
23	Normal	Natural Gift
31	Psychic	Light Screen
39	Normal	Safeguard
45	Grass	Solar Beam
?	Grass	Grass Pledge

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.9m / 2'11"
WEIGHT: 6kg / 14 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Overgrow

Leaf Pokémon
It is docile and loves to bathe in the sunlight. It waves its leaf around to keep foes at bay. The sweet fragrance from its leaf, has a strong calming and relaxing effect on people and Pokémon.

EVOLUTION: First Stage.
Evolves after reaching a certain age.



#153 Bayleef

TYPE: Grass



STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●●○
SPECIAL ●●○
INSIGHT ●●●○

HEIGHT: 1.2m / 3'11"
WEIGHT: 30kg / 64 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Overgrow

Leaf Pokémon
A spicy fragance emanates from around its neck that makes it feisty and impetuous. It sheds its leaves every couple of weeks after the aroma diminishes and its mood also becomes calmer.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Grass	Razor Leaf
12	Grass	Synthesis
22	Grass	Magical Leaf
32	Normal	Sweet Scent
40	Normal	Body Slam
42	Grass	Aromatherapy
?	Psychic	Heal Pulse
?	Grass	Grassy Terrain

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
0	Poison	Poison Powder
18	Psychic	Reflect
26	Normal	Natural Gift
36	Psychic	Light Screen
46	Normal	Safeguard
45	Grass	Solar Beam
?	Grass	Grass Pledge

#154 Meganium

TYPE: Grass



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●●○○

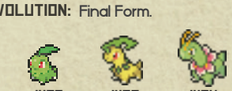
HEIGHT: 1.8 m / 6'00"
WEIGHT: 200kg /440 lbs

BASE HP: 6
DISOBEDIENCE: ●●●●●

ABILITIES: Overgrow

Herb Pokémon
Meganium's breath has the power to revive dead grass and plants. The aroma that comes from its petals contains a substance that calms aggressive feelings and helps others to restore health.

EVOLUTION: Final Form.



#155 Cyndaquil

TYPE: Fire



STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●○○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.5m / 1'08"
WEIGHT: 8kg / 17 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Blaze

Fire Mouse Pokémon
A shy and elusive Pokémon.
The flames from its back protect it. They'll burn vigorously if Cyndaquil is angry otherwise they'll remain unlit. It lives in hot dens inside of mountains and volcanos.

EVOLUTION: First Stage.
Evolves after reaching a certain age.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
6	Normal	Smokescreen
13	Normal	Quick Attack
22	Normal	Defense Curl
31	Normal	Swift
40	Fire	Flamethrower
49	Rock	Rollout
58	Fire	Eruption
?	Normal	Howl

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
10	Fire	Ember
19	Fire	Flame Wheel
28	Fire	Flame Charge
37	Fire	Lava Plume
46	Fire	Inferno
55	Normal	Double-Edge
?	Fire	Fire Pledge
?	Fight	Double Kick

#156 Quilava

TYPE: Fire



STRENGTH ●●○
DEXTERITY ●●●○
VITALITY ●●○
SPECIAL ●●●○
INSIGHT ●●○

HEIGHT: 0.9m / 2'11"
WEIGHT: 19kg / 41 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Blaze

Volcano Pokémon
It intimidates foes with intense gusts of flames and superheated air.
Beware if Quilava turns its back, it is planing on using a fire move.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Normal	Smokescreen
13	Normal	Quick Attack
24	Normal	Defense Curl
35	Fire	Flame Charge
46	Fire	Flamethrower
57	Rock	Rollout
68	Fire	Eruption
?	Normal	Howl

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
10	Fire	Ember
20	Fire	Flame Wheel
31	Normal	Swift
42	Fire	Lava Plume
53	Fire	Inferno
64	Normal	Double-Edge
?	Fire	Fire Pledge
?	Fight	Double Kick

#157 Typhlosion

TYPE: Fire



STRENGTH ●●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 79kg / 175 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Blaze

Volcano Pokémon
Very rare to see in the wild. It hides behind a shimmering heat haze created using its fire.
Typhlosion can create eruptions and explosive blasts that can burn everything to the ground.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Steel	Gyro Ball
0	Normal	Smokescreen
0	Fire	Ember
20	Fire	Flame Wheel
31	Normal	Swift
43	Fire	Lava Plume
56	Fire	Inferno
69	Normal	Double-Edge
?	Electric	Thunder Punch
?	Psychic	Extrasensory

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Normal	Leer
13	Normal	Quick Attack
24	Normal	Defense Curl
35	Fire	Flame Charge
48	Fire	Flamethrower
61	Rock	Rollout
74	Fire	Eruption
?	Fire	Blast Burn

#158 Totodile

TYPE: Water



STRENGTH ●●○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●○○
INSIGHT ●●○

HEIGHT: 0.6m / 2'00"
WEIGHT: 9kg / 20 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Torrent

Big Jaw Pokémon
Despite its small body, Totodile's jaws are very powerful. While it may think it is just playfully nipping, its bite has enough strength to cause a serious injury. It needs proper discipline to control its biting urges.

EVOLUTION: First Stage.
Evolves after reaching a certain age.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
6	Water	Water Gun
13	Dark	Bite
20	Ice	Ice Fang
27	Dark	Crunch
34	Normal	Slash
41	Normal	Thrash
48	Fight	Superpower
?	Water	Aqua Jet
?	Water	Water Pledge

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
8	Normal	Rage
15	Normal	Scary Face
22	Normal	Flail
29	Normal	Chip Away
36	Normal	Screech
43	Water	Aqua Tail
50	Water	Hydro Pump
?	Dark	Fake Tears

#159 Croconaw

TYPE: Water



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 25kg / 55 lbs

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Torrent

Big Jaw Pokémon
This Pokémon is really tenacious. Once it bites something it won't let go until it tears it down – even if its trainer is ordering to let go. If it loses any of it's fangs, they'll regrow in a few days. It's a very wild Pokémon.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
0	Water	Water Gun
13	Dark	Bite
21	Ice	Ice Fang
30	Dark	Crunch
39	Normal	Slash
48	Normal	Thrash
57	Fight	Superpower
?	Water	Aqua Jet
?	Water	Water Pledge

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
8	Normal	Rage
15	Normal	Scary Face
24	Normal	Flail
33	Normal	Chip Away
42	Normal	Screech
51	Water	Aqua Tail
60	Water	Hydro Pump
?	Dark	Fake Tears

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#160 Feraligatr

TYPE: Water



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
0	Water	Water Gun
13	Dark	Bite
21	Ice	Ice Fang
30	Psychic	Agility
37	Normal	Chip Away
50	Normal	Screech
63	Water	Aqua Tail
76	Water	Hydro Pump
?	Water	Hydro Cannon

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
0	Normal	Rage
15	Normal	Scary Face
24	Normal	Flail
32	Dark	Crunch
45	Normal	Slash
58	Normal	Thrash
71	Fight	Superpower
?	Dragon	Dragon Dance
?	Steel	Metal Claw

STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 2.3m / 7'07"
WEIGHT: 176kg /390 lbs

BASE HP: 7
DISOBEDIENCE: ●●●●○

ABILITIES: Torrent

EVOLUTION: Final Form.

#158 #159 #160

Big Jaw Pokémon
While in the water, it opens it's big jaw to intimidate anyone comming close. Whenever it bites, it shakes its head and savagely rolls to tear up its prey. It is a very dangerous Pokémon. Approach with caution.

#161 Sentret

TYPE: Normal



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
4	Normal	Defense Curl
13	Normal	Fury Swipes
19	Normal	Follow Me
28	Psychic	Rest
36	Psychic	Amnesia
42	Normal	Me First
?	Normal	Slash
?	Normal	Assist

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Foresight
7	Normal	Quick Attack
16	Normal	Helping Hand
25	Normal	Slam
31	Dark	Sucker Punch
39	Normal	Baton Pass
47	Normal	Hyper Voice
?	Fairy	Charm

STRENGTH ●●○○
DEXTERITY ●○○○
VITALITY ●○○○
SPECIAL ●○○○
INSIGHT ●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 6kg / 13 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Run Away & Keen Eye

EVOLUTION: First Stage.
Evolves after reaching a certain age.

#161 #162

Scout Pokémon
It lives underground with its family. It is cautious and nervous by nature. Sentret is always vigilant for any threat. It is very friendly among its kind and suffers a lot if separated from its pack.

#162 Furret

TYPE: Normal



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
0	Normal	Defense Curl
13	Normal	Fury Swipes
21	Normal	Follow Me
32	Psychic	Rest
42	Psychic	Amnesia
50	Normal	Me First
?	Normal	Slash
?	Steel	Iron Tail

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Foresight
0	Normal	Quick Attack
17	Normal	Helping Hand
28	Normal	Slam
36	Dark	Sucker Punch
46	Normal	Baton Pass
56	Normal	Hyper Voice
?	Fight	Reversal

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 48kg / 100 lbs

BASE HP: 6
DISOBEDIENCE: ●●●●●

ABILITIES: Run Away & Keen Eye

EVOLUTION: Final Form.

#161 #162

Long Body Pokémon
It lives along its Sentret family and acts as the hunter and caregiver of the pack. It can move really fast. If it is cornered, it will squirm through even the narrowest of gaps to escape safe and sound.

#163 Hoothoot

TYPE: Normal Flying



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Normal	Foresight
9	Flying	Peck
17	Psychic	Reflect
25	Normal	Echoed Voice
33	Flying	Air Slash
41	Psychic	Synchronoise
49	Psychic	Psycho Shift
57	Psychic	Dream Eater
?	Dark	Feint Attack

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
5	Psychic	Hypnosis
13	Normal	Uproar
21	Psychic	Confusion
29	Normal	Take Down
37	Psychic	Zen Headbutt
45	Psychic	Extrasensory
53	Flying	Roost
?	Ghost	Night Shade
?	Flying	Feather Dance

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●●○
INSIGHT ●●●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 21kg / 46 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Insomnia & Keen Eye

EVOLUTION: First Stage.
Evolves after reaching a certain age.

#163 #164

Owl Pokémon
A nocturnal Pokémon found in dark forests. It has an internal organ that senses the earth's rotation.
By using this special organ a Hoothoot begins hooting at precisely the same time every day.

#164 Noctowl

TYPE: Normal Flying



EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Sky Attack
0	Normal	Growl
0	Psychic	Hypnosis
13	Normal	Uproar
22	Psychic	Confusion
32	Normal	Take Down
42	Psychic	Zen Headbutt
52	Psychic	Extrasensory
62	Flying	Roost
?	Ghost	Night Shade
?	Psychic	Agility

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Normal	Foresight
9	Flying	Peck
17	Psychic	Reflect
27	Normal	Echoed Voice
37	Flying	Air Slash
47	Psychic	Synchronoise
57	Psychic	Psycho Shift
67	Psychic	Dream Eater
?	Dark	Feint Attack

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●●○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 60kg / 133 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Insomnia & Keen Eye

EVOLUTION: Final Form.

#163 #164

Owl Pokémon
It can hunt in full darkness without fail. All Noctowls owe their success to their superior vision – that allows them to see in minimal light, and to their agile and silent wings. They are very intelligent and critic Pokémon.

#165 Ledyba

TYPE: Bug Flying



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
9	Normal	Comet Punch
14	Psychic	Reflect
17	Fight	Mach Punch
25	Bug	Silver Wind
33	Normal	Swift
41	Bug	Bug Buzz
?	Normal	Screech

EXPERIENCE COST	TYPE	MOVE NAME
6	Normal	Supersonic
14	Psychic	Light Screen
14	Normal	Safeguard
22	Normal	Baton Pass
30	Psychic	Agility
38	Normal	Double-Edge
?	Grass	Giga Drain
?	Flying	Tailwind

STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 10kg / 23 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Swarm & Early Bird

EVOLUTION: First Stage.
Evolves while still young.

#165 #166

Five Star Pokémon
These timid Pokémon swarm in groups to keep each other warm during the winter. It communicates with others through a special scent. They often appear covered in the morning dew.

#166 Ledian

TYPE: Bug Flying



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
9	Normal	Comet Punch
14	Psychic	Reflect
17	Fight	Mach Punch
29	Bug	Silver Wind
41	Normal	Swift
53	Bug	Bug Buzz
?	Flying	Air Cutter

EXPERIENCE COST	TYPE	MOVE NAME
6	Normal	Supersonic
14	Psychic	Light Screen
14	Normal	Safeguard
24	Normal	Baton Pass
36	Psychic	Agility
48	Normal	Double-Edge
?	Grass	Giga Drain
?	Psychic	Psybeam

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●●○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 35kg / 78 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Swarm & Early Bird

EVOLUTION: Final Form.

#165 #166

Five Star Pokémon
When the stars flicker in the night sky, it flutters about scattering a glowing powder. The spot patterns on its back grow larger or smaller at night depending on the number of stars in the sky.

#167 Spinarak

TYPE: Bug Poison



EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Poison Sting
5	Normal	Scary Face
12	Bug	Leech Life
19	Ghost	Shadow Sneak
26	Dark	Sucker Punch
33	Psychic	Agility
40	Psychic	Psychic
47	Poison	Cross Poison
?	Poison	Toxic Spikes
?	Flying	Bounce

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	String Shot
8	Normal	Constrict
15	Ghost	Night Shade
22	Normal	Fury Swipes
29	Bug	Spider Web
36	Bug	Pin Missile
43	Poison	Poison Jab
50	Bug	Sticky Web
?	Electric	Electro Web

STRENGTH ●●○○
DEXTERITY ●○○○
VITALITY ●○○○
SPECIAL ●○○○
INSIGHT ●○○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 8kg / 18 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Swarm & Insomnia

EVOLUTION: First Stage.
Evolves while still young.

#167 #168

String Spit Pokémon
It sets a trap by spinning a web of thin but strong silk. Then it waits for the prey to arrive. It recognizes what kind of prey has fallen on its web by the vibrations received by each one of its eight legs.

Johto Pokédex

#168 Ariados

TYPE: Bug / Poison



EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Venom Drench
0	Bug	Bug Bite
0	Normal	String Shot
0	Normal	Constrict
15	Ghost	Night Shade
23	Normal	Fury Swipes
32	Bug	Spider Web
41	Bug	Pin Missile
50	Poison	Poison Jab
58	Bug	Sticky Web
?	Dark	Night Slash

EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Fell Stinger
0	Poison	Poison Sting
0	Normal	Scary Face
12	Bug	Leech Life
19	Ghost	Shadow Sneak
28	Dark	Sucker Punch
37	Psychic	Agility
46	Psychic	Psychic
55	Poison	Cross Poison
?	Electric	Electro Web
?	Flying	Bounce

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 33kg / 73 lbs
BASE HP: 4
DISOBEDIENCE: ●●○○○
ABILITIES: Swarm & Insomnia

EVOLUTION: Final Form.


#167 #168

Long Leg Pokémon
This Pokémon is silent and stealthy. It comes out at night. After attaching some silk to its prey, it sets it free. Later, it tracks the silk back to the prey and its friends. It can form big colonies in caves.

#169 Crobat

TYPE: Poison / Flying



EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Cross Poison
0	Bug	Leech Life
0	Ghost	Astonish
15	Flying	Wing Attack
24	Normal	Swift
33	Flying	Acrobatics
42	Poison	Poison Fang
52	Flying	Air Slash
?	Dark	Nasty Plot

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Screech
0	Normal	Supersonic
12	Dark	Bite
19	Ghost	Confuse Ray
28	Flying	Air Cutter
38	Normal	Mean Look
47	Ice	Haze
?	Flying	Brave Bird
?	Fire	Heat Wave

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 75kg / 165 lbs
BASE HP: 6
DISOBEDIENCE: ○○○○○
ABILITIES: Inner Focus

EVOLUTION: Final Form.


#041 #042 #169

Bat Pokémon
Very rare in the wild. People have called it a vampire. It sneaks up on its intended prey using wings that barely make a sound. Crobat is a surprisingly loyal Pokémon.

#170 Chinchou

TYPE: Water / Electric



EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun
6	Electric	Thunder Wave
12	Water	Bubble
20	Electric	Spark
28	Electric	Electro Ball
34	Bug	Signal Beam
42	Water	Aqua Ring
47	Electric	Ion Deluge
?	Psychic	Agility
?	Psychic	Psybeam

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Supersonic
9	Normal	Flail
17	Ghost	Confuse Ray
23	Normal	Take Down
31	Water	Bubble Beam
39	Electric	Discharge
45	Water	Hydro Pump
50	Electric	Charge
?	Water	Soak

STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 12kg / 26 lbs
BASE HP: 3
DISOBEDIENCE: ○○○○○
ABILITIES: Volt Absorb & Illuminate

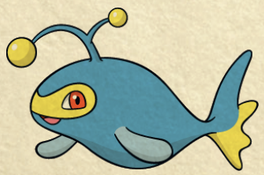
EVOLUTION: First Stage.
Evolves after reaching certain age.


#170 #171

Angler Pokémon
In the dark ocean floor, its only mean of communication is to constantly flash its lights. It is a clumsy but friendly Pokémon. Its antennae can be used to power up small electric appliances.

#171 Lanturn

TYPE: Water / Electric



EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Eerie Impulse
0	Normal	Supersonic
9	Normal	Flail
17	Ghost	Confuse Ray
23	Normal	Take Down
27	Normal	Swallow
30	Electric	Electro Ball
40	Bug	Signal Beam
52	Water	Aqua Ring
60	Electric	Ion Deluge
?	Psychic	Agility
?	Psychic	Psybeam

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun
0	Electric	Thunder Wave
12	Water	Bubble
20	Electric	Spark
27	Normal	Stockpile
27	Normal	Spit Up
35	Water	Bubble Beam
47	Electric	Discharge
57	Water	Hydro Pump
64	Electric	Charge
?	Water	Soak

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 44kg / 98lbs
BASE HP: 4
DISOBEDIENCE: ○○○○○
ABILITIES: Volt Absorb & Illuminate

EVOLUTION: Final Form.


#170 #171

Light Pokémon
It is known for its soft light glow. They are not aggressive Pokémon. If you look into the dark sea at night you can sometimes see this Pokémon's light rising from the depths, making the sea look like a starry night.

#172 Pichu

TYPE: Electric



EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Thunder Shock
5	Normal	Tail Whip
13	Electric	Thunder Wave
?	Electric	Charge
?	Normal	Fake Out

EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Charm
10	Fairy	Sweet Kiss
18	Dark	Nasty Plot
?	Fairy	Disarming Voice

STRENGTH ●●○
DEXTERITY ●●○○
VITALITY ●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 4 lbs
BASE HP: 3
DISOBEDIENCE: ○○○○○
ABILITIES: Static

EVOLUTION: First Stage.
Evolves with Happiness.


#172 #025 #026

Tiny Mouse Pokémon
Its cheek pouches are not fully developed yet. Pichu gets startled if its cheeks release electricity jolts. It needs a friendly environment to grow happy. It can be a quite the rascal, though.

#173 Cleffa

TYPE: Fairy



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound
4	Normal	Encore
10	Fairy	Sweet Kiss
16	Grass	Magical Leaf
?	Psychic	Wonder Room

EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Charm
7	Normal	Sing
13	Normal	Copycat
?	Dark	Fake Tears
?	Normal	Tickle

STRENGTH ●○○
DEXTERITY ●○
VITALITY ●●○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 6 lbs
BASE HP: 3
DISOBEDIENCE: ○○○○○
ABILITIES: Cute Charm & Magic Guard

EVOLUTION: First Stage.
Evolves with Happiness.


#173 #035 #036

Star Shape Pokémon
An extremely elusive Pokémon. A few have appeared when the night skies are filled with shooting stars – but they always disappear at dawn. Friendship and love allow it to go into the next step of life.

#174 Igglybuff

TYPE: Normal / Fairy



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Sing
5	Normal	Defense Curl
13	Fairy	Sweet Kiss
?	Normal	Perish Song
?	Normal	Hyper Voice

EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Charm
9	Normal	Pound
17	Normal	Copycat
?	Flying	Bounce

STRENGTH ●○○
DEXTERITY ●○
VITALITY ●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.3 m / 1'00"
WEIGHT: 1kg / 2 lbs
BASE HP: 3
DISOBEDIENCE: ○○○○○
ABILITIES: Cute Charm & Competitive

EVOLUTION: First Stage.
Evolves with Happiness.


#174 #039 #040

Balloon Pokémon
It has a very light body that makes it float and bounce. If you are not careful it can bounce away without control. After being bottlefed it will not bounce but wiggle around.
It gets cranky if it doesn't take a nap.

#175 Togepi

TYPE: Fairy



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
5	Normal	Metronome
13	Normal	Yawn
21	Normal	Follow Me
29	Normal	Wish
37	Normal	Safeguard
45	Normal	Double-Edge
53	Normal	After You
?	Dark	Nasty Plot

EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Charm
9	Fairy	Sweet Kiss
17	Normal	Encore
25	Normal	Bestow
33	Rock	Ancient Power
41	Normal	Baton Pass
49	Normal	Last Resort
?	Normal	Lucky Chant
?	Psychic	Extrasensory

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 1.5kg / 3 lbs
BASE HP: 3
DISOBEDIENCE: ○○○○○
ABILITIES: Hustle & Serene Grace

EVOLUTION: First Stage.
Evolves with Happiness.


#175 #176 #468

Spike Ball Pokémon
This Pokémon stores all the kindness and good feelings inside of it's shell and shares them with others, when the shell is full it becomes so happy that it finally evolves. It is said that it'll bring good fortune to its trainer.

Johto Pokédex

#176 Togetic

TYPE: Fairy / Flying



EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Magical Leaf
0	Fairy	Charm
0	Fairy	Sweet Kiss
14	Fairy	Fairy Wind
21	Normal	Follow Me
29	Normal	Wish
37	Normal	Safeguard
45	Normal	Double-Edge
53	Normal	After You
?	Dark	Nasty Plot

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
0	Normal	Metronome
13	Normal	Yawn
17	Normal	Encore
25	Normal	Bestow
33	Rock	Ancient Power
41	Normal	Baton Pass
49	Normal	Last Resort
?	Normal	Lucky Chant
?	Psychic	Extrasensory

STRENGTH ●●○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 3kg / 7 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Hustle & Serene Grace

Happiness Pokémon
Although there have been very few sightings of this Pokémon in the wild, it is known to appear before kind hearted people and grant them happiness.
It is very energetic and friendly.

EVOLUTION: Second Stage.
Evolves with a Shiny Stone.



#177 Natu

TYPE: Psychic / Flying



EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Peck
6	Ghost	Night Shade
12	Normal	Lucky Chant
20	Normal	Me First
28	Normal	Wish
36	Psychic	Future Sight
44	Ghost	Ominous Wind
47	Psychic	Guard Swap
?	Normal	Pain Split
?	Ice	Haze

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
9	Psychic	Teleport
17	Psychic	Miracle Eye
23	Ghost	Confuse Ray
33	Psychic	Psycho Shift
39	Psychic	Stored Power
47	Psychic	Power Swap
50	Psychic	Psychic
?	Dragon	Twister

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.2m / 0'08"
WEIGHT: 2kg / 4 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Synchronize & Early Bird

Little Bird Pokémon
It lives close to the deserts. Its wings are not fully developed so it hops to trees and cactus to peck something to eat. If you find one it will hold your stare, if you get closer it might disappear in an instant.

EVOLUTION: First Stage.
Evolves after making an eerie prophecy.



#178 Xatu

TYPE: Psychic / Flying



EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Peck
6	Ghost	Night Shade
12	Normal	Lucky Chant
20	Normal	Me First
27	Flying	Tailwind
37	Psychic	Psycho Shift
47	Psychic	Stored Power
54	Psychic	Power Swap
66	Psychic	Psychic
?	Dragon	Twister

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
9	Psychic	Teleport
17	Psychic	Miracle Eye
23	Ghost	Confuse Ray
30	Normal	Wish
42	Psychic	Future Sight
54	Ghost	Ominous Wind
59	Psychic	Guard Swap
?	Normal	Pain Split
?	Fire	Heat Wave

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 30kg / 66 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Synchronize & Early Bird

Mystic Pokémon
Xatu is known to stand motionless while staring at the sun all day long. Some people revere it as a mystical Pokémon out of their belief that Xatus have the power to see into the future.

EVOLUTION: Final Form.



#179 Mareep

TYPE: Electric



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
4	Electric	Thunder Wave
11	Grass	Cotton Spore
18	Normal	Take Down
25	Ghost	Confuse Ray
32	Electric	Discharge
39	Bug	Signal Beam
46	Electric	Thunder
?	Electric	Magnet Rise

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
8	Electric	Thunder Shock
15	Electric	Charge
22	Electric	Electro Ball
29	Rock	Power Gem
36	Grass	Cotton Guard
43	Psychic	Light Screen
?	Psychic	Agility
?	Normal	Heal Bell

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

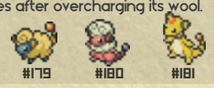
HEIGHT: 0.6m / 2'00"
WEIGHT: 8kg / 17 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Static

Wool Pokémon
Its fluffy coat of wool builds a static charge, the more static electricity, the more brightly the lightbulb at the tip of its tail glows. Farmers shed their wool by the summer but it grows back quickly.

EVOLUTION: First Stage.
Evolves after overcharging its wool.



#180 Flaafy

TYPE: Electric



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
4	Electric	Thunder Wave
11	Grass	Cotton Spore
20	Normal	Take Down
29	Ghost	Confuse Ray
38	Electric	Discharge
47	Bug	Signal Beam
56	Electric	Thunder
?	Electric	Magnet Rise

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
8	Electric	Thunder Shock
16	Electric	Charge
25	Electric	Electro Ball
34	Rock	Power Gem
43	Grass	Cotton Guard
52	Psychic	Light Screen
?	Psychic	Agility
?	Normal	Heal Bell

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 26kg / 58 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Static

Wool Pokémon
Its wool quality changes so that it can generate a higher amount of static electricity with a smaller amount of wool. The bare and slick parts of its hide are shielded with small electric impulses.

EVOLUTION: Second Stage.
Evolves after overcharging its wool.



#181 Ampharos

TYPE: Electric



EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Magnetic Flux
0	Dragon	Dragon Pulse
0	Normal	Tackle
4	Electric	Thunder Wave
11	Grass	Cotton Spore
20	Normal	Take Down
29	Ghost	Confuse Ray
35	Rock	Power Gem
46	Grass	Cotton Guard
57	Psychic	Light Screen
?	Normal	Heal Bell
?	Dragon	Outrage

EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Ion Deluge
0	Fire	Fire Punch
0	Normal	Growl
8	Electric	Thunder Shock
16	Electric	Charge
25	Electric	Electro Ball
30	Electric	Thunder Punch
40	Electric	Discharge
51	Bug	Signal Beam
62	Electric	Thunder
?	Electric	Magnet Rise

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 61kg / 135 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Static

Light Pokémon
It's not common to see it in the wild. The tip of its tail shines brightly and in the old days, people sent light signals with the help of this Pokémon. It has a good disposition towards people in general.

EVOLUTION: Final Form.



#182 Bellossom

TYPE: Grass



EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Leaf Blade
0	Normal	Sweet Scent
0	Fire	Sunny Day
50	Grass	Petal Blizzard
?	Normal	Teeter Dance
?	Fight	Drain Punch

EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Mega Drain
0	Grass	Stun Spore
23	Grass	Magical Leaf
53	Grass	Leaf Storm
?	Normal	Swords Dance

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 5kg / 12 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Chlorophyll

Flower Pokémon
They are plentiful in tropical areas. The beauty of the flowers on its head depends on how stinky it was as a Gloom. Lots of sunshine will make the skirt leaves swirl in a beautiful and rythmic dance.

EVOLUTION: Final Form.
Evolved with a Sun Stone.



#183 Marril

TYPE: Water / Fairy



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
2	Normal	Tail Whip
7	Water	Bubble
10	Rock	Rollout
16	Normal	Helping Hand
23	Normal	Double-Edge
31	Water	Rain Dance
40	Water	Hydro Pump
?	Normal	Belly Drum
?	Ice	Ice Punch

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun
5	Water	Water Sport
10	Normal	Defense Curl
13	Water	Bubble Beam
20	Water	Aqua Tail
28	Water	Aqua Ring
37	Fight	Superpower
45	Fairy	Play Rough
?	Water	Aqua Jet

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.4m / 1'04"
WEIGHT: 8kg / 18 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Thick Fat & Huge Power

Aquamouse Pokémon
Marill's tail acts like a floater. Seeing its tail bobbing on the water's surface is a sure indication that this Pokémon is diving to feed on algae and aquatic plants. This Pokémon is curious towards humans.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.



#184 Azumarril

TYPE: Water / Fairy

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Water	Water Gun
0	Normal	Tail Whip	0	Water	Water Sport
7	Water	Bubble	10	Normal	Defense Curl
10	Rock	Rollout	13	Water	Bubble Beam
16	Normal	Helping Hand	21	Water	Aqua Tail
25	Normal	Double-Edge	31	Water	Aqua Ring
35	Water	Rain Dance	42	Fight	Superpower
46	Water	Hydro Pump	50	Fairy	Play Rough
?	Normal	Belly Drum	?	Water	Aqua Jet
?	Ice	Ice Punch			



HEIGHT: 0.8m / 2'07"
WEIGHT: 28kg / 62 lbs

Aquarabbit Pokémon
It stays in water virtually all day long. Its blue fur makes it difficult to spot when submerged. Azumarril uses its sensitive ears to locate prey even underwater. They are not aggressive and even get close to humans.

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○○
SPECIAL ●●○
INSIGHT ●●○○

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Thick Fat & Huge Power

EVOLUTION: Final Form.



#185 Sudowoodo

TYPE: Rock



HEIGHT: 1.2m / 3'11"
WEIGHT: 38kg / 83 lbs

Imitation Pokémon
Sudowoodo camouflages itself as a tree to avoid being attacked by enemies. However, because its arms remain green throughout the year, this Pokémon is easy to identify in winter. It's a little wary of humans.

STRENGTH ●●●○○
DEXTERITY ●○○
VITALITY ●●●○○
SPECIAL ●○○
INSIGHT ●●○○

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Sturdy & Rock Head

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Wood Hammer	0	Normal	Copycat
0	Normal	Flail	0	Rock	Rock Throw
8	Fight	Low Kick	15	Normal	Mimic
15	Normal	Slam	19	Dark	Feint Attack
22	Rock	Rock Tomb	26	Normal	Block
29	Rock	Rock Slide	33	Fight	Counter
36	Dark	Sucker Punch	40	Normal	Double-Edge
43	Rock	Stone Edge	47	Fight	Hammer Arm
?	Normal	Self-Destruct	?	Fire	Fire Punch
?	Rock	Stealth Rock			

#186 Politoed

TYPE: Water

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Bubble Beam	0	Psychic	Hypnosis
0	Normal	Double Slap	0	Normal	Perish Song
27	Normal	Swagger	37	Flying	Bounce
48	Normal	Hyper Voice	?	Ground	Mud Shot
?	Ice	Icy Wind	?	Normal	Refresh



HEIGHT: 1.1m / 3'07"
WEIGHT: 33kg / 74 lbs

Frog Pokémon
It lives with Poliwags an Poliwhirls near ponds and lakes, but there's rarely more than one. Politoed is the leader and acts as the king of the group. It is an easy-going but proud Pokémon.

STRENGTH ●●○○○
DEXTERITY ●●○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○

BASE HP: 5
DISOBEDIENCE: ●●●●●

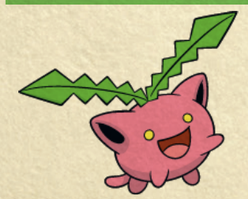
ABILITIES: Water Absorb & Damp

EVOLUTION: Final Form.
It was holding a King's Rock.



#187 Hoppip

TYPE: Grass / Flying



HEIGHT: 0.4m / 1'04"
WEIGHT: 0.5kg / 1 lbs

Cottonweed Pokémon
This Pokémon drifts away by floating in the wind. Even the weakest current can lift them up. By the end of the winter you can see them flying above cities and fields. This means that spring is coming soon.

STRENGTH ●○○
DEXTERITY ●●○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●●○

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Chlorophyll & Leaf Guard

EVOLUTION: First Stage.
Evolves during the spring.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Splash	4	Grass	Synthesis
6	Normal	Tail Whip	8	Normal	Tackle
10	Fairy	Fairy Wind	12	Poison	Poison Powder
14	Grass	Stun Spore	16	Grass	Sleep Powder
19	Grass	Bullet Seed	22	Grass	Leech Seed
25	Grass	Mega Drain	28	Flying	Acrobatics
31	Bug	Rage Powder	34	Grass	Worry Seed
43	Grass	Giga Drain	46	Flying	Bounce
46	Dark	Memento	?	Bug	Silver Wind
?	Grass	Seed Bomb	?	Grass	Aromatherapy

#188 Skiploom

TYPE: Grass / Flying

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Splash	4	Grass	Synthesis
6	Normal	Tail Whip	8	Normal	Tackle
10	Fairy	Fairy Wind	12	Poison	Poison Powder
14	Grass	Stun Spore	16	Grass	Sleep Powder
20	Grass	Bullet Seed	24	Grass	Leech Seed
28	Grass	Mega Drain	32	Flying	Acrobatics
36	Bug	Rage Powder	40	Grass	Cotton Spore
44	Bug	U-Turn	48	Grass	Worry Seed
52	Grass	Giga Drain	56	Flying	Bounce
60	Dark	Memento	?	Bug	Silver Wind
?	Grass	Seed Bomb	?	Grass	Aromatherapy



HEIGHT: 0.6m / 2'00"
WEIGHT: 1kg / 2 lbs

Cottonweed Pokémon
It blooms when the weather is warm. If the weather gets cold the bloom will close and it will stop flying. This is not an aggressive Pokémon but it can cause allergies if it floats directly above you.

STRENGTH ●●○
DEXTERITY ●●○○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

BASE HP: 4
DISOBEDIENCE: ●●●●●

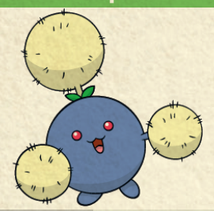
ABILITIES: Chlorophyll & Leaf Guard

EVOLUTION: Second Stage.
Evolves during the autumn.



#189 Jumpluff

TYPE: Grass / Flying



HEIGHT: 0.8m / 2'07"
WEIGHT: 3kg / 6 lbs

Cottonweed Pokémon
It flies along the wind and spreads its cotton-like spores all over the world to make more offspring. It is always looking for warm places, if it gets caught by a cold front it will land to find shelter.

STRENGTH ●●○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●○
INSIGHT ●●○○○

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Chlorophyll & Leaf Guard

EVOLUTION: Final Form.

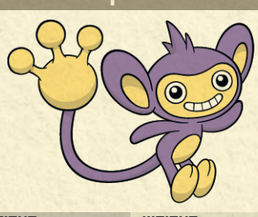


EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Splash	4	Grass	Synthesis
6	Normal	Tail Whip	8	Normal	Tackle
10	Fairy	Fairy Wind	12	Poison	Poison Powder
14	Grass	Stun Spore	16	Grass	Sleep Powder
20	Grass	Bullet Seed	24	Grass	Leech Seed
29	Grass	Mega Drain	34	Flying	Acrobatics
39	Bug	Rage Powder	44	Grass	Cotton Spore
49	Bug	U-Turn	54	Grass	Worry Seed
59	Grass	Giga Drain	64	Flying	Bounce
69	Dark	Memento	?	Grass	Cotton Guard
?	Grass	Grassy Terrain	?	Normal	Swords Dance

#190 Aipom

TYPE: Normal

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Tail Whip
4	Ground	Sand Attack	8	Ghost	Astonish
11	Normal	Baton Pass	15	Normal	Tickle
18	Normal	Fury Swipes	22	Normal	Swift
25	Normal	Screech	29	Psychic	Agility
32	Normal	Double Hit	36	Dark	Fling
39	Dark	Nasty Plot	43	Normal	Last Resort
?	Normal	Fake Out	?	Dark	Beat Up
?	Fight	Quick Guard			



HEIGHT: 0.8m / 2'07"
WEIGHT: 11kg / 25 lbs

Long Tail Pokémon
It lives at the top of tall trees in forests and jungles. It uses its tail tip as a third hand. However, because the Pokémon uses its tail so much, its real hands become rather clumsy. It is very playful.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○
SPECIAL ●○○
INSIGHT ●●○

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Run Away & Pick Up

EVOLUTION: First Stage.
Evolves after mastering multitasking.



#191 Sunkern

TYPE: Grass



HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 4 lbs

Seed Pokémon
They suddenly appear after a cold winter. They survive by drinking only dewdrops from under the leaves of plants. It tries not to move a lot since lots of bird Pokémon prey on them.

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Chlorophyll & Solar Power

EVOLUTION: First Stage.
Evolves with a Sun Stone.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Absorb	0	Normal	Growth
4	Grass	Ingrain	7	Grass	Grass Whistle
10	Grass	Mega Drain	13	Grass	Leech Seed
16	Grass	Razor Leaf	19	Grass	Worry Seed
22	Grass	Giga Drain	25	Normal	Endeavor
28	Grass	Synthesis	31	Normal	Natural Gift
34	Grass	Solar Beam	37	Normal	Double-Edge
40	Fire	Sunny Day	43	Grass	Seed Bomb
?	Normal	Swords Dance	?	Normal	Endure
?	Grass	Grassy Terrain			

#192 Sunflora

TYPE: Grass

EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Flower Shield
0	Normal	Pound
4	Grass	Ingrain
10	Grass	Mega Drain
16	Grass	Razor Leaf
22	Grass	Giga Drain
28	Grass	Petal Dance
34	Grass	Solar Beam
40	Fire	Sunny Day
50	Grass	Petal Blizzard
?	Normal	Morning Sun

EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Absorb
0	Normal	Growth
7	Grass	Grass Whistle
13	Grass	Leech Seed
19	Grass	Worry Seed
25	Grass	Bullet Seed
31	Normal	Natural Gift
37	Normal	Double-Edge
43	Grass	Leaf Storm
?	Normal	Swords Dance
?	Normal	Endure



HEIGHT: 0.8m / 2'07" WEIGHT: 8kg / 18 lbs

Sun Pokémon
Sunfloras live in flower patches.They convert solar energy into nutrition and are highly active in the warm daytime but suddenly stop moving as soon as the sun sets, closing their petals to cover their face.

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●●●○○○
INSIGHT ●●○○○

BASE HP: 4 DISOBEDIENCE: ○○○○○

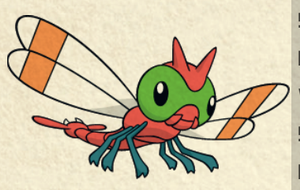
ABILITIES: Chlorophyll & Solar Power

EVOLUTION: Final Form.



#193 Yanma

TYPE: Bug Flying



HEIGHT: 1.2m / 4'00" WEIGHT: 38kg / 83 lbs

Clear Wing Pokémon
It lives near water sources.
Its eyes can see 360 degrees without even moving. Yanma is a great flyer capable of making sudden stops and turning midair to quickly chase down targeted prey.

STRENGTH ●●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

BASE HP: 4 DISOBEDIENCE: ○○○○○

ABILITIES: Speed Boost & Compoundeyes

EVOLUTION: First Stage.
Evolves after contact with Primal Forces.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
6	Normal	Quick Attack
14	Normal	Sonic Boom
22	Normal	Supersonic
30	Dark	Pursuit
38	Psychic	Hypnosis
46	Normal	Screech
54	Flying	Air Slash
?	Normal	Feint
?	Flying	Tailwind

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Foresight
11	Normal	Double Team
17	Fight	Detect
27	Normal	Uproar
33	Rock	Ancient Power
43	Flying	Wing Attack
49	Bug	U-Turn
57	Bug	Bug Buzz
?	Dark	Faint Attack

#194 Wooper

TYPE: Water Ground

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun
5	Ground	Mud Sport
15	Normal	Slam
23	Psychic	Amnesia
33	Ground	Earthquake
43	Ice	Mist
47	Water	Muddy Water
?	Rock	Ancient Power

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tail Whip
9	Ground	Mud Shot
19	Ground	Mud Bomb
29	Normal	Yawn
37	Water	Rain Dance
43	Ice	Haze
?	Ghost	Curse
?	Ice	Ice Punch



HEIGHT: 0.4 m / 1'04" WEIGHT: 8kg / 18 lbs

Water Fish Pokémon
Inhabits cold water sources and only comes out during the evening when the land has cooled, to find something to eat. Under this ideal environment it has rarely been seen at its evolved stage.

STRENGTH ●●○○
DEXTERITY ●○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3 DISOBEDIENCE: ○○○○○

ABILITIES: Water Absorb & Damp

EVOLUTION: First Stage.
Evolves after a sudden climate change.



#195 Quagsire

TYPE: Water Ground



HEIGHT: 1.4m / 4'07" WEIGHT: 75kg / 175 lbs

Water Fish Pokémon
You'll find its home at the bottom of the river. It hunts by leaving its mouth wide open in water and waiting for its prey to get in.
Because it doesn't move a lot, it does not get very hungry.

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4 DISOBEDIENCE: ○○○○○

ABILITIES: Water Absorb & Damp

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun
0	Ground	Mud Sport
15	Normal	Slam
24	Psychic	Amnesia
36	Ground	Earthquake
48	Ice	Mist
53	Water	Muddy Water
?	Rock	Ancient Power

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tail Whip
9	Ground	Mud Shot
19	Ground	Mud Bomb
31	Normal	Yawn
41	Water	Rain Dance
48	Ice	Haze
?	Ghost	Curse
?	Ice	Ice Punch

#196 Espeon

TYPE: Psychic

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Normal	Helping Hand
9	Psychic	Confusion
17	Normal	Swift
25	Psychic	Future Sight
33	Normal	Morning Sun
41	Normal	Last Resort
?	Normal	Wish
?	Psychic	Stored Power

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tail Whip
5	Ground	Sand Attack
13	Normal	Quick Attack
20	Psychic	Psybeam
29	Normal	Psych Up
37	Psychic	Psychic
45	Psychic	Power Swap
?	Normal	Heal Bell



HEIGHT: 0.9m / 2'11" WEIGHT: 26kg / 58 lbs

Sun Pokémon
Espeon is extremely loyal to the trainer it considers worthy. It is said to have developed precognitive powers to protect its trainer from harm. The orb on its forehead glows whenever it uses psychic energy.

STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

BASE HP: 4 DISOBEDIENCE: ○○○○○

ABILITIES: Synchronize

EVOLUTION: Final Form.
Evolved with Happiness and Sunlight.



#197 Umbreon

TYPE: Dark



HEIGHT: 1m / 3'03" WEIGHT: 27kg / 59 lbs

Moonlight Pokémon
Umbreon evolved from exposure to the moon's energy pulses. It lurks in darkness and waits for its foes to move. The rings on its body glow when it leaps to attack. It's fur is drenched with a light poison.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

BASE HP: 4 DISOBEDIENCE: ○○○○○

ABILITIES: Synchronize

EVOLUTION: Final Form.
Evolved with Happiness and Moonlight.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Normal	Helping Hand
9	Dark	Pursuit
17	Ghost	Confuse Ray
25	Dark	Assurance
33	Fairy	Moonlight
41	Normal	Last Resort
?	Normal	Wish
?	Dark	Foul Play

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tail Whip
5	Ground	Sand Attack
13	Normal	Quick Attack
20	Dark	Feint Attack
29	Normal	Screech
37	Normal	Mean Look
45	Psychic	Guard Swap
?	Ghost	Curse

#198 Murkrow

TYPE: Dark Flying

EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Peck
5	Dark	Pursuit
15	Flying	Wing Attack
25	Dark	Assurance
35	Dark	Feint Attack
45	Dark	Foul Play
55	Dark	Sucker Punch
65	Dark	Quash
?	Flying	Roost

EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Astonish
11	Ice	Haze
21	Ghost	Night Shade
31	Dark	Taunt
41	Normal	Mean Look
50	Flying	Tailwind
61	Dark	Torment
?	Flying	Drill Peck
?	Normal	Perish Song



HEIGHT: 0.5m / 1'08" WEIGHT: 2kg / 4 lbs

Darkness Pokémon
Murkrows are feared and loathed as the alleged bearers of ill fortune. This Pokémon will steal anything that sparkles. They are infamous for luring people and get them lost in the mountains.

STRENGTH ●●○○○
DEXTERITY ●●○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○

BASE HP: 3 DISOBEDIENCE: ○○○○○

ABILITIES: Insomnia & Super Luck

EVOLUTION: First Stage.
Evolves with a Dusk Stone.



#199 Slowking

TYPE: Water Psychic



HEIGHT: 2m / 6'07" WEIGHT: 160kg /175 lbs

Royal Pokémon
It is extremely rare. The Shellder on its head injects a poison that made it super intelligent. It takes a lot of interest in learning about Pokémon lore and legends. But if Shellder is knocked out it will forget everything.

STRENGTH ●●○○○
DEXTERITY ●●○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

BASE HP: 6 DISOBEDIENCE: ○○○○○

ABILITIES: Oblivious & Own Tempo

EVOLUTION: Final Form.
It was holding a King's Rock.



EXPERIENCE COST	TYPE	MOVE NAME
0	Rock	Power Gem
0	Ghost	Curse
0	Normal	Tackle
9	Water	Water Gun
19	Normal	Disable
28	Water	Water Pulse
36	Dark	Nasty Plot
45	Psychic	Psychic
54	Normal	Psych Up
?	Psychic	Future Sight
?	Water	Brine

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Hidden Power
0	Normal	Yawn
5	Normal	Growl
14	Psychic	Confusion
23	Normal	Headbutt
32	Psychic	Zen Headbutt
41	Normal	Swagger
49	Normal	Trump Card
58	Psychic	Heal Pulse
?	Dark	Foul Play

#200 Misdreavus

TYPE: Ghost



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
5	Ghost	Spite
14	Ghost	Confuse Ray
23	Ghost	Hex
32	Normal	Pain Split
41	Ghost	Shadow Ball
50	Ghost	Grudge
?	Ghost	Shadow Sneak
?	Dark	Nasty Plot

EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Psywave
10	Ghost	Astonish
19	Normal	Mean Look
28	Psychic	Psybeam
37	Dark	Payback
46	Normal	Perish Song
55	Rock	Power Gem
?	Ice	Icy Wind

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 1kg / 2 lbs

BASE HP: 3
DISOBEDIENCE: ●●○○○

ABILITIES: Levitate

Screech Pokémon
Misdreavus frightens people with a creepy, sobbing cry. It uses the red spheres on its neck to absorb fear as nutrition.
It takes a wicked pleasure in startling and scaring people.

EVOLUTION: First Stage.
Evolves with a Dusk Stone.



#201 Unown

TYPE: Psychic



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Hidden Power

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 5kg / 11lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Levitate

Symbol Pokémon
There are depictions of it in ancient ruins. When Unowns are gathered together, it is said that a strange power capable of anything emerges. They are all shaped like letters, each one of them with a unique power.

EVOLUTION: Final Form.



#202 Wobbuffet

TYPE: Psychic



EXPERIENCE COST	TYPE	MOVE NAME
0	Fighting	Counter
0	Psychic	Mirror Coat
0	Normal	Struggle

EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Destiny Bond
0	Normal	Safeguard

STRENGTH ●○○○○
DEXTERITY ●○○○○
VITALITY ●●●○○○
SPECIAL ●○○○○
INSIGHT ●●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 28kg / 62 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Shadow Tag

Patient Pokémon
Wobbuffet looks somewhat deflated until it senses an agressor, then it inflates. It will do nothing besides endure and counter attacks. It always keeps its black tail hidden, the reasons are still a mystery.

EVOLUTION: Final Form.



#203 Girafarig

TYPE: Psychic Normal



EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Astonish
0	Normal	Growl
0	Psychic	Power Swap
5	Normal	Odor Sleuth
14	Psychic	Agility
23	Normal	Baton Pass
32	Normal	Double Hit
41	Psychic	Zen Headbutt
?	Normal	Hyper Voice
?	Psychic	Future Sight

EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Confusion
0	Psychic	Guard Swap
0	Normal	Tackle
10	Normal	Stomp
19	Psychic	Psybeam
28	Dark	Assurance
37	Psychic	Psychic
46	Dark	Crunch
?	Dark	Sucker Punch

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 123kg /273lbs

BASE HP: 5
DISOBEDIENCE: ●●○○○

ABILITIES: Early Bird & Inner Focus

Long Neck Pokémon
Its tail is a head on its own, it bites if anything comes close and never rests. Some say that the sum of its two heads grant it psychic powers. Even if that's true, the tail isn't very bright, but it is quite vicious.

EVOLUTION: Final Form.



#204 Pineco

TYPE: Bug



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Protect
6	Normal	Self Destruct
12	Normal	Take Down
20	Normal	Bide
28	Ground	Spikes
34	Normal	Explosion
42	Steel	Gyro Ball
?	Rock	Stealth Rock
?	Bug	Pin Missile

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
9	Bug	Bug bite
17	Normal	Rapid Spin
23	Normal	Natural Gift
31	Dark	Payback
39	Steel	Iron Defense
45	Normal	Double-Edge
?	Normal	Secret Power

STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●○○○○
INSIGHT ●○○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 7kg / 16 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Sturdy

Bagworm Pokémon
Pineco looks just like a regular pine cone. It adds layers of treebark as a shield from harm. It waits for bugs to eat while hanging from branches. If anyone shakes its tree, it falls down and explodes. Be very careful.

EVOLUTION: First Stage.
Evolves by enduring harsh conditions.



#205 Forretress

TYPE: Bug Steel



EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Bug Bite
0	Electric	Magnet Rise
0	Normal	Self Destruct
0	Poison	Toxic Spikes
12	Normal	Take Down
20	Normal	Bide
28	Ground	Spikes
32	Steel	Autotomize
42	Normal	Explosion
50	Steel	Gyro Ball
?	Rock	Stealth Rock
?	Normal	Endure

EXPERIENCE COST	TYPE	MOVE NAME
0	Steel	Heavy Slam
0	Normal	Protect
0	Normal	Tackle
0	Electric	Zap Cannon
17	Normal	Rapid Spin
23	Normal	Natural Gift
31	Steel	Mirror Shot
36	Dark	Payback
46	Steel	Iron Defense
56	Normal	Double-Edge
?	Psychic	Power Trick

STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 252kg /555 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●○

ABILITIES: Sturdy

Bagworm Pokémon
It can be found completely rooted to huge tree trunks. It protects itself and its tree by scattering spiked pieces from its shell and turning its home into a fortress that won't go down without a fight.

EVOLUTION: Final Form.



#206 Dunsparce

TYPE: Normal



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Defense Curl
4	Rock	Rollout
10	Dark	Pursuit
16	Normal	Yawn
22	Normal	Take Down
28	Normal	Glare
34	Normal	Double-Edge
40	Normal	Endure
46	Normal	Endeavor
?	Psychic	Magic Coat
?	Normal	Trump Card

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Rage
7	Ghost	Spite
13	Normal	Screech
19	Rock	Ancient Power
25	Flying	Roost
31	Ground	Dig
37	Poison	Coil
43	Ground	Drill Run
49	Normal	Flail
?	Psychic	Agility

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 28kg / 80 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Run Away & Serene Grace

Land Snake Pokémon
If seen, Dunsparce is quick to escape by boring into the ground with its drill tail. It can float slightly with its wings. It is almost blind but finds its way in the huge underground mazes where lives.

EVOLUTION: Final Form.



#207 Gligar

TYPE: Ground Flying



EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Poison Sting
7	Normal	Harden
13	Normal	Quick Attack
19	Dark	Feint Attack
27	Normal	Slash
35	Normal	Screech
45	Fight	Sky Uppercut
55	Normal	Guillotine
?	Poison	Poison Tail

EXPERIENCE COST	TYPE	MOVE NAME
4	Ground	Sand Attack
10	Dark	Knock Off
16	Bug	Fury Cutter
22	Flying	Acrobatics
30	Bug	U-turn
40	Bug	X-Scissor
50	Normal	Swords Dance
?	Steel	Iron Tail
?	Normal	Feint.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●○○○○
INSIGHT ●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 65kg / 143 lbs

BASE HP: 3
DISOBEDIENCE: ●○○○○

ABILITIES: Hyper Cutter & Sand Veil

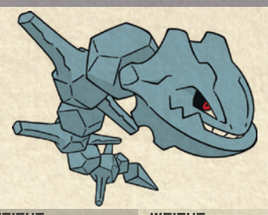
Fly Scorpion Pokémon
It hangs from cliffs waiting for its prey. It flies straight at the target's face, grapples the victim with its pincers and clawed hind legs, lastly, it injects poison with its tail. Gligar can glide without making any noise.

EVOLUTION: First Stage.
Evolves by using a Razor Fang for a long time.



Johto Pokédex

#208 Steelix



TYPE: Steel / Ground

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●●●○○○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 9.2m / 30'02"
WEIGHT: 1 ton /2205 lbs

BASE HP: 30
DISOBEDIENCE: ●●●●●

ABILITIES: Rock Head & Sturdy

Iron Snake Pokémon
When an Onix lives underground for 100 years, it's body accumulates iron and becomes hard as steel. Steelix lives further underground, tempered by high pressure and heat. It can see in the darkness.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Bind	0	Fire	Fire Fang
0	Normal	Harden	0	Ice	Ice Fang
0	Ground	Mud Sport	0	Electric	Thunder Fang
4	Ghost	Curse	7	Rock	Rock Throw
10	Rock	Rock Tomb	13	Normal	Rage
16	Rock	Stealth Rock	19	Steel	Autotomize
20	Steel	Gyro Ball	22	Rock	Smack Down
25	Dragon	Dragon Breath	28	Normal	Slam
31	Normal	Screech	34	Rock	Rock Slide
37	Dark	Crunch	40	Steel	Iron Tail
43	Ground	Sandstorm	46	Ground	Dig
49	Rock	Stone Edge	52	Normal	Double-Edge
?	Rock	Ancient Power	?	Water	Aqua Tail
?	Dragon	Twister			

#209 Snubbull



TYPE: Fairy

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 8kg / 17 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Intimidate & Run Away

Fairy Pokémon
It may look frightening but it is a loving and caring creature, active and playful. Snubbulls are easily scared. When threatened by bigger foes they run away or make scary faces, that makes them sad though.

EVOLUTION: First Stage.
Evolves by learning to be brave.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Tail Whip
5	Fairy	Charm	5	Normal	Scary Face
5	Fire	Fire Fang	5	Ice	Ice Fang
5	Electric	Thunder Fang	7	Dark	Bite
13	Ghost	Lick	19	Normal	Headbutt
25	Normal	Roar	31	Normal	Rage
37	Fairy	Play Rough	43	Dark	Payback
49	Dark	Crunch	?	Normal	Heal Bell
?	Normal	Present	?	Dark	Fake Tears

#210 Granbull



TYPE: Fairy

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.4m / 4'7"
WEIGHT: 48kg / 107 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Intimidate & Quick Feet

Fairy Pokémon
Granbull is usually a timid creature that is easily spooked. Its fangs are extremely powerful and scary so no one dares to mess with it or its loved ones. It will use its giant fangs to attack if it needs to.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Charm	0	Fire	Fire Fang
0	Ice	Ice Fang	0	Normal	Scary Face
0	Normal	Tackle	0	Normal	Tail Whip
0	Electric	Thunder Fang	7	Dark	Bite
13	Ghost	Lick	19	Normal	Headbutt
27	Normal	Roar	35	Normal	Rage
43	Fairy	Play Rough	51	Dark	Payback
59	Dark	Crunch	67	Dragon	Outrage
?	Normal	Super Fang	?	Water	Water Pulse
?	Fight	Close Combat			

#211 Qwilfish



TYPE: Water / Poison

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 4kg / 9 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Poison Point & Swift Swim

Balloon Pokémon
It swallows water to inflate its body to appear bigger than its foes. Qwilfish must swallow 2 gallons of water to be able to shoot its stings. The poison produced by Qwilfish is known to cause fainting.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Destiny Bond	0	Bug	Fell Stinger
0	Normal	Supersonic	0	Poison	Poison Sting
0	Ground	Spikes	0	Normal	Tackle
0	Water	Water Gun	9	Normal	Harden
9	Normal	Minimize	13	Water	Bubble
17	Rock	Rollout	21	Poison	Toxic Spikes
25	Normal	Stockpile	25	Normal	Spit Up
29	Fight	Revenge	33	Water	Brine
37	Bug	Pin Missile	41	Normal	Take Down
45	Water	Aqua Tail	49	Poison	Poison Jab
60	Water	Hydro Pump	?	Water	Aqua Jet
?	Normal	Self-Destruct	?	Normal	Swords Dance

#212 Scizor



TYPE: Bug / Steel

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 118kg /260lbs

BASE HP: 6
DISOBEDIENCE: ●●○○○

ABILITIES: Swarm & Technician

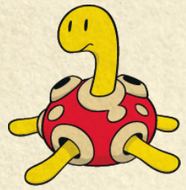
Pincer Pokémon
Its pincers appear to be two more heads and its wings are not for flying, but to regulate its body temperature. Scizor's body can shrug off most attacks and its pincers can crush almost any object.

EVOLUTION: Final Form.
It was holding a Metal Coat.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Steel	Bullet Punch	0	Normal	Feint
0	Normal	Leer	0	Normal	Quick Attack
5	Normal	Focus Energy	9	Dark	Pursuit
13	Normal	False Swipe	17	Psychic	Agility
21	Steel	Metal Claw	25	Bug	Fury Cutter
29	Normal	Slash	33	Normal	Razor Wind
37	Steel	Iron Defense	41	Bug	X-Scissor
49	Dark	Night Slash	50	Normal	Double Hit
57	Steel	Iron Head	61	Normal	Swords Dance
?	Steel	Steel Wing	?	Dark	Knock Off
?	Fight	Superpower			

#213 Shuckle



TYPE: Bug / Rock

STRENGTH ●○
DEXTERITY ●○
VITALITY ●●●●○○○○○○
SPECIAL ●○
INSIGHT ●●●●○○○○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 20kg / 45 lbs

BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES: Gluttony & Sturdy

Mold Pokémon
Shuckle is a very peaceful and patient gooey worm. The fluids secreted by its toes can make holes in rocks. It hides inside those hallow stones and wears them as a shell. It is known for storing berries inside.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Bide	0	Normal	Constrict
0	Rock	Rollout	0	Bug	Sticky Web
0	Water	Withdraw	5	Normal	Encore
9	Normal	Wrap	12	Bug	Struggle Bug
16	Normal	Safeguard	20	Psychic	Rest
23	Rock	Rock Throw	27	Poison	Gastro Acid
31	Psychic	Power Trick	34	Normal	Shell Smash
38	Rock	Rock Slide	42	Bug	Bug Bite
45	Psychic	Guard Split	45	Psychic	Power Split
49	Rock	Stone Edge	?	Bug	Infestation
?	Rock	Stealth Rock	?	Normal	Acupressure

#214 Heracross



TYPE: Bug / Fight

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 54kg / 120 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Guts & Swarm

Single Horn Pokémon
A docile creature that loves honey. They batter down trees with their powerful horn and chase off anyone who gets close to their prized honey. Not many Pokémon dare to mess with it in the wild.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Arm Thrust	0	Grass	Bullet Seed
0	Normal	Endure	0	Normal	Horn Attack
0	Normal	Leer	0	Dark	Night Slash
0	Normal	Tackle	7	Normal	Fury Attack
10	Flying	Aerial Ace	16	Normal	Chip Away
19	Fight	Counter	25	Fight	Brick Break
28	Normal	Take Down	31	Bug	Pin Missile
34	Fight	Close Combat	37	Normal	Feint
43	Fight	Reversal	46	Bug	Megahorn
?	Rock	Rock Blast	?	Fight	Vacuum Wave
?	Steel	Iron Defense			

#215 Sneasel



TYPE: Dark / Ice

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○
INSIGHT ●●○○○

HEIGHT: 0.9m / 2'11"
WEIGHT: 28kg / 62 lbs

BASE HP: 3
DISOBEDIENCE: ●●●○○

ABILITIES: Inner Focus & Keen Eye

Sharp Claw Pokémon
It drives weaker Pokémon from their homes and eats their eggs. They are vicious and cunning. They wait for prey hidden in the darkness and enjoy slashing their foes until they get tired or the foe stops moving.

EVOLUTION: First Stage.
Evolves by using a Razor Claw for a long time.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer	0	Normal	Scratch
0	Dark	Taunt	8	Normal	Quick Attack
10	Dark	Feint Attack	14	Ice	Icy Wind
16	Normal	Fury Swipes	20	Psychic	Agility
22	Steel	Metal Claw	25	Dark	Hone Claws
29	Dark	Beat Up	32	Normal	Screech
35	Normal	Slash	40	Dark	Snatch
44	Dark	Punishment	47	Ice	Ice Shard
?	Ice	Ice Punch	?	Normal	Crush Claw
?	Normal	Fake Out			

Johto Pokédex

#216 Teddiursa

TYPE: Normal

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.6m / 2'00"
WEIGHT: 18kg / 39 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Pick Up & Quick Feet

EVOLUTION: First Stage.
Evolves after reaching a certain age.

#216 #217

Little Bear Pokémon
If they find honey, their crescent moon mark glows. They hoard food for winter and concoct their own honey by mixing fruits and pollen collected by Beedrills. They live in forests with their mothers.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Baby-Doll Eyes	0	Normal	Covet
0	Dark	Fake Tears	0	Dark	Fling
0	Ghost	Lick	0	Normal	Scratch
8	Normal	Fury Swipes	15	Dark	Feint Attack
22	Normal	Sweet Scent	25	Normal	Play Nice
29	Normal	Slash	36	Fairy	Charm
43	Psychic	Rest	43	Normal	Snore
50	Normal	Thrash	?	Fairy	Play Rough
?	Normal	Defense Curl	?	Normal	Yawn

#217 Ursaring

TYPE: Normal

STRENGTH ●●●○○○
DEXTERITY ●●○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 252kg /555 lbs

BASE HP: 6
DISOBEDIENCE: ●●●○○

ABILITIES: Guts & Quick Feet

EVOLUTION: Final Form.

#216 #217

Hibernator Pokémon
They are incredibly strong, great climbers and posses an amazing sense of smell. They snap trees and feed on their fruit as they eat quite a lot. A forest full of scratched trees marks the territory of Ursarings.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Covet	0	Dark	Fake Tears
0	Fight	Hammer Arm	0	Normal	Leer
0	Ghost	Lick	0	Normal	Scratch
8	Normal	Fury Swipes	15	Dark	Feint Attack
22	Normal	Sweet Scent	25	Normal	Play Nice
29	Normal	Slash	38	Normal	Scary Face
47	Psychic	Rest	49	Normal	Snore
58	Normal	Thrash	?	Normal	Swords Dance
?	Dark	Night Slash	?	Poison	Gunk Shot

#218 Slugma

TYPE: Fire

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○
INSIGHT ●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 35kg / 77 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Flame Body & Magma Armor

EVOLUTION: First Stage. Evolves after 1000 years near volcanoes.

#218 #219

Lava Pokémon
They are extremely common in volcanic areas where they group together. They are made of molten magma instead of blood and flesh. Slugmas replenish parts of their body by absorbing molted rocks.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Smog	0	Normal	Yawn
5	Fire	Ember	10	Rock	Rock Throw
14	Normal	Harden	19	Normal	Recover
23	Fire	Flame Burst	28	Rock	Ancient Power
32	Psychic	Amnesia	37	Fire	Lava Plume
41	Rock	Rock Slide	46	Normal	Body Slam
50	Fire	Flamethrower	55	Ground	Earth Power
?	Poison	Acid Armor	?	Normal	Smokescreen
?	Fire	Heat Wave			

#219 Magcargo

TYPE: Fire / Rock

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 55kg /121 lbs

BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES: Flame Body & Magma Armor

EVOLUTION: Final Form.

#218 #219

Lava Pokémon
Their shell is molten body that cooled off and hardened, it may appear solid, but it may burst into flames with a single touch.
Water vaporizes on contact and rain turns into a cloud of steam.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	Earth Power	0	Fire	Ember
0	Rock	Rock Throw	0	Poison	Smog
0	Normal	Yawn	14	Normal	Harden
19	Normal	Recover	23	Fire	Flame Burst
28	Rock	Ancient Power	32	Psychic	Amnesia
37	Fire	Lava Plume	38	Normal	Shell Smash
44	Rock	Rock Slide	52	Normal	Body Slam
59	Fire	Flamethrower	?	Fire	Inferno
?	Rock	Stealth Rock	?	Normal	Self Destruct

#220 Swinub

TYPE: Ice / Ground

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 6kg / 14 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Oblivious & Snow Cloak

EVOLUTION: First Stage.
Evolves after reaching a certain age.

#220 #221 #473

Pig Pokémon
They rub their snout on the icy ground to find food and hot springs. Their favorite food is a mushroom that grows under frozen grass. They recognize everything by smell as ther eyes can't see very well.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Odor Sleuth	0	Normal	Tackle
5	Ground	Mud Sport	8	Ice	Powder Snow
11	Ground	Mud Slap	14	Normal	Endure
18	Ground	Mud Bomb	21	Ice	Icy Wind
24	Ice	Ice Shard	28	Normal	Take Down
35	Ice	Mist	37	Ground	Earthquake
40	Normal	Flail	44	Ice	Blizzard
48	Psychic	Amnesia	?	Ice	Freeze-Dry
?	Rock	Stealth Rock	?	Normal	Body Slam

#221 Piloswine

TYPE: Ice / Ground

STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 105kg/231 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Oblivious & Snow Cloak

EVOLUTION: Second Stage.
Evolves after contact with Primal Forces.

#220 #221 #473

Swine Pokémon
Their long hair obscure their sight, but they're sensitive to sound and smells. Piloswine's rugged hooves prevent it from slipping on icy terrains. Amazingly, their tusks are made of solid ice.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Rock	Ancient Power	0	Ground	Mud Sport
0	Normal	Odor Sleuth	0	Flying	Peck
0	Ice	Powder Snow	11	Ground	Mud Slap
14	Normal	Endure	18	Ground	Mud Bomb
21	Ice	Icy Wind	24	Ice	Ice Fang
28	Normal	Take Down	33	Normal	Fury Attack
37	Ice	Mist	41	Normal	Thrash
46	Ground	Earthquake	52	Ice	Blizzard
58	Psychic	Amnesia	?	Ice	Freeze-Dry
?	Normal	Body Slam	?	Ice	Avalanche

#222 Corsola

TYPE: Water / Rock

STRENGTH ●●○○
DEXTERITY ●●○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 5kg / 11 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Hustle & Natural Cure

EVOLUTION: Final Form.

#222

Coral Pokémon
People and Pokémon build their communities on top of reefs of these creatures which shine with seven colors in sunlight. Their corals have healing qualities and their presence wards against disasters.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	4	Normal	Harden
8	Water	Bubble	10	Normal	Recover
13	Normal	Refresh	17	Water	Bubble Beam
20	Rock	Ancient Power	23	Normal	Lucky Chant
27	Normal	Spike Cannon	29	Steel	Iron Defense
31	Rock	Rock Blast	35	Normal	Endure
38	Water	Aqua Ring	41	Rock	Power Gem
45	Psychic	Mirror Coat	47	Ground	Earth Power
50	Normal	Flail	?	Rock	Head Smash
?	Normal	Screech	?	Water	Whirlpool

#223 Remoraid

TYPE: Water

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 12kg / 26 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Hustle & Sniper

EVOLUTION: First Stage.
Evolves after a big change of environment.

#223 #224

Jet Pokémon
Remoraid has a remarkable aim with its water gun. This ability is used to hunt down flying enemies above the sea. They can be seen clinging into Mantines to travel faster.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun	6	Normal	Lock-On
10	Psychic	Psybeam	14	Ice	Aurora Beam
18	Water	Bubble Beam	22	Normal	Focus Energy
26	Water	Water Pulse	30	Bug	Signal Beam
34	Ice	Ice Beam	38	Grass	Bullet Seed
42	Water	Hydro Pump	46	Normal	Hyper Beam
50	Water	Soak	?	Ground	Mud Shot
?	Water	Dive	?	Normal	Supersonic

Johto Pokédex

#224 Octillery

TYPE: Water

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Aurora Beam	0	Normal	Constrict
0	Poison	Gunk Shot	0	Psychic	Psybeam
0	Rock	Rock Blast	0	Water	Water Gun
18	Water	Bubble Beam	22	Normal	Focus Energy
25	Water	Octazooka	28	Normal	Wring Out
34	Bug	Signal Beam	40	Ice	Ice Beam
46	Grass	Bullet Seed	52	Water	Hydro Pump
58	Normal	Hyper Beam	64	Water	Soak
?	Water	Water Spout	?	Poison	Acid Spray
?	Water	Dive			



STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 28kg / 62 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Sniper & Suction Cups

EVOLUTION: Final Form.



Jet Pokémon
Octillery sprays ink, traps their foes with its tentacles then hits them with its rock-hard head. If the enemy is too strong, they escape. They can be found inside rocky holes deep in the sea floor.

#225 Delibird

TYPE: Ice / Flying



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.9m / 4'00"
WEIGHT: 16kg / 35lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Hustle & Vital Spirit

EVOLUTION: Final Form.



Delivery Pokémon
Delibird is always carrying food for its chicks and people in need. They are related to the image of Santa Claus since they always carry presents for their good and naughty kids in their bag-looking tail.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Present	5	Normal	Fake Out
10	Ice	Icy Wind	15	Ground	Spikes
20	Ice	Ice Ball	35	Ice	Freeze-Dry
45	Psychic	Future Sight	?	Flying	Bounce
?	Ice	Ice Shard	?	Flying	Sky Attack

#226 Mantine

TYPE: Water / Flying

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Bubble	0	Water	Bubble Beam
0	Grass	Bullet Seed	0	Psychic	Psybeam
0	Bug	Signal Beam	0	Normal	Supersonic
0	Normal	Tackle	11	Ghost	Confuse Ray
14	Flying	Wing Attack	16	Normal	Headbutt
19	Water	Water Pulse	23	Rock	Wide Guard
27	Normal	Take Down	32	Psychic	Agility
36	Flying	Air Slash	39	Water	Aqua Ring
46	Flying	Bounce	49	Water	Hydro Pump
?	Dragon	Twister	?	Psychic	Mirror Coat
?	Ground	Mud Sport			



STRENGTH ●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 2.1m / 7'00"
WEIGHT: 220kg /485lbs

BASE HP: 7
DISOBEDIENCE: ○○○○○

ABILITIES: Swift Swim & Water Absorb

EVOLUTION: Final Form.



Kite Pokémon
Mantine swims under water and over the waves, gliding for 300 ft in the air. They are intelligent and docile, traveling elegantly in groups. Remoraids can be seen hanging from their fins from time to time.

#227 Skarmory

TYPE: Steel / Flying



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○
INSIGHT ●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 101kg /222lbs

BASE HP: 5
DISOBEDIENCE: ●●○○○

ABILITIES: Keen Eye & Sturdy

EVOLUTION: Final Form.



Armor Bird Pokémon
Their wings are hollow and light. They nest inside bramble bushes, growing harder from scratches made by thorns. Their wings were used as swords and knives in old times. Beware of their sharp beak.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer	0	Flying	Peck
6	Ground	Sand Attack	9	Normal	Swift
12	Psychic	Agility	17	Normal	Fury Attack
20	Normal	Feint	23	Flying	Air Cutter
28	Ground	Spikes	31	Steel	Metal Sound
34	Steel	Steel Wing	39	Steel	Autotomize
42	Flying	Air Slash	45	Normal	Slash
50	Dark	Night Slash	?	Flying	Brave Bird
?	Ghost	Ominous Wind	?	Dark	Pursuit

#228 Houndour

TYPE: Dark / Fire

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Ember	0	Normal	Leer
4	Normal	Howl	8	Poison	Smog
13	Normal	Roar	16	Dark	Bite
20	Normal	Odor Sleuth	25	Dark	Beat Up
28	Fire	Fire Fang	32	Dark	Feint Attack
37	Dark	Embargo	40	Dark	Foul Play
44	Fire	Flamethrower	49	Dark	Crunch
52	Dark	Nasty Plot	56	Fire	Inferno
?	Normal	Super Fang	?	Fight	Reversal
?	Normal	Feint			



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.6m/ 2'00"
WEIGHT: 11kg / 24 lbs

BASE HP: 3
DISOBEDIENCE: ●○○○○

ABILITIES: Early Bird & Flash Fire

EVOLUTION: First Stage.
Evolves after reaching a certain age.



Dark Pokémon
They hunt in coordinated packs to corner their prey. They howl at dawn to announce that this is their territory and bark to communicate tactics. Their teamwork is very efficient and they rarely welcome strangers.

#229 Houndoom

TYPE: Dark / Fire



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○○
INSIGHT ●●○○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 35kg / 77 lbs

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Early Bird & Flash Fire

EVOLUTION: Final Form.



Dark Pokemon
It is said the pain from its flames never goes away. Long ago, their howl was thought to be the call of the grim reaper. Pokémon and people who hear it, will always shiver in fear. They are pack leaders, not followers.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Ember	0	Normal	Howl
0	Normal	Leer	0	Poison	Smog
0	Normal	Howl	0	Electric	Thunder Fang
13	Normal	Roar	16	Dark	Bite
20	Normal	Odor Sleuth	26	Dark	Beat Up
30	Fire	Fire Fang	35	Dark	Feint Attack
41	Dark	Embargo	45	Dark	Foul Play
50	Fire	Flamethrower	56	Dark	Crunch
60	Dark	Nasty Plot	65	Fire	Inferno
?	Ghost	Spite	?	Ghost	Destiny Bond
?	Dark	Sucker Punch			

#230 Kingdra

TYPE: Dragon / Water

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Bubble	0	Dragon	Dragon Pulse
0	Normal	Leer	0	Normal	Smokescreen
0	Water	Water Gun	0	Normal	Yawn
14	Normal	Focus Energy	18	Water	Bubble Beam
23	Psychic	Agility	26	Dragon	Twister
30	Water	Brine	40	Water	Hydro Pump
48	Dragon	Dragon Dance	?	Dragon	Draco Meteor
?	Dragon	Dragon Breath	?	Water	Muddy Water



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 152kg /335lbs

BASE HP: 6
DISOBEDIENCE: ●●●●○

ABILITIES: Sniper & Swift Swim

EVOLUTION: Final Form.
When holding a Dragon Fang.



Dragon Pokémon
Kingdra sleeps on the seafloor where it is otherwise devoid of life. When a storm arrives, it is said to awaken and wander about in search of prey. They are known for creating twisters in the sea.

#231 Phanpy

TYPE: Ground



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 33kg / 74 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Pick Up

EVOLUTION: First Stage.
Evolves after reaching a certain age.



Long Nose Pokémon
They are affectionate and playful, but their snout is so strong that they may hurt others while playing. They dig pits at the edge of rivers and mark them so everyone knows that place is taken.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Defense Curl	0	Normal	Growl
0	Normal	Odor Sleuth	0	Normal	Tackle
6	Normal	Flail	10	Normal	Take Down
15	Rock	Rollout	19	Normal	Natural Gift
24	Normal	Slam	28	Normal	Endure
33	Fairy	Charm	37	Normal	Last Resort
42	Normal	Double-Edge	?	Fairy	Play Rough
?	Ice	Ice Shard	?	Ground	Mud Slap

Johto Pokédex

#232 Donphan

TYPE: Ground

EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	Bulldoze
0	Fire	Fire Fang
0	Normal	Horn Attack
6	Normal	Rapid Spin
15	Rock	Rollout
24	Normal	Slam
31	Dark	Assurance
46	Ground	Earthquake
?	Fight	Counter
?	Ground	Fissure

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Defense Curl
0	Normal	Growl
0	Electric	Thunder Fang
10	Dark	Knock Off
19	Ground	Magnitude
25	Normal	Fury Attack
39	Normal	Scary Face
54	Normal	Giga Impact
?	Ice	Ice Shard



STRENGTH ●●●○○
DEXTERITY ●●○
VITALITY ●●●○○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 1.1m / 3'07"
WEIGHT: 120kg /264lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Sturdy

Armor Pokémon
Strong enough to knock down a house. They like to attack by rolling as a ball at high speed, however once they start rolling, they have a hard time stopping. Some may keep their loving Phanpy nature.

EVOLUTION: Final Form.


#231 #232

#233 Porygon 2

TYPE: Normal



STRENGTH ●●○○○
DEXTERITY ●●○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 32kg / 72 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Download & Trace

Virtual Pokémon
This manmade Pokémon is an upgraded version of Porygon. Used for space exploration and planetary development, boasting the power of science. It's AI software allows it to learn on its own.

EVOLUTION: Second Stage.
Evolves in the next software update.


#137 #233 #474

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Conversion
0	Normal	Tackle
7	Psychic	Psybeam
18	Normal	Recover
29	Bug	Signal Beam
40	Electric	Discharge
50	Normal	Tri Attack
62	Electric	Zap Cannon
?	Psychic	Gravity
?	Electric	Shock Wave

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Conversion 2
0	Normal	Defense Curl
12	Psychic	Agility
23	Electric	Magnet Rise
34	Normal	Recycle
45	Normal	Lock-On
56	Psychic	Magic Coat
67	Normal	Hyper Beam
?	Normal	Pain Split

#234 Stantler

TYPE: Normal

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Me First
3	Normal	Leer
10	Psychic	Hypnosis
16	Ground	Sand Attack
23	Ghost	Confuse Ray
33	Psychic	Role Play
43	Fight	Jump Kick
50	Normal	Captivate
?	Bug	Megahorn

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
7	Ghost	Astonish
13	Normal	Stomp
21	Normal	Take Down
27	Psychic	Calm Mind
38	Psychic	Zen Headbutt
49	Psychic	Imprison
?	Normal	Disable
?	Normal	Thrash



STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○
SPECIAL ●○○○○
INSIGHT ●●○

HEIGHT: 1.5m / 5'00"
WEIGHT: 142kg/ 313lbs

BASE HP: 5
DISOBEDIENCE: ●●○○○

ABILITIES: Frisk & Intimidate

Bighorn Pokémon
Their antlers create a distortion in space that causes confusion. They were hunted for their magnificent antlers that were traded at high prices. This drove Stantlers close to extintion.

EVOLUTION: Final Form.


#234

#235 Smeargle

TYPE: Normal



STRENGTH ●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●●○○○

HEIGHT: 1.2m / 3'11"
WEIGHT: 58kg / 128 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Own Tempo & Technician

Painter Pokémon
A special ink oozes from its tail to mark its territory. They are skilled artists, known for painting action scenes from great battles. If they study their painting for a long time, they learn those moves.

EVOLUTION: Final Form.


#235

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Sketch
21	Normal	Sketch
41	Normal	Sketch
61	Normal	Sketch
81	Normal	Sketch

EXPERIENCE COST	TYPE	MOVE NAME
11	Normal	Sketch
31	Normal	Sketch
51	Normal	Sketch
71	Normal	Sketch
91	Normal	Sketch

#236 Tyrogue

TYPE: Fight

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Fake Out
0	Normal	Helping Hand
?	Normal	Work Up
?	Fight	Seismic Toss

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Foresight
0	Normal	Tackle
?	Psychic	Role Play



STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.7 m / 2'04"
WEIGHT: 21kg / 46 lbs

BASE HP: 3
DISOBEDIENCE: ●●●○○

ABILITIES: Guts & Steadfast

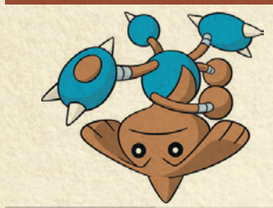
Scuffle Pokémon
Tyrogue is an energetic, competitive and fearless Pokémon that's always looking to get stronger, fighting any enemies even if it looses. They attack anyone, anyday, anytime, everyday, without warning.

EVOLUTION: First Stage.
Evolves by maxing out certain attributes.


#236 #106 #107 #237

#237 Hitmontop

TYPE: Fight



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●○○
INSIGHT ●●●○○○

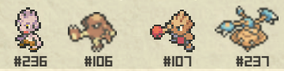
HEIGHT: 1.4m / 4'07"
WEIGHT: 48kg / 106 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Intimidate & Technician

Handstand Pokémon
They launch high speed kicks while spinning so fast that they get drilled into the ground. They move quicker by spinning than they do walking. They are very smart and like to perform dance-like kicks.

EVOLUTION: Final Form.
Evolved by maxing out Strength & Vitality.


#236 #106 #107 #237

EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Revenge
6	Normal	Focus Energy
15	Normal	Quick Attack
24	Normal	Rapid Spin
33	Normal	Feint
42	Steel	Gyro Ball
46	Fight	Wide Guard
55	Fight	Close Combat
?	Fight	Mach Punch
?	Dragon	Twister

EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Rolling Kick
10	Dark	Pursuit
19	Fight	Triple Kick
28	Fight	Counter
37	Psychic	Agility
46	Fight	Quick Guard
50	Fight	Detect
60	Normal	Endeavor
?	Fight	High Jump Kick

#238 Smoochum

TYPE: Ice / Psychic

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound
8	Fairy	Sweet Kiss
15	Psychic	Confusion
21	Psychic	Heart Stamp
28	Dark	Fake Tears
35	Ice	Avalanche
41	Normal	Copycat
48	Ice	Blizzard
?	Normal	Helping Hand

EXPERIENCE COST	TYPE	MOVE NAME
5	Ghost	Lick
11	Ice	Powder Snow
18	Normal	Sing
25	Ghost	Mean Look
31	Normal	Lucky Chant
38	Psychic	Psychic
45	Normal	Perish Song
?	Normal	Fake Out
?	Psychic	Magic Coat



STRENGTH ●●○
DEXTERITY ●●○○
VITALITY ●○
SPECIAL ●●○○○
INSIGHT ●●○

HEIGHT: 0.4m / 1'04"
WEIGHT: 6kg / 13 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Forewarn & Oblivious

Kiss Pokémon
They examine their surroundings with their lips. They love to smooch, but Pokémon dislike their kisses. Smoochums are always running excitedly, but they are clumsy and end up stumbling and crying.

EVOLUTION: First Stage.
Evolves after reaching a certain age.


#238 #124

#239 Elekid

TYPE: Electric



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○

HEIGHT: 0.6m / 2'00"
WEIGHT: 23kg / 52 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Static

Electric Pokémon
They can be found following thunder storms. Elekids rotate their arms constantly to charge electricity. Beware, there is an electric current between their horns that may zap you it you touch them.

EVOLUTION: First Stage.
Evolves after reaching a certain age.


#239 #125 #466

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
5	Electric	Thunder Shock
12	Normal	Swift
19	Electric	Thunder Wave
26	Psychic	Light Screen
33	Electric	Discharge
40	Electric	Thunderbolt
?	Psychic	Meditate
?	Normal	Uproar

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Quick Attack
8	Fight	Low Kick
15	Electric	Shock Wave
22	Electric	Electro Ball
29	Electric	Thunder Punch
36	Normal	Screech
43	Electric	Thunder
?	Fight	Karate Chop

#240 Magby

TYPE: Fire

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
5	Fire	Ember
12	Dark	Feint Attack
19	Poison	Clear Smog
26	Ghost	Confuse Ray
33	Fire	Lava Plume
40	Fire	Flamethrower
?	Fight	Karate Chop
?	Normal	Screech

EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Smog
8	Normal	Smokescreen
15	Fire	Fire Spin
22	Fire	Flame Burst
29	Fire	Fire Punch
36	Fire	Sunny Day
43	Fire	Fire Blast
?	Poison	Belch



HEIGHT: 0.7m / 2'04"
WEIGHT: 21kg / 47 lbs

Live Coal Pokémon
They inhale and exhale embers from their mouth and nostrils. Their body temperature is so hot, they may ignite anything they touch and the floor they walk. Magby can be found in volcanos.

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES:
Flame Body

EVOLUTION: First Stage.
Evolves after reaching a certain age.



#241 Miltank

TYPE: Normal



HEIGHT: 1.2m / 4'00"
WEIGHT: 150kg /166 lbs

Milk Cow Pokémon
Their male counterpart is Tauros. A Miltank's milk is full of nutrients that may heal the sick and the injured, and they can produce up to 5 gallons a day. Healing serious injuries may require a lot of milk.

STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●●○○
SPECIAL ●○○
INSIGHT ●●○○○

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES:
Scrappy & Thick Fat

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
5	Normal	Defense Curl
11	Normal	Milk Drink
19	Rock	Rollout
29	Psychic	Zen Headbutt
41	Steel	Gyro Ball
50	Fight	Wake-Up Slap
?	Normal	Helping Hand

EXPERIENCE COST	TYPE	MOVE NAME
3	Normal	Growl
8	Normal	Stomp
15	Normal	Bide
24	Normal	Body Slam
35	Normal	Captivate
48	Normal	Heal Bell
?	Poison	Belch
?	Normal	Mega Kick

#242 Blissey

TYPE: Normal

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Defense Curl
0	Normal	Growl
5	Normal	Tail Whip
12	Normal	Double Slap
20	Normal	Bestow
27	Normal	Take Down
34	Dark	Fling
42	Normal	Egg Bomb
50	Psychic	Healing Wish
?	Normal	Last Resort

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Double-Edge
0	Normal	Pound
9	Normal	Refresh
16	Normal	Soft-Boiled
23	Normal	Minimize
31	Normal	Sing
38	Psychic	Heal Pulse
46	Psychic	Lightscreen
?	Fight	Seismic Toss
?	Normal	Metronome



HEIGHT: 1.5m / 4'11"
WEIGHT: 47kg / 103 lbs

Happiness Pokémon
Whoever takes a bite on a Blissey's egg becomes loving and caring to everyone. They are compassionate, healing anyone who's injured. Their presence makes everyone smile. An intelligent and empathic Pokémon.

STRENGTH ●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●●○○○
INSIGHT ●●●○○

BASE HP: 5
DISOBEDIENCE: ○○○○○

ABILITIES:
Natural Cure & Serene Grace

EVOLUTION: Final Form.



#243 Raikou

TYPE: Electric



HEIGHT: ? m / ?'??"
WEIGHT: ???kg / ??? lbs

Pokédex has no data.
Johto Legends tell about a Pokémon born from lightning, with barks like crashing thunder, soaring the lands, sending resounding shockwaves as it walks.

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

BASE HP: ?
DISOBEDIENCE: ○○○○○

ABILITIES:
Pressure & Volt Absorb
Plot Device

EVOLUTION: Unknown.



EXPERIENCE COST	TYPE	MOVE NAME
NO DATA		

EXPERIENCE COST	TYPE	MOVE NAME

#244 Entei

TYPE: Fire

EXPERIENCE COST	TYPE	MOVE NAME
NO DATA		

EXPERIENCE COST	TYPE	MOVE NAME



HEIGHT: ? m / ?'??"
WEIGHT: ???kg / ??? lbs

Pokédex has no data.

Johto Legends tell about a Pokémon so powerful, its bark makes volcanos erupt, traveling the lands cloaked in a cloud of volcanic smoke.

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

BASE HP: ?
DISOBEDIENCE: ○○○○○

ABILITIES:
Pressure & Flash Fire
Plot Device

EVOLUTION: Unknown.



#245 Suicune

TYPE: Water



HEIGHT: ? m / ?'??"
WEIGHT: ???kg/ ???lbs

Pokédex has no data.

Johto Legends tell about a Pokémon that carries the north winds, sailing above the clouds as the aurora, purifying water fountains, pools and rivers.

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

BASE HP: ?
DISOBEDIENCE: ○○○○○

ABILITIES:
Pressure & Water Absorb
Plot Device

EVOLUTION: Unknown.



EXPERIENCE COST	TYPE	MOVE NAME
NO DATA		

EXPERIENCE COST	TYPE	MOVE NAME

#246 Larvitar

TYPE: Rock / Ground

EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Bite
5	Rock	Sandstorm
14	Normal	Chip Away
23	Normal	Scary Face
32	Dark	Dark Pulse
41	Dark	Crunch
50	Rock	Stone Edge
?	Rock	Stealth Rock
?	Normal	Focus Energy

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
10	Normal	Screech
19	Rock	Rock Slide
28	Normal	Thrash
37	Dark	Payback
46	Ground	Earthquake
55	Normal	Hyper Beam
?	Ghost	Spite



HEIGHT: 0.6 m / 2'00"
WEIGHT: 72kg / 159 lbs

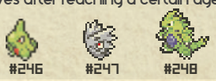
Rock Skin Pokémon
Born deep underground, they don't emerge until they've eaten a whole mountain of soil. Only the strongest and more ferocious ever come out to roam about.
They hate being disturbed.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
DISOBEDIENCE: ●●○○○

ABILITIES:
Guts

EVOLUTION: First Stage.
Evolves after reaching a certain age.



#247 Pupitar

TYPE: Rock / Ground



HEIGHT: 1.2m / 3'11"
WEIGHT: 152kg /335 lbs

Hard Shell Pokémon
Even in their shell, they are fast, agressive, and extremely destructive. They never stay still. This pupa propels itself using a jet of pressurized gas. It is bad tempered and very aggressive.

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES:
Shed Skin

EVOLUTION: Second Stage.
Evolves after reaching a certain age.



EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Bite
0	Rock	Sandstorm
14	Normal	Chip Away
23	Normal	Scary Face
34	Dark	Dark Pulse
47	Dark	Crunch
60	Rock	Stone Edge
?	Dragon	Dragon Dance
?	Normal	Focus Energy

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
0	Normal	Screech
19	Rock	Rock Slide
28	Normal	Thrash
41	Dark	Payback
54	Ground	Earthquake
67	Normal	Hyper Beam
?	Steel	Iron Defense

#248 Tyranitar

TYPE: Rock / Dark

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Fire Fang	0	Electric	Thunder Fang
0	Ice	Ice Fang	0	Dark	Bite
0	Normal	Tackle	0	Normal	Leer
0	Rock	Sandstorm	0	Normal	Screech
14	Normal	Chip Away	19	Rock	Rock Slide
23	Normal	Scary Face	28	Normal	Thrash
34	Dark	Dark Pulse	41	Dark	Payback
47	Dark	Crunch	54	Ground	Earthquake
63	Rock	Stone Edge	73	Normal	Hyper Beam
82	Normal	Giga Impact	?	Dragon	Dragon Dance
?	Dragon	Outrage	?	Fight	Superpower



HEIGHT: 2m / 6'07"
WEIGHT: 202kg /445 lbs

Armor Pokémon
It's body is hardly damaged by any attack, so it's always eager to fight. They are extremely strong, their rage can change landscapes. Tyranitars are insolents, rebels, and they care about no one.

STRENGTH ●●●○○○○○○○
DEXTERITY ●●○○○○○○○○
VITALITY ●●●○○○○○○○
SPECIAL ●●●○○○○○○○
INSIGHT ●●●○○○○○○○

BASE HP: 6
DISOBEDIENCE: ●●●●●

ABILITIES:
Sand Stream

EVOLUTION: Final Form.


#246 #247 #248

#249 Lugia

TYPE: Flying / Psychic



HEIGHT: ? m / ?'??"
WEIGHT: ??? kg / ??? lbs

Pokédex has no data.
Known as the Guardian of the Sea. It used to live in the Brass Tower, where Pokémon awoke. Lugia's Myth is linked to the idea that those whose death was pure will be reborn in the sea.

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES:
Pressure & Multiscale
Plot Device

EVOLUTION: Unknown.


#249

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#250 Ho-oh

TYPE: Fire / Flying

HEIGHT: ? m / ?'??"
WEIGHT: ??? kg / ??? lbs

Pokédex has no data.
Ho-oh inhabited the Bell Tower, where Pokémon were said to rest. Ho-oh's Myth talks about a creature that brought eternal rest for those whose time was right, and also gave back life if death was premature.

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES:
Pressure & Regenerator
Plot Device

EVOLUTION: Unknown.


#250

#251 Celebi

TYPE: Grass / Psychic



HEIGHT: ? m / ?'??"
WEIGHT: ???kg / ??? lbs

Pokédex has no data.
Guardian of the Forest. Celebi is said to be able to travel through time, amending mistakes from people who hurt the land, and crafting a bright future for those who live nearby.

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES:
Natural Cure
Plot Device

EVOLUTION: Unknown.


#251

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#252 Treecko

TYPE: Grass

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer	0	Normal	Pound
6	Grass	Absorb	11	Normal	Quick Attack
16	Dark	Pursuit	21	Normal	Screech
26	Grass	Mega Drain	31	Psychic	Agility
36	Normal	Slam	41	Fight	Detect
46	Grass	Giga Drain	50	Grass	Energy Ball
?	Steel	Iron Tail	?	Grass	Bullet Seed
?	Grass	Grass Pledge			



HEIGHT: 0.5m / 1'08"
WEIGHT: 5kg / 11 lbs

Wood Gecko Pokémon
They climb trees with their spiked feet. They remain cool under stress, calmed under pressure and collected when endangered. They are found protecting the trees ferociously.

STRENGTH ●●○○○○○○○○
DEXTERITY ●●○○○○○○○○
VITALITY ●○○○○○○○○○
SPECIAL ●●○○○○○○○○
INSIGHT ●●○○○○○○○○

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES:
Overgrow

EVOLUTION: First Stage.
Evolves after reaching a certain age.


#252 #253 #254

#253 Grovyle

TYPE: Grass



HEIGHT: 0.9m / 2'11"
WEIGHT: 21kg / 47 lbs

Wood Gecko Pokémon
Their leaves provide camouflage in the jungles. They appear to fly from tree to tree, jumping huge lengths with amazing speed. It's almost impossible to catch them once they start running away..

STRENGTH ●●●○○○○○○○
DEXTERITY ●●●●○○○○○○
VITALITY ●●●○○○○○○○
SPECIAL ●●●○○○○○○○
INSIGHT ●●●○○○○○○○

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES:
Overgrow

EVOLUTION: Second Stage.
Evolves after reaching a certain age.


#252 #253 #254

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Absorb	0	Normal	Leer
0	Normal	Pound	0	Normal	Quick Attack
16	Bug	Fury Cutter	17	Dark	Pursuit
23	Normal	Screech	29	Grass	Leaf Blade
35	Psychic	Agility	41	Normal	Slam
47	Fight	Detect	53	Normal	False Swipe
59	Grass	Leaf Storm	?	Fight	Drain Punch
?	Dragon	Dragon Breath	?	Grass	Grass Pledge

#254 Sceptile

TYPE: Grass

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Absorb	0	Grass	Leaf Storm
0	Normal	Leer	0	Dark	Night Slash
0	Normal	Pound	0	Normal	Quick Attack
16	Bug	X-Scissor	17	Dark	Pursuit
23	Normal	Screech	29	Grass	Leaf Blade
35	Psychic	Agility	43	Normal	Slam
51	Fight	Detect	59	Normal	False Swipe
?	Dragon	Dragon Pulse	?	Electric	Thunder Punch
?	Grass	Frenzy Plant			



HEIGHT: 1.7m / 5'07"
WEIGHT: 52kg / 115 lbs

Forest Pokémon
They raise trees with love and care and protect the jungles with their lives. Their tails can restore a plant's beauty. Sceptiles power is truly unmatched in their habitats. They are very proud, though.

STRENGTH ●●●○○○○○○○
DEXTERITY ●●●●●○○○○○
VITALITY ●●○○○○○○○○
SPECIAL ●●●○○○○○○○
INSIGHT ●●○○○○○○○○

BASE HP: 5
DISOBEDIENCE: ●●●○○

ABILITIES:
Overgrow

EVOLUTION: Final Form.


#252 #253 #254

#255 Torchic

TYPE: Fire



HEIGHT: 0.4m / 1'04"
WEIGHT: 2kg / 5lbs

Chick Pokémon
They walk clumsily, but follow their trainers wherever they go. Torchics have a flame sac in their belly – burning all the time. If you hug them, they feel warm, if you squeez them, they may spit fire.

STRENGTH ●●○○○○○○○○
DEXTERITY ●●○○○○○○○○
VITALITY ●○○○○○○○○○
SPECIAL ●●○○○○○○○○
INSIGHT ●●○○○○○○○○

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES:
Blaze

EVOLUTION: First Stage.
Evolves after reaching a certain age.


#255 #256 #257

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl	11	Normal	Scratch
21	Normal	Focus Energy	31	Fire	Ember
41	Flying	Peck	51	Ground	Sand Attack
61	Fire	Fire Spin	71	Normal	Quick Attack
81	Normal	Slash	91	Flying	Mirror Move
81	Fire	Flamethrower	?	Fight	Counter
?	Flying	Feather Dance	?	Fire	Fire Pledge

#256 Combusken

TYPE: Fire / Fight

EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Ember
0	Normal	Growl
16	Fight	Double Kick
21	Ground	Sand Attack
32	Normal	Quick Attack
43	Flying	Mirror Move
54	Fire	Flare Blitz
?	Flying	Feather Dance

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Focus Energy
0	Normal	Scratch
17	Flying	Peck
28	Fight	Bulk Up
39	Normal	Slash
50	Fight	Sky Uppercut
?	Fight	Counter
?	Fire	Fire Pledge



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.9m / 2'11"
WEIGHT: 20kg / 43 lbs
BASE HP: 4
DISOBEDIENCE: ●●●●●
ABILITIES: Blaze

Young Fowl Pokémon
Once Torchic toughned up its legs and thighs, they like to run and love to kick. They have an offensive instinct to keep attacking no matter what. They sqwak loudly every morning when they start to train.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.



#257 Blaziken

TYPE: Fire / Fight



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.9m / 6'03"
WEIGHT: 85kg / 187 lbs
BASE HP: 6
DISOBEDIENCE: ●●●●●
ABILITIES: Blaze

Blaze Pokémon
They can jump indredible heights. As they grow older, their feathers combust as new feathers grow back. They are courageous fighters and expert martial artists. Their wrists light in flames when it's about to attack.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Ember
0	Normal	Focus Energy
10	Fight	High Jump Kick
19	Fight	Double Kick
28	Ground	Sand Attack
37	Normal	Quick Attack
46	Normal	Slash
57	Fight	Sky Uppercut
?	Dragon	Dual Chop
?	Fire	Blast Burn

EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Fire Punch
6	Normal	Growl
15	Normal	Scratch
24	Flying	Peck
33	Fight	Bulk Up
42	Fire	Blaze Kick
49	Flying	Brave Bird
66	Fire	Flare Blitz
?	Dark	Night Slash

#258 Mudkip

TYPE: Water

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
8	Ground	Mud Slap
15	Normal	Bide
21	Ground	Mud Sport
28	Water	Whirlpool
35	Water	Hydro Pump
?	Ice	Ice Ball
?	Water	Water Pledge

EXPERIENCE COST	TYPE	MOVE NAME
5	Normal	Tackle
11	Water	Water Gun
18	Normal	Foresight
25	Normal	Take Down
31	Normal	Protect
38	Normal	Endeavor
?	Water	Aqua Tail



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 8kg / 17 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●
ABILITIES: Torrent

Mud Fish Pokémon
The fin on its head is a radar to sense movement underwater. They bury themselves under the mud at the water's edge and at the bottom of rivers. They never back away even if their foe is bigger.

EVOLUTION: First Stage.
Evolves after reaching a certain age.



#259 Marshtomp

TYPE: Water / Ground



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 28kg / 62 lbs
BASE HP: 4
DISOBEDIENCE: ●●●●●
ABILITIES: Torrent

Mud Fish Pokémon
A sticky film allows them to live out of water. They are seen playing in the mud at beaches to rehydrate their dry bodies. They are slow runners and swimmers but they can be fast sliding through the mud.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
0	Normal	Tackle
15	Normal	Bide
20	Normal	Foresight
31	Normal	Take Down
42	Normal	Protect
53	Normal	Endeavor
?	Water	Water Pledge

EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	Mud Slap
0	Water	Water Gun
16	Ground	Mud Shot
25	Ground	Mud Bomb
37	Water	Muddy Water
46	Ground	Earthquake
?	Ice	Ice Punch
?	Fight	Dynamic Punch

#260 Swampert

TYPE: Fire / Ground

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
0	Ground	Mud Slap
0	Water	Water Gun
16	Ground	Mud Shot
25	Ground	Mud Bomb
39	Water	Muddy Water
52	Ground	Earthquake
?	Rock	Wide Guard
?	Ice	Avalanche

EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Hammer Arm
0	Normal	Tackle
15	Normal	Bide
20	Normal	Foresight
31	Normal	Take Down
46	Normal	Protect
61	Normal	Endeavor
?	Water	Hydro Cannon



STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●●○○
INSIGHT ●●●○○

HEIGHT: 1.5 m / 4'11"
WEIGHT: 102kg /224 lbs
BASE HP: 5
DISOBEDIENCE: ●●●●●
ABILITIES: Torrent

Mud Fish Pokémon
They have an incredible sight that allows them to see in muddy water. They nest in beaches, and shield their young with their strong arms. When a storm is coming, Swamperts build a fort with big rocks.

EVOLUTION: Final Form.



#261 Poochyena

TYPE: Dark



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 13kg / 30 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●○
ABILITIES: Quick Feet & Run Away

Bite Pokémon
Poochyena will bite anything that moves. They will chase people and other Pokémon for dozens of miles without loosing track. This Pokémon is persistent and tenacious. In the wild, they form small hunting packs.

EVOLUTION: First Stage.
Evolves by perfecting its biting.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
9	Ground	Sand Attack
17	Normal	Odor Sleuth
25	Normal	Swagger
33	Normal	Scary Face
41	Dark	Embargo
49	Dark	Sucker Punch
?	Fire	Fire Fang
?	Electric	Thunder Fang

EXPERIENCE COST	TYPE	MOVE NAME
5	Normal	Howl
13	Dark	Bite
21	Normal	Roar
29	Dark	Assurance
37	Dark	Taunt
45	Normal	Take Down
53	Dark	Crunch
?	Ice	Ice Fang

#262 Mightyena

TYPE: Dark

EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Bite
0	Normal	Howl
0	Normal	Tackle
22	Normal	Roar
32	Dark	Assurance
42	Dark	Taunt
52	Normal	Take Down
62	Dark	Sucker Punch
?	Poison	Poison Fang

EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Crunch
0	Ground	Sand Attack
17	Normal	Odor Sleuth
27	Normal	Swagger
37	Normal	Scary Face
47	Dark	Embargo
57	Dark	Thief
?	Fairy	Play Rough
?	Dark	Snatch



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 37kg / 81 lbs
BASE HP: 4
DISOBEDIENCE: ●●●●●
ABILITIES: Intimidate & Quick Feet

Bite Pokémon
They attack savagely, travel in packs and hunt in groups. They will only obey trainers that show superior skills, which they recognize as the alpha leader. They are extremely obedient once they find a master.

EVOLUTION: Final Form.



#263 Zigzagoon

TYPE: Normal



STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 17kg / 38 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●
ABILITIES: Gluttony & Pick Up

Tiny Raccoon Pokémon
They are extremely curious and want to know all about everything. Due to their innate curiosity, they usually find hidden objects. Sometimes they play dead to avoid being attacked.

EVOLUTION: First Stage.
Evolves after reaching a certain age.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
5	Normal	Tail Whip
11	Fairy	Baby-Doll Eyes
17	Normal	Odor Sleuth
25	Bug	Pin Missile
33	Normal	Bestow
41	Psychic	Rest
49	Dark	Fling
?	Grass	Seed Bomb

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
9	Normal	Headbutt
13	Ground	Sand Attack
21	Ground	Mud Sport
29	Normal	Covet
37	Normal	Flail
45	Normal	Belly Drum
?	Normal	Helping Hand
?	Psychic	Trick

Hoenn Pokédex

#264 Linoone

TYPE: Normal



STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.5m / 1'08
WEIGHT: 32kg / 71 lbs

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Gluttony & Pick Up

Rushing Pokémon
Linoones are always running at full speed, but they can only do so in straight lines. They find very difficult dealing with any curved road. They excel at hunting but tend to eat a lot to recover from their tiring runs.

EVOLUTION: Final Form.

#263 #264

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl	0	Normal	Headbutt
0	Fairy	Play Rough	0	Ground	Rototiller
0	Dark	Switcheroo	0	Normal	Tackle
0	Normal	Tail Whip	13	Ground	Sand Attack
17	Normal	Odor Sleuth	23	Ground	Mud Sport
29	Normal	Fury Swipes	35	Normal	Covet
41	Normal	Bestow	47	Normal	Slash
53	Psychic	Rest	59	Normal	Belly Drum
65	Dark	Fling	?	Normal	Extreme Speed
?	Normal	Super Fang	?	Grass	Seed Bomb

#265 Wurmple

TYPE: Bug



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 7 lbs

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Shield Dust

Worm Pokémon
It uses the spikes on its rear to peel the trees and feed on their sap. Their feet have suction pads to climb easily. Wurmples are plentiful and live in forests, but they are often attacked by bird Pokémon.

EVOLUTION: First Stage.
Evolves while still young.

#265 #266 #267 #268 #269

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	String Shot	0	Normal	Tackle
5	Poison	Poison Sting	15	Bug	Bug Bite
?	Electric	Electroweb	?	Normal	Snore

#266 Silcoon

TYPE: Bug



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.6 m / 2'00"
WEIGHT: 10kg / 22 lbs

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Shed Skin

Cocoon Pokémon
They tether themselves to tree branches while they wait to evolve. Sometimes they peek from a small hole in the cocoon. Silcoons feed only on raindrops. If Wrumple lived among flowers, it evolves to Silcoon.

EVOLUTION: Second Stage.
Evolves after 10 days.

#265 #266 #267 #268 #269

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Harden	?	Steel	Iron Defense
?	Electric	Electroweb			

#267 Beautifly

TYPE: Bug / Flying



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 28kg /62 lbs

BASE HP: 5

DISOBEDIENCE: ●●○○○

ABILITIES: Swarm

Butter y Pokémon
They can't resist the pollen of flowers, if you leave one in the window, a Beautifly is sure to come. Despite their appearence, they are agressive, they drain living creatures of their fluids just as they do with flowers.

EVOLUTION: Final Form.

#265 #266 #267 #268 #269

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Absorb	13	Flying	Gust
17	Grass	Stun Spore	20	Normal	Morning Sun
24	Grass	Mega Drain	27	Normal	Whirlwind
31	Normal	Attract	34	Bug	Silver Wind
38	Grass	Giga Drain	41	Bug	Bug Buzz
45	Bug	Quiver Dance	?	Normal	Swift
?	Flying	Defog	?	Normal	Captivate

#268 Cascoon

TYPE: Bug



STRENGTH ●●○○
DEXTERITY ●○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 11kg / 25 lbs

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Shed Skin

Cocoon Pokémon
They hide between huge leaves and gaps between branches, if they were to move, their evolution would be weaker. Due to this, Cascoon will remain motionless. If Wrumple lived in a dark place, it evolves to Cascoon.

EVOLUTION: Second Stage.
Evolves after 10 days.

#265 #266 #267 #268 #269

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Harden	?	Steel	Iron Defense
?	Electric	Electroweb			

#269 Dustox

TYPE: Bug / Poison



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 3'11"
WEIGHT: 31kg / 70 lbs

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Shield Dust

Poison Moth Pokémon
They travel in big groups during the night, attracted to bright lights and big cities. Their flight releases a poisonous shining dust that causes mayhem in towns., for this reason people dislike them.

EVOLUTION: Final Form.

#265 #266 #267 #268 #269

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Confusion	13	Flying	Gust
17	Normal	Protect	20	Fairy	Moonlight
24	Psychic	Psybeam	27	Normal	Whirlwind
31	Psychic	Light Screen	34	Bug	Silver Wind
38	Poison	Toxic	41	Bug	Bug Buzz
45	Bug	Quiver Dance	?	Flying	Air Cutter
?	Normal	Swift	?	Dragon	Twister

#270 Lotad

TYPE: Grass / Water



STRENGTH ●○○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.5 m / 1'08"
WEIGHT: 2kg / 5 lbs

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Rain Dish & Swift Swim

Water Weed Pokémon
They live in ponds and lakes, floating atop the water. The big leaf on their head is known to act as a ferry for smaller Pokémon. The leaf is delicate and needs constant watering or else Lotad will grow sick.

EVOLUTION: First Stage.
Evolves after reaching a certain size.

#270 #271 #272

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Astonish	3	Normal	Growl
5	Grass	Absorb	7	Normal	Nature Power
11	Ice	Mist	15	Normal	Natural Gift
19	Grass	Mega Drain	25	Water	Bubble Beam
31	Psychic	Zen Headbutt	37	Water	Rain Dance
45	Grass	Energy Ball	?	Grass	Leech Seed
?	Normal	Flail	?	Normal	Sweet Scent

#271 Lombre

TYPE: Grass / Water



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 3'11"
WEIGHT: 32kg / 71 lbs

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Rain Dish & Swift Swim

Jolly Pokémon
This nocturnal Pokémon has a mischievous and impish personality. While playing pranks on people, Lombres are commonly mistaken for human children. It enjoys to startle unaware swimmers.

EVOLUTION: Second Stage.
Evolves with a Water Stone.

#270 #271 #272

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Astonish	3	Normal	Growl
5	Grass	Absorb	7	Normal	Nature Power
11	Normal	Fake Out	15	Normal	Fury Swipes
19	Water	Water Sport	25	Water	Bubble Beam
31	Psychic	Zen Headbutt	37	Normal	Uproar
45	Water	Hydro Pump	?	Ice	Ice Punch
?	Fire	Fire Punch	?	Electric	Thunder Punch

#272 Ludicolo

TYPE: Grass / Water

EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Astonish
0	Grass	Mega Drain
?	Normal	Teeter Dance
?	Normal	Entrainment

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
0	Normal	Nature Power
?	Grass	Giga Drain



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 55kg / 121 lbs
BASE HP: 5
DISOBEDIENCE: ○○○○○
ABILITIES: Rain Dish & Swift Swim

Carefree Pokémon
Ludicolo starts dancing at the sound of music. Pokémon and people will dance as well. They are said to appear when children sing. They love festive places and parties.

EVOLUTION: Final Form.


#270 #271 #272

#273 Seedot

TYPE: Grass



STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.5 m / 1'08"
WEIGHT: 4kg / 9 lbs
BASE HP: 3
DISOBEDIENCE: ○○○○○
ABILITIES: Chlorophyll & Early Bird

Acorn Pokémon
They attach to tree branches to suck moisture from them. While immobile, the young are identical to real acorns. They enjoy scaring other Pokémon, especially Pidgeys. If they fall they are at risk of being eaten.

EVOLUTION: First Stage.
Evolves after reaching a certain size.


#273 #274 #275

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Bide
7	Normal	Growth
21	Grass	Synthesis
43	Normal	Explosion
?	Grass	Grassy Terrain

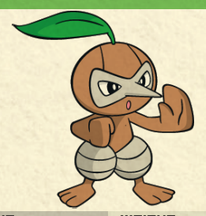
EXPERIENCE COST	TYPE	MOVE NAME
3	Normal	Harden
13	Normal	Nature Power
31	Fire	Sunny Day
?	Grass	Bullet Seed
?	Grass	Worry Seed

#274 Nuzleaf

TYPE: Grass / Dark

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound
3	Normal	Harden
13	Normal	Nature Power
25	Dark	Torment
37	Normal	Razor Wind
49	Psychic	Extrasensory
?	Grass	Leech Seed

EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Razor Leaf
7	Normal	Growth
19	Normal	Fake Out
31	Dark	Feint Attack
43	Normal	Swagger
?	Grass	Bullet Seed
?	Dark	Foul Play



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●○○○○

HEIGHT: 1m / 3'03"
WEIGHT: 28kg / 61 lbs
BASE HP: 4
DISOBEDIENCE: ●○○○○
ABILITIES: Chlorophyll & Early Bird

Wily Pokémon
They live inside holes on big trees. Their leaves are played like flutes to strike fear and discomfort in lost people's hearts. They like to go out and startle people. Their noses are really sensitive and frail.

EVOLUTION: Second Stage.
Evolves with a Leaf Stone.


#273 #274 #275

#275 Shiftry

TYPE: Grass / Dark



STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 60kg / 132 lbs
BASE HP: 5
DISOBEDIENCE: ●●●○○
ABILITIES: Chlorophyll & Early Bird

Wicked Pokémon
Feared as protectors of the forest. They are said to live atop towering trees dating back thousands of years, creating terrible wind storms. It is said they can read people's minds to prey on their fears.

EVOLUTION: Final Form.


#273 #274 #275

EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Feint Attack
0	Grass	Razor Leaf
19	Grass	Leaf Tornado
?	Grass	Seed Bomb
?	Dark	Sucker Punch

EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Nasty Plot
0	Normal	Whirlwind
49	Grass	Leaf Storm
?	Normal	Self-Destruct

#276 Tailow

TYPE: Flying / Normal

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
4	Normal	Focus Energy
13	Flying	Wing Attack
26	Normal	Endeavor
43	Psychic	Agility
?	Flying	Brave Bird
?	Normal	Refresh

EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Peck
7	Normal	Quick Attack
19	Normal	Double Team
34	Flying	Aerial Ace
53	Flying	Air Slash
?	Normal	Rage



STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 5 lbs
BASE HP: 3
DISOBEDIENCE: ○○○○○
ABILITIES: Guts

Tiny Swallow Pokémon
They are brave and noble, facing bigger foes whoever they might be. However, being just a child, it usually feels lonely and cries at night. They can be seen migrating south in the winter.

EVOLUTION: First Stage.
Evolves after reaching a certain age.


#276 #277

#277 Swellow

TYPE: Flying / Normal



STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 20kg / 44 lbs
BASE HP: 4
DISOBEDIENCE: ○○○○○
ABILITIES: Guts

Swallow Pokémon
They are vain Pokémon, acting with grace and elegance. Swellows are seen circling the skies looking for prey. They can be incredibly fast. If two Swellows meet, they will clean each other's wings as a sign of peace.

EVOLUTION: Final Form.


#276 #277

EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Air Slash
0	Normal	Growl
0	Flying	Pluck
13	Flying	Wing Attack
28	Normal	Endeavor
49	Psychic	Agility
?	Flying	Sky Attack

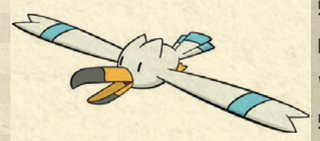
EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Focus Energy
0	Flying	Peck
0	Normal	Quick Attack
19	Normal	Double Team
38	Flying	Aerial Ace
?	Normal	Refresh
?	Flying	Roost

#278 Wingull

TYPE: Water / Flying

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
6	Normal	Supersonic
14	Ice	Mist
22	Normal	Quick Attack
30	Dark	Pursuit
38	Psychic	Agility
46	Flying	Air Slash
?	Water	Aqua Ring
?	Dark	Knock Off

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun
9	Flying	Wing Attack
17	Water	Water Pulse
26	Flying	Roost
33	Flying	Air Cutter
42	Flying	Aerial Ace
49	Flying	Hurricane
?	Ice	Icy Wind



STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 9kg / 20 lbs
BASE HP: 3
DISOBEDIENCE: ○○○○○
ABILITIES: Keen Eye

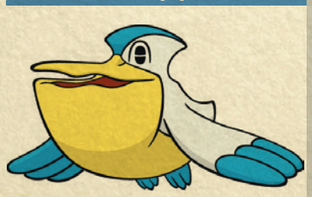
Seagull Pokémon
They carry prey and precious items in their beaks, hiding them in strange locations. They nest in sheer cliffs at the sea's edge. They often harass fishing boats to steal an easy meal for themselves.

EVOLUTION: First Stage.
Evolves after reaching a certain age.


#278 #279

#279 Pelipper

TYPE: Water / Flying



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 3'11"
WEIGHT: 28kg / 62 lbs
BASE HP: 4
DISOBEDIENCE: ○○○○○
ABILITIES: Keen Eye

Water Bird Pokémon
Pelipper has been seen carrying eggs and other Pokémon inside its massive bill, protecting them from predators and storms, transporting the young through the great seas.

EVOLUTION: Final Form.


#278 #279

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
0	Water	Water Sport
0	Water	Water Gun
6	Normal	Supersonic
17	Water	Water Pulse
25	Normal	Protect
34	Water	Brine
39	Normal	Spit Up
46	Dark	Fling
63	Flying	Hurricane
?	Rock	Wide Guard

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Soak
0	Flying	Tailwind
0	Flying	Wing Attack
14	Ice	Mist
22	Dark	Payback
28	Flying	Roost
34	Normal	Swallow
39	Normal	Stockpile
58	Water	Hydro Pump
?	Electric	Shock Wave
?	Poison	Gunk Shot

Hoenn Pokédex

#280 Ralts

TYPE: Psychic / Fairy

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 6kg / 14 lbs

BASE HP: 3
DISOBEDIENCE: ●●○○○

ABILITIES: Synchronize

Feeling Pokémon
They sense the emotions of people and Pokémon, usually sharing the mood of anyone nearby. They show if they feel joy and cheer, but hide if they sense hostility. They dislike fighting and negativity.

EVOLUTION: First Stage. Evolves after a powerful and happy moment.

#280 #281 #282 #475

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
10	Normal	Double Team
17	Normal	Lucky Chant
22	Fairy	Draining Kiss
28	Psychic	Calm Mind
34	Psychic	Imprison
43	Fairy	Charm
49	Psychic	Dream Eater
?	Normal	Helping Hand
?	Normal	Mean Look

EXPERIENCE COST	TYPE	MOVE NAME
6	Psychic	Confusion
12	Psychic	Teleport
21	Grass	Magical Leaf
23	Psychic	Heal Pulse
32	Psychic	Psychic
39	Psychic	Future Sight
45	Psychic	Hypnosis
54	Psychic	Stored Power
?	Psychic	Telekinesis

#281 Kirlia

TYPE: Psychic / Fairy

STRENGTH ●●○
DEXTERITY ●●●
VITALITY ●●○
SPECIAL ●●●
INSIGHT ●●○

HEIGHT: 0.8m / 2'07"
WEIGHT: 20kg /44 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Synchronize & Trace

Emotion Pokémon
When they use their powers, their surroundings are distorted with mirages and illusory sceneries from the future and the past.
Kirlias like to dance and dislike to be bossed around.

EVOLUTION: Second Stage. Evolves differently for males and females.

#280 #281 #282 #475

EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Confusion
0	Normal	Growl
17	Normal	Lucky Chant
25	Psychic	Heal Pulse
36	Psychic	Psychic
45	Psychic	Future Sight
53	Psychic	Hypnosis
64	Psychic	Stored Power
?	Normal	Helping Hand

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Double Team
0	Psychic	Teleport
22	Grass	Magical Leaf
31	Psychic	Calm Mind
39	Psychic	Imprison
50	Fairy	Charm
59	Psychic	Dream Eater
?	Normal	Mean Look
?	Psychic	Magic Room

#282 Gardevoir

TYPE: Psychic / Fairy

STRENGTH ●●○
DEXTERITY ●●●
VITALITY ●●○
SPECIAL ●●●
INSIGHT ●●●

HEIGHT: 1.6m / 5'03"
WEIGHT: 48kg / 106 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Synchronize & Trace

Embrace Pokémon
If they sense danger, Gardevoir unleash a wave of psychic energy. They can distort this dimension, defy the laws of matter and physics. They risk their lives to protect their fellows.

EVOLUTION: Final Form.
Female Kirlia evolved with a Shiny Stone.

#280 #281 #282 #475

EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Confusion
0	Normal	Growl
0	Psychic	Teleport
17	Grass	Magical Leaf
33	Psychic	Calm Mind
45	Psychic	Imprison
60	Normal	Captivate
73	Psychic	Dream Eater
80	Psychic	Stored Power
?	Psychic	Skill Swap
?	Psychic	Wonder Room

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Double Team
0	Fairy	Misty Terrain
17	Normal	Wish
25	Psychic	Heal Pulse
40	Psychic	Psychic
53	Psychic	Future Sight
65	Psychic	Hypnosis
80	Psychic	Stored Power
85	Fairy	Moonblast
?	Ghost	Grudge

#283 Surskit

TYPE: Bug / Water

STRENGTH ●○○
DEXTERITY ●●○
VITALITY ●○○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.5m / 1'08"
WEIGHT: 1kg / 2 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Swift Swim

Pond Skater Pokémon
Surskit secretes oil from its feet to skate on water. It may be found on ponds, lakes and puddles in towns. The tip of its head produces a delicious sugary syrup often used in desserts and sweets.

EVOLUTION: First Stage. Evolves while still young.

#283 #284

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Bubble
13	Normal	Sweet Scent
25	Water	Bubble Beam
37	Ice	Haze
43	Normal	Baton Pass
?	Bug	Signal Beam
?	Water	Hydro Pump

EXPERIENCE COST	TYPE	MOVE NAME
7	Normal	Quick Attack
19	Water	Water Sport
31	Psychic	Agility
37	Ice	Mist
46	Bug	Sticky Web
?	Ground	Mud Shot

#284 Masquerain

TYPE: Bug / Flying

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●●
INSIGHT ●●●

HEIGHT: 0.8 m / 2'07"
WEIGHT: 3kg / 8lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Intimidate

Eyeball Pokémon
Their antennas look like terrifying eyes. Masquerains can fly in any direction like a helicopter, but their wings are soft and fragile, so they can't fly when it's raining. They cling to trees at night to sleep.

EVOLUTION: Final Form.

#283 #284

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Bubble
0	Ghost	Ominous Wind
0	Bug	Quiver Dance
0	Water	Water Sport
22	Flying	Gust
33	Grass	Stun Spore
47	Flying	Air Slash
?	Grass	Giga Drain

EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Bug Buzz
0	Normal	Quick Attack
0	Normal	Sweet Scent
0	Flying	Whirlwind
26	Normal	Scary Face
40	Bug	Silver Wind
?	Bug	Fell Stinger
?	Psychic	Psybeam

#285 Shroomish

TYPE: Grass

STRENGTH ●●○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●○○
INSIGHT ●●○

HEIGHT: 0.4m / 1'04"
WEIGHT: 4kg / 10 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Effect Spore & Poison Heal

Mushroom Pokémon
They live in damp soil in forests, surrounded by moss. They suddenly release toxic spores and wilt plants. These spores cause serious pain if inhaled. They grow with moisture and heat.

EVOLUTION: First Stage. Evolves after reaching a certain size.

#285 #286

EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Absorb
9	Grass	Stun Spore
17	Grass	Mega Drain
25	Poison	Poison Powder
33	Normal	Growth
41	Grass	Seed Bomb
?	Fairy	Charm
?	Dark	Fake Tears

EXPERIENCE COST	TYPE	MOVE NAME
5	Normal	Tackle
13	Grass	Leech Seed
21	Normal	Headbutt
29	Grass	Worry Seed
37	Grass	Giga Drain
50	Grass	Spore
?	Grass	Bullet Seed

#286 Breloom

TYPE: Grass / Fight

STRENGTH ●●●
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 1.2m / 4'00"
WEIGHT: 39kg / 86 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Effect Spore & Poison Heal

Mushroom Pokémon
Their flexible arms and quick footwork can put good fighters to shame. The seeds on their tail and the cap on their head release poison spores. They love humid and hot climates.

EVOLUTION: Final Form.

#285 #286

EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Absorb
0	Grass	Stun Spore
17	Grass	Mega Drain
23	Fight	Mach Punch
29	Fight	Force Palm
37	Normal	Mind Reader
45	Fight	Dynamic Punch
?	Electric	Thunder Punch

EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Leech Seed
0	Normal	Tackle
21	Normal	Headbutt
25	Fight	Counter
33	Fight	Sky Uppercut
41	Grass	Seed Bomb
?	Bug	Fury Cutter
?	Fight	Drain Punch

#287 Slakoth

TYPE: Normal

STRENGTH ●●○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●○○
INSIGHT ●●○

HEIGHT: 0.8m / 2'07"
WEIGHT: 24kg / 52 lbs

BASE HP: 3
DISOBEDIENCE: ●●○○○

ABILITIES: Truant

Slacker Pokemon Pokémon
They laze around 20 hours a day barely eating. Slakoths remain motionless no matter what.
It's rare to see this Pokémon doing something, most of them never even bother to evolve.

EVOLUTION: First Stage. Evolves after being full of energy.

#287 #288 #289

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
7	Normal	Encore
19	Dark	Feint Attack
31	Normal	Covet
43	Fight	Counter
53	Fairy	Play Rough
?	Normal	Endure

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Yawn
13	Normal	Slack Off
25	Psychic	Amnesia
37	Normal	Chip Away
49	Normal	Flail
?	Normal	After You
?	Normal	Sleep Talk

Hoenn Pokédex

#288 Vigoroth

TYPE: Normal

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Encore
0	Fight	Reversal
0	Normal	Uproar
24	Normal	Endure
37	Fight	Counter
49	Fight	Focus Punch
?	Dark	Sucker Punch
0	Normal	Focus Energy
0	Normal	Scratch
19	Normal	Fury Swipes
31	Normal	Slash
43	Normal	Chip Away
?	Normal	Crush Claw
?	Dark	Night Slash



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 46kg / 102 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Vital Spirit

Wild Monkey Pokémon
They are always agitated, anxious, excited or upset, rampaging over anything. They can't be still and they can't sleep. They get angry if they get bored and violent if there is no activity for them.

EVOLUTION: Second Stage. Evolves if they are encouraged to be lazy.



#289 Slaking

TYPE: Normal



STRENGTH ●●●●○○○○
DEXTERITY ●●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 2.1m / 7'00"
WEIGHT: 390kg /861 lbs

BASE HP: 7
DISOBEDIENCE: ●●●●●

ABILITIES: Truant

Lazy Pokémon
They spend all day sleeping and eating grass that grows within their reach. Sometimes they live beneath trees, waiting for fruits to fall. They dislike intruders on their territory but rarely do anything about them.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Encore
0	Fight	Hammer Arm
0	Normal	Scratch
0	Normal	Yawn
19	Dark	Feint Attack
31	Normal	Covet
37	Normal	Chip Away
49	Normal	Flail
?	Fight	Focus Punch
0	Dark	Fling
0	Dark	Punishment
0	Normal	Slack Off
0	Normal	Encore
25	Psychic	Amnesia
36	Normal	Swagger
43	Fight	Counter
?	Normal	Block
?	Poison	Gunk Shot

#290 Nincada

TYPE: Bug / Ground

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Harden
5	Bug	Leech Life
14	Normal	Fury Swipes
25	Normal	False Swipe
38	Steel	Metal Claw
?	Bug	Silver Wind
?	Normal	Endure
0	Normal	Scratch
9	Ground	Sand Attack
19	Normal	Mind Reader
31	Ground	Mud Slap
45	Ground	Dig
?	Grass	Giga Drain



STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●○○○
INSIGHT ●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 5kg / 12 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Compound Eyes

Trainee Pokémon
They live underground for decades, absorbing nutrients from roots and waiting for evolution. Nincadas are nearly blind and cannot stand bright lights. They only come out to make a cocoon to evolve.

EVOLUTION: First Stage. Evolves during the summer.



#291 Ninjask

TYPE: Bug / Flying



STRENGTH ●●○○○
DEXTERITY ●●●●○○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 12kg / 26 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●○

ABILITIES: Speed Boost

Ninja Pokémon
Due to their speed and stealthiness, this Pokémon was believed to be invisible. They refuse to obey people and cry continuously if forced.
People burn their cocoons as they are said to be cursed.

EVOLUTION: Final Form.

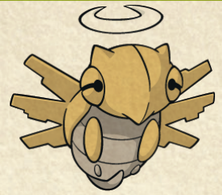


EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Bug Bite
0	Bug	Leech Life
0	Normal	Scratch
19	Normal	Mind Reader
20	Bug	Fury Cutter
25	Normal	Swords Dance
38	Psychic	Agility
52	Bug	X-Scissor
?	Dark	Night Slash
0	Normal	Harden
0	Ground	Sand Attack
14	Normal	Fury Swipes
20	Normal	Double Team
20	Normal	Screech
31	Normal	Slash
45	Normal	Baton Pass
?	Bug	Silver Wind
?	Fight	Final Gambit

#292 Shedinja

TYPE: Bug / Ghost

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Harden
5	Bug	Leech Life
14	Normal	Fury Swipes
25	Ghost	Spite
38	Ghost	Shadow Sneak
47	Ghost	Phantom Force
59	Ghost	Shadow Ball
?	Dark	Feint Attack
0	Normal	Scratch
9	Ground	Sand Attack
19	Normal	Mind Reader
31	Ghost	Confuse Ray
43	Ghost	Grudge
50	Psychic	Heal Block
?	Fight	Final Gambit
?	Bug	X-Scissor



STRENGTH ●●○○○
DEXTERITY ●○○○
VITALITY ●●○○
SPECIAL ●○○○
INSIGHT ●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 1kg / 2 lbs

BASE HP: 1
DISOBEDIENCE: ●●●○○

ABILITIES: Wonder Guard

Shed Pokémon
On extremely rare occasions; when Nincada evolves, the empty cocoon comes to life. They don't move, they only float unnaturally around.
It is said that it will steal the soul of anyone looking directly at them.

EVOLUTION: Final Form.



#293 Whismur

TYPE: Normal



STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●○○○○
SPECIAL ●●○○○
INSIGHT ●○○○

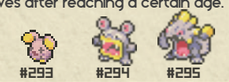
HEIGHT: 0.6m / 2'00"
WEIGHT: 16kg / 35 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Soundproof

Whisper Pokémon
Their timid voice is barely audible, however, if it senses danger, they start crying loud enough to deafen anyone nearby. Their own noise scares them even more, so they cry harder until their ear covers shut.

EVOLUTION: First Stage. Evolves after reaching a certain age.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound
11	Ghost	Astonish
21	Normal	Supersonic
31	Normal	Screech
41	Psychic	Synchronoise
45	Normal	Sleep Talk
?	Fairy	Disarming Voice
?	Normal	Snore
5	Normal	Uproar
15	Normal	Howl
25	Normal	Stomp
35	Normal	Roar
45	Psychic	Rest
50	Normal	Hyper Voice
?	Dark	Fake Tears

#294 Loudred

TYPE: Normal

EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Astonish
0	Normal	Pound
20	Dark	Bite
29	Normal	Stomp
43	Normal	Roar
57	Psychic	Rest
65	Normal	Hyper Voice
?	Water	Water Pulse
0	Normal	Howl
0	Normal	Uproar
23	Normal	Supersonic
37	Normal	Screech
51	Psychic	Synchronoise
57	Normal	Sleep Talk
?	Electric	Shock Wave
?	Ice	Icy Wind



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●○○○
SPECIAL ●●○○○
INSIGHT ●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 40kg / 89 lbs

BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES: Soundproof

Big Voice Pokémon
Their ears work as loudspeakers capable of breaking glass or even blowing apart a wooden house. When it finishes shouting, even they are deafened for a while. They have noisy competitions in their packs.

EVOLUTION: Second Stage. Evolves after reaching a certain age.



#295 Exploud

TYPE: Normal



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 4'11"
WEIGHT: 84kg / 185 lbs

BASE HP: 5
DISOBEDIENCE: ●●●○○

ABILITIES: Soundproof

Loud Noise Pokémon
It is said that some tremors are caused by the roars of this Pokémon. They communicate with soft noises, raising their voice only in battle. They can emit many different kinds of sounds.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Astonish
0	Normal	Howl
0	Normal	Pound
0	Normal	Uproar
23	Normal	Supersonic
37	Normal	Screech
45	Normal	Roar
55	Psychic	Synchronoise
71	Normal	Hyper Voice
85	Normal	Boom Burst
?	Fight	Circle Throw
0	Fire	Fire Fang
0	Ice	Ice Fang
0	Electric	Thunder Fang
20	Dark	Bite
29	Normal	Stomp
40	Dark	Crunch
55	Psychic	Rest
63	Normal	Sleep Talk
79	Normal	Hyper Beam
?	Dragon	Outrage
?	Water	Whirlpool

Hoenn Pokédex

#296 Makuhita

TYPE: Fight

STRENGTH ●●○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Focus Energy
4	Ground	Sand Attack
10	Fight	Vital Throw
16	Normal	Whirlwind
22	Normal	Smelling Salts
28	Fight	Force Palm
34	Fight	Wake-Up Slap
40	Fight	Close Combat
46	Steel	Heavy Slam
?	Fire	Fire Punch

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
7	Fight	Arm Thrust
13	Normal	Fake Out
19	Dark	Knock Off
25	Normal	Belly Drum
31	Fight	Seismic Toss
37	Normal	Endure
43	Fight	Reversal
?	Electric	Thunder Punch
?	Fight	Detect

HEIGHT: 1m / 3'3"
WEIGHT: 86kg / 190 lbs

Guts Pokémon
A tenacious Pokémon that will get back up no matter how many times he gets knocked down. They have a tireless spirit, and never give up hope. Makuhitas put all their hearts into everything they do.

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES:
Guts & Thick Fat

EVOLUTION: First Stage. Evolves after being knocked down many times.

#296 #297

#297 Hariyama

TYPE: Fight

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○
SPECIAL ●●○
INSIGHT ●●●○

EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Arm Thrust
0	Normal	Focus Energy
0	Normal	Tackle
13	Normal	Fake Out
19	Dark	Knock Off
27	Normal	Belly Drum
37	Fight	Seismic Toss
47	Normal	Endure
57	Fight	Reversal
?	Ice	Ice Punch
?	Rock	Wide Guard

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Brine
0	Ground	Sand Attack
10	Normal	Vital Throw
16	Normal	Whirlwind
22	Normal	Smelling Salts
32	Fight	Force Palm
42	Fight	Wake-Up Slap
52	Fight	Close Combat
62	Steel	Heavy Slam
?	Steel	Bullet Punch

HEIGHT: 2.3m / 7'07"
WEIGHT: 253kg /560 lbs

Arm Thrust Pokémon
They may appear fat, but they are pure muscle. Hariyamas have the habit of challenging big looking creatures to tests of strength, sometimes mistaking cars and machines for real Pokémon.

BASE HP: 7
DISOBEDIENCE: ●●●●●

ABILITIES:
Guts & Thick Fat

EVOLUTION: Final Form.

#296 #297

#298 Azurill

TYPE: Normal / Fairy

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Splash
2	Normal	Tail Whip
7	Water	Bubble
13	Water	Bubble Beam
20	Normal	Slam
?	Normal	Tickle
?	Dark	Fake Tears

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun
5	Water	Water Sport
10	Fairy	Charm
16	Normal	Helping Hand
23	Flying	Bounce
?	Normal	Sing

HEIGHT: 0.2m / 0'08"
WEIGHT: 2kg / 4 lbs

Polka Dot Pokémon
They use their tail as a lasso. When they throw their ball, Azurills get dragged along with it. They are commonly seen bouncing and playing with other Pokémon in the beach. They love fruit paps.

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES:
Huge Power & Thick Fat

EVOLUTION: First Stage. Evolves with Happiness.

#298 #183 #184

#299 Nosepass

TYPE: Rock

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
8	Normal	Block
15	Electric	Thunder Wave
22	Psychic	Rest
29	Rock	Rock Slide
36	Rock	Sandstorm
43	Ground	Earth Power
50	Normal	Lock-On
?	Rock	Stealth Rock
?	Psychic	Magic Coat

EXPERIENCE COST	TYPE	MOVE NAME
4	Normal	Harden
11	Rock	Rock Throw
18	Rock	Rock Blast
25	Electric	Spark
32	Rock	Power Gem
39	Electric	Discharge
46	Rock	Stone Edge
50	Electric	Zap Cannon
?	Normal	Self Destruct

HEIGHT: 1m / 3'03"
WEIGHT: 97kg / 213 lbs

Nosepass Pokémon
Their magnetic nose always point to the north. They were thought to be immobile, but it was recently revealed that they actually move 3/8 of an inch every year. They get a little crazy when magnets are close.

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES:
Magnet Pull & Sturdy

EVOLUTION: First Stage. Evolves around a strong Magnetic Field.

#299 #476

#300 Skitty

TYPE: Normal

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Fake Out
0	Normal	Tackle
4	Normal	Foresight
11	Normal	Sing
18	Normal	Copycat
25	Fairy	Charm
32	Fight	Wake-Up Slap
39	Normal	Heal Bell
46	Normal	Captivate
?	Normal	Wish
?	Dark	Fake Tears

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
0	Normal	Tail Whip
8	Normal	Attract
15	Normal	Double Slap
22	Normal	Assist
29	Dark	Feint Attack
36	Normal	Covet
42	Normal	Double-Edge
49	Fairy	Play Rough
?	Normal	Tickle

HEIGHT: 0.6m / 2'00"
WEIGHT: 11kg / 24 lbs

Kitten Pokémon
They are fascinated by moving objects, even chasing their own tail without hesitation. They are cute by nature, and popular pets, but it's hard to earn their trust in the wild. They are quite affectionate.

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES:
Cute Charm & Normalize

EVOLUTION: First Stage. Evolves with a Moon Stone.

#300 #301

#301 Delcatty

TYPE: Normal

STRENGTH ●●○○
DEXTERITY ●●●○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Attract
0	Normal	Fake Out
?	Normal	Baton Pass
?	Psychic	Cosmic Power

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Double Slap
0	Normal	Sing
?	Normal	Wish

HEIGHT: 1.1m / 3'07"
WEIGHT: 32kg / 72 lbs

Prim Pokémon
They like to live without restrictions, spending their time eating and sleeping whenever they feel like it. Popular among females. Delcatties love clean places, good food and to groom themselves.

BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES:
Cute Charm & Normalize

EVOLUTION: Final Form.

#300 #301

#302 Sableye

TYPE: Dark / Ghost

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
0	Normal	Scratch
4	Normal	Foresight
11	Ghost	Astonish
18	Normal	Fake Out
25	Ghost	Shadow Sneak
32	Dark	Feint Attack
39	Ghost	Shadow Claw
46	Ghost	Confuse Ray
57	Ghost	Shadow Ball
?	Normal	Mean Look

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Mean Look
0	Psychic	Zen Headbutt
8	Ghost	Night Shade
15	Normal	Fury Swipes
22	Fight	Detect
29	Dark	Knock Off
36	Dark	Punishment
43	Rock	Power Gem
50	Dark	Foul Play
?	Fairy	Moonlight
?	Dark	Nasty Plot

HEIGHT: 0.5m / 1'08"
WEIGHT: 11kg / 24 lbs

Darkness Pokémon
Feared for stealing the souls of men with their sinister eyes glowing in the dark. They lurk deep inside caves, eating rocks, gemstones and crystals. Luckily, Sableyes are rarely seen. They love jewels and treasure.

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES:
Keen Eye & Stall

EVOLUTION: Final Form.

#302

#303 Mawile

TYPE: Steel / Fairy

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Astonish
0	Normal	Growl
0	Dark	Taunt
11	Dark	Bite
21	Normal	Vice Grip
26	Normal	Baton Pass
41	Steel	Iron Defense
50	Normal	Stockpile
50	Normal	Swallow
60	Fairy	Play Rough
?	Poison	Poison Fang

EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Fairy Wind
0	Dark	Snatch
6	Dark	Fake Tears
16	Normal	Sweet Scent
26	Dark	Feint Attack
36	Dark	Crunch
46	Dark	Sucker Punch
50	Normal	Spit Up
56	Steel	Iron Head
?	Fire	Fire Fang
?	Normal	Super Fang

HEIGHT: 0.6m / 2'00"
WEIGHT: 11kg / 25 lbs

Deceiver Pokémon
They appear to be cute and docile, luring their prey and lowering their guards, then, Mawile chomps the prey with huge steel jaws. They are very rare, though. Only a few have been seen in Hoenn's Victory Road.

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES:
Hyper Cutter & Intimidate

EVOLUTION: Final Form.

#302

Hoenn Pokédex

#304 Aron

TYPE: Steel / Rock

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Harden
4	Ground	Mud Slap
11	Steel	Metal Claw
18	Normal	Roar
25	Steel	Iron Head
32	Steel	Metal Sound
39	Steel	Autotomize
46	Normal	Double-Edge
?	Normal	Screech
?	Rock	Rollout

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
8	Normal	Headbutt
15	Steel	Iron Defense
22	Normal	Take Down
29	Normal	Protect
36	Steel	Iron Tail
43	Steel	Heavy Slam
50	Steel	Metal Burst
?	Normal	Endeavor



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○
INSIGHT ●●○

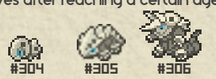
HEIGHT: 0.4m / 1'04"
WEIGHT: 60kg / 132 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Rock Head & Sturdy

Iron Armor Pokémon
They can be seen feeding on iron ore in the mountains or causing trouble by eating rails, bridges and vehicles. When they evolve, Arons shed their steel armors and develop a stronger one.

EVOLUTION: First Stage.
Evolves after reaching a certain age.



#305 Lairon

TYPE: Steel / Rock



HEIGHT: 0.9m / 2'11"
WEIGHT: 120kg /264 lbs

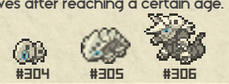
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DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Rock Head & Sturdy

Iron Armor Pokémon
Their armors gets stronger by eating iron ores and drinking mineral spring water, usually nesting close to ponds. Lairons often attack human miners. They are territorial creatures, incredibly stubborn and resilient.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Harden
0	Ground	Mud Slap
11	Steel	Metal Claw
18	Normal	Roar
25	Steel	Iron Head
34	Steel	Metal Sound
45	Steel	Autotomize
56	Normal	Double-Edge
?	Rock	Rollout
?	Normal	Screech

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Normal	Headbutt
15	Steel	Iron Defense
22	Normal	Take Down
29	Normal	Protect
40	Steel	Iron Tail
51	Steel	Heavy Slam
62	Steel	Metal Burst
?	Normal	Endeavor

#306 Aggron

TYPE: Steel / Rock



HEIGHT: 2.1m / 7'00"
WEIGHT: 360kg /793 lbs

STRENGTH ●●●○○○
DEXTERITY ●●○
VITALITY ●●●●○○○○
SPECIAL ●●○
INSIGHT ●●○

BASE HP: 7
DISOBEDIENCE: ●●●●○

ABILITIES: Rock Head & Sturdy

Iron Armor Pokémon
Aggron claims ownership of entire mountains, mercilessly beating up anything that crosses their path. Aggrons are violent and patrol their territory at all times, but also plant trees, stop fires and protect nature.

EVOLUTION: Final Form.



#307 Meditite

TYPE: Fight / Psychic



HEIGHT: 0.6m / 2'00"
WEIGHT: 11kg / 24 lbs

STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Pure Power

Meditate Pokémon
Deep in the mountains they train their mind to increase their spiritual power, however they lack focus and get distracted easily. As part of their training, Meditites barely eat.

EVOLUTION: First Stage.
Evolves by learning to focus its powers.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Bide
8	Psychic	Confusion
15	Normal	Hidden Power
22	Normal	Feint
29	Fight	Force Palm
36	Normal	Psych Up
43	Psychic	Power Trick
50	Normal	Recover
?	Normal	Foresight
?	Psychic	Power Swap

EXPERIENCE COST	TYPE	MOVE NAME
4	Psychic	Meditate
11	Fight	Detect
18	Normal	Mind Reader
25	Psychic	Calm Mind
32	Fight	High Jump Kick
39	Normal	Acupressure
46	Fight	Reversal
55	Fight	Counter
?	Psychic	Guard Swap

#308 Medicham

TYPE: Fight / Psychic



HEIGHT: 1.3 m / 4'03"
WEIGHT: 31kg / 69 lbs

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Pure Power

Meditate Pokémon
They are thought to posses a sixth sense. Some of them can hide their presence by lowering their ki. Medichams fight with expert yoga moves, foretelling their foe's attacks and sensing their thoughts.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Bide
0	Fight	Detect
0	Ice	Ice Punch
0	Psychic	Meditate
15	Normal	Hidden Power
22	Normal	Feint
29	Fight	Force Palm
36	Normal	Psych Up
49	Psychic	Power Trick
62	Normal	Recover
?	Fight	Drain Punch
?	Normal	Baton Pass

EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Confusion
0	Fire	Fire Punch
0	Electric	Thunder Punch
0	Psychic	Zen Headbutt
18	Normal	Mind Reader
25	Psychic	Calm Mind
32	Fight	High Jump Kick
42	Normal	Acupressure
55	Fight	Reversal
53	Fight	Counter
?	Psychic	Gravity

#309 Electrike

TYPE: Electric



HEIGHT: 0.6m / 2'00"
WEIGHT: 15kg / 33 lbs

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Lightning Rod & Static

Lightning Pokémon
Their fur stores electricity, leaving a trail of sparks as they run. By stimulating their legs with voltage, Electrike's speed and power is greatly increased. They are not very common, though.

EVOLUTION: First Stage.
Evolves after reaching a certain age.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
9	Normal	Leer
17	Normal	Quick Attack
25	Normal	Odor Sleuth
33	Electric	Thunder Fang
41	Electric	Discharge
49	Electric	Wild Charge
?	Ice	Ice Fang
?	Dark	Crunch

EXPERIENCE COST	TYPE	MOVE NAME
4	Electric	Thunder Wave
12	Normal	Howl
20	Electric	Spark
28	Dark	Bite
36	Normal	Roar
44	Electric	Charge
52	Electric	Thunder
?	Electric	Eerie Impulse

#310 Manectric

TYPE: Electric



HEIGHT: 1.5m / 5'00"
WEIGHT: 40kg / 88 lbs

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Lightning Rod & Static

Discharge Pokémon
Their manes are constantly releasing dangerous sparks that often end up in forest fires. When they get in battle, thunderclouds show up with them. They are extremely rare to see in the wild.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Electric Terrain
0	Normal	Howl
0	Normal	Tackle
17	Normal	Quick Attack
25	Normal	Odor Sleuth
37	Electric	Thunder Fang
49	Electric	Discharge
61	Electric	Wild Charge
?	Ice	Ice Fang
?	Dark	Crunch

EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Fire Fang
0	Normal	Leer
0	Electric	Thunder Wave
20	Electric	Spark
30	Dark	Bite
42	Normal	Roar
54	Electric	Charge
66	Electric	Thunder
?	Electric	Magnet Rise

#311 Plusle

TYPE: Electric



HEIGHT: 0.4m / 1'04"
WEIGHT: 4kg / 9 lbs

STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Plus

Cheering Pokémon
They are often seen cheerleading their friends. When someone they like does a great job, they shower the field with sparks, but when they lose, Plusle cries loudly. This Pokémon drains power from telephone poles.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Entrainment
0	Dark	Nasty Plot
0	Fairy	Charm
7	Normal	Quick Attack
15	Electric	Spark
24	Normal	Copycat
31	Normal	Swift
38	Electric	Charge
44	Normal	Baton Pass
50	Normal	Last Resort
?	Normal	Wish

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
0	Electric	Nuzzle
3	Electric	Thunder Wave
10	Normal	Helping Hand
17	Normal	Encore
29	Electric	Electro Ball
35	Dark	Fake Tears
42	Electric	Thunder
48	Psychic	Agility
?	Fairy	Sweet Kiss
?	Normal	Mimic

Hoenn Pokédex

#312 Minun

TYPE: Electric



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Entrainment
0	Dark	Nasty Plot
0	Fairy	Charm
7	Normal	Quick Attack
15	Electric	Spark
24	Normal	Copycat
31	Normal	Swift
38	Electric	Charge
44	Normal	Baton Pass
50	Normal	Trump Card
?	Normal	Wish

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
0	Electric	Nuzzle
3	Electric	Thunder Wave
10	Normal	Helping Hand
17	Normal	Encore
29	Electric	Electro Ball
35	Dark	Fake Tears
42	Electric	Thunder
48	Psychic	Agility
?	Normal	Mimic
?	Fairy	Sweet Kiss

STRENGTH ●○○
DEXTERITY ●●●○○
VITALITY ●●○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.4 m / 1'04"
WEIGHT: 4kg / 9 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Minus

EVOLUTION: Final Form.


#312

Cheering Pokémon
They will cheer their friends with their lives and will keep on cheering to their last breath. If a partner is in trouble, this Pokémon will create a curtain of sparks on its friend's side to boost its spirit.

#313 Volbeat

TYPE: Bug



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Flash
5	Normal	Double Team
13	Fairy	Moonlight
21	Bug	Tail Glow
29	Normal	Protect
37	Psychic	Zen Headbutt
45	Normal	Double-Edge
?	Flying	Tailwind

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
9	Ghost	Confuse Ray
17	Normal	Quick Attack
25	Bug	Signal Beam
33	Normal	Helping Hand
41	Bug	Bug Buzz
?	Normal	Dizzy Punch
?	Bug	Silver Wind

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 17kg / 39 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Illuminate & Swarm

EVOLUTION: Final Form.


#313

Firelfy Pokémon
The male of its species.
Their tail shines bright during the night, drawing geometric shapes in the sky. Volbeats live in swarms around clean ponds. They are attracted to Illumise's sweet aroma.

#314 Illumise

TYPE: Bug



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Play Nice
5	Normal	Sweet Scent
13	Fairy	Moonlight
19	Bug	Struggle Bug
25	Normal	Encore
33	Normal	Helping Hand
41	Bug	Bug Buzz
?	Bug	Silver Wind
?	Normal	Captivate

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
9	Fairy	Charm
17	Normal	Quick Attack
21	Normal	Wish
29	Dark	Flatter
37	Psychic	Zen Headbutt
45	Normal	Covet
?	Flying	Tailwind

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 17kg / 39 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Oblivious & Tinted Lens

EVOLUTION: Final Form.


#314

Fire y Pokémon
They attract swarms of Volbeat with their sweet fragrance and organize the swarm into drawing geometric shapes made of light. Illumises gain rank in their group if they make an amazing performance.

#315 Roselia

TYPE: Grass Poison



EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Absorb
7	Poison	Poison Sting
13	Grass	Mega Drain
19	Grass	Magical Leaf
25	Grass	Giga Drain
31	Normal	Sweet Scent
37	Grass	Petal Dance
43	Grass	Aromatherapy
50	Grass	Petal Blizzard
?	Ground	Spikes

EXPERIENCE COST	TYPE	MOVE NAME
4	Normal	Growth
10	Grass	Stun Spore
16	Grass	Leech Seed
22	Grass	Grass Whistle
28	Poison	Toxic Spikes
34	Grass	Ingrain
40	Poison	Toxic
46	Grass	Synthesis
?	Grass	Worry Seed
?	Psychic	Extrasensory

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 4 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Natural Cure & Poison Point

EVOLUTION: Second Stage.
Evolves with a Shiny Stone.


#406 #315 #407

Thorn Pokémon
They live among rose bushes, shooting sharp poisonous thorns to anyone who tries to steal one of their flowers. Their aroma brings serenity. They need clean water to grow beautiful.

#316 Gulpin

TYPE: Poison



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound
9	Poison	Poison Gas
17	Psychic	Amnesia
28	Poison	Toxic
39	Normal	Stockile
39	Normal	Swallow
44	Poison	Sludge Bomb
54	Normal	Wring Out
?	Poison	Venom Drench
?	Water	Water Pulse

EXPERIENCE COST	TYPE	MOVE NAME
6	Normal	Yawn
14	Poison	Sludge
23	Normal	Encore
34	Poison	Acid Spray
39	Normal	Spit Up
40	Poison	Belch
49	Poison	Gastro Acid
59	Poison	Gunk Shot
?	Grass	Seed Bomb

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.4m / 1'04"
WEIGHT: 10kg / 22 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Liquid Ooze & Sticky Hold

EVOLUTION: First Stage.
Evolves after reaching a certain size.


#316 #317

Stomach Pokémon
Gulpin's body is a huge stomach capable of swallowing anything of their size. Their fluids can digest even metal. This Pokémon realeases hideous and vile gases while it is digesting.

#317 Swalot

TYPE: Poison



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Yawn
0	Normal	Pound
0	Normal	Wring Out
23	Normal	Encore
30	Poison	Toxic
45	Normal	Stockpile
45	Normal	Swallow
52	Poison	Sludge Bomb
63	Normal	Wring Out
?	Normal	Block
?	Normal	Self Destruct

EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Poison Gas
0	Poison	Sludge
17	Psychic	Amnesia
26	Normal	Body Slam
38	Poison	Acid Spray
45	Normal	Spit Up
46	Poison	Belch
59	Poison	Gastro Acid
70	Poison	Gunk Shot
?	Poison	Venom Drench

STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 80kg / 176 lbs

BASE HP: 5
DISOBEDIENCE: ●●○○○

ABILITIES: Liquid Ooze & Sticky Hold

EVOLUTION: Final Form.


#316 #317

Poison Bag Pokémon
Swalots spurt toxic fluids from their pores, and once the prey is weak, it gets swallowed whole since they have no teeth. They may eat anything up to the size of a car's tire. Do not get too close to them.

#318 Carvanha

TYPE: Water Dark



EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Bite
6	Normal	Rage
11	Normal	Scary Face
18	Normal	Screech
26	Dark	Assurance
31	Water	Aqua Jet
38	Normal	Take Down
?	Water	Dive

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
8	Normal	Focus Energy
16	Ice	Ice Fang
21	Normal	Swagger
28	Dark	Crunch
36	Psychic	Agility
?	Normal	Super Fang
?	Flying	Bounce

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 20kg / 46 lbs

BASE HP: 3
DISOBEDIENCE: ●●○○○

ABILITIES: Rough Skin

EVOLUTION: First Stage.
Evolves by living in salt water for too long.


#318 #319

Savage Pokémon
Anything near a Carvanha school will be swarmed, attacked and tore to bits. However, they are very timid when they are on their own. They live in rivers in the jungle and dislike salt water.

#319 Sharpedo

TYPE: Water Dark



EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Bite
0	Normal	Focus Energy
0	Dark	Night Slash
11	Normal	Scary Face
18	Normal	Screech
26	Dark	Assurance
30	Normal	Slash
34	Poison	Poison Fang
45	Psychic	Agility
?	Water	Hydro Pump
?	Ghost	Spite

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Feint
0	Normal	Leer
0	Normal	Rage
16	Ice	Ice Fang
21	Normal	Swagger
28	Dark	Crunch
34	Water	Aqua Jet
40	Dark	Taunt
50	Normal	Skull Bash
?	Water	Dive

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●○○
SPECIAL ●●●○○○
INSIGHT ●○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 177kg /391 lbs

BASE HP: 6
DISOBEDIENCE: ●●●●●

ABILITIES: Rough Skin

EVOLUTION: Final Form.


#318 #319

Brutal Pokémon
Known as the "Bully of the Sea", widely feared for its cruelty, malice and gangster attitude. They hurt Pokémon for fun and sink boats for sport. Sharpedos are among the fastest swimmers.

Hoenn Pokédex

#320 Wailmer

TYPE: Water



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Splash
7	Water	Water Gun
14	Water	Whirlpool
21	Water	Water Pulse
27	Psychic	Rest
34	Water	Water Spout
41	Water	Dive
47	Water	Hydro Pump
?	Water	Soak
?	Normal	Defense Curl

EXPERIENCE COST	TYPE	MOVE NAME
4	Normal	Growl
11	Rock	Rollout
17	Ghost	Astonish
24	Ice	Mist
31	Water	Brine
37	Psychic	Amnesia
44	Flying	Bounce
50	Steel	Heavy Slam
?	Poison	Clear Smog

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○○
INSIGHT ●○○

HEIGHT: 2m / 6'07"
WEIGHT: 260kg /572 lbs
BASE HP: 6
DISOBEDIENCE: ●●●●●
ABILITIES: Oblivious & Water Veil

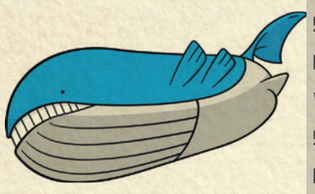
Ball Whale Pokémon
Wailmer has a playful nature. They can store water inside their body to inflate like a ball and bounce, then startle people by snorting the water from their nostrils. This Pokémon needs lots of food everyday.

EVOLUTION: First Stage.
Evolves after reaching a certain age.



#321 Wailord

TYPE: Water



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Splash
0	Water	Water Gun
14	Water	Whirlpool
21	Water	Water Pulse
27	Psychic	Rest
34	Water	Water Spout
46	Water	Dive
62	Water	Hydro Pump
?	Water	Soak
?	Normal	Defense Curl

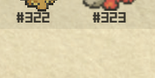
EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
0	Rock	Rollout
17	Ghost	Astonish
24	Ice	Mist
31	Water	Brine
37	Psychic	Amnesia
54	Flying	Bounce
70	Steel	Heavy Slam
?	Poison	Clear Smog

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 14.5m / 47'07"
WEIGHT: 1 ton/ 2205 lbs
BASE HP: 47
DISOBEDIENCE: ●●●○○
ABILITIES: Oblivious & Water Veil

Float Whale Pokémon
The largest Pokemon known to date. Wailords weight is really light so they can dive amost 10,000 feet with one breath. They live in open ocean herding fish to swallow in one gulp. They are used to be free.

EVOLUTION: Fina Form.



#322 Numel

TYPE: Fire / Ground



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
5	Fire	Ember
12	Normal	Focus Energy
19	Psychic	Amnesia
26	Ground	Earth Power
31	Normal	Take Down
40	Ground	Earthquake
47	Normal	Double-Edge
?	Normal	Growth

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
8	Ground	Magnitude
15	Fire	Flame Burst
22	Fire	Lava Plume
29	Ghost	Curse
36	Normal	Yawn
43	Fire	Flamethrower
?	Ground	Mud Bomb
?	Normal	Endure

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 24kg / 52 lbs
BASE HP: 3
DISOBEDIENCE: ●○○○○
ABILITIES: Oblivious & Simple

Numb Pokémon
An incredibly dim-witted Pokémon. They don't notice being hit. If they get hungry they faint. Numel's body is a cauldron of boiling magma. In rainy days, the magma cools and its speed is lowered.

EVOLUTION: First Stage.
Evolves after reaching certain age.



#323 Camerupt

TYPE: Fire / Ground



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
0	Fire	Ember
12	Normal	Focus Energy
19	Psychic	Amnesia
26	Ground	Earth Power
31	Normal	Take Down
39	Normal	Yawn
52	Fire	Eruption
?	Rock	Stealth Rock
?	Fire	Heat Wave

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Ground	Magnitude
15	Fire	Flame Burst
22	Fire	Lava Plume
29	Ghost	Curse
33	Rock	Rock Slide
46	Ground	Earthquake
59	Ground	Fissure
?	Normal	Self-Destruct

STRENGTH ●●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●○○

HEIGHT: 1.9m / 6'03"
WEIGHT: 220kg /485 lbs
BASE HP: 6
DISOBEDIENCE: ●○○○○
ABILITIES: Magma Armor & Solid Rock

Eruption Pokémon
Sometimes the humps on their back make an eruption when they get really angry, otherwise they'd only erupt every 10 years. Camerupts live inside the craters of volcanoes. They are indifferent to humans.

EVOLUTION: Final Form.



#324 Torkoal

TYPE: Fire



EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Ember
7	Water	Withdraw
17	Fire	Fire Spin
23	Fire	Flame Wheel
28	Fire	Flamethrower
36	Normal	Protect
44	Steel	Iron Defense
52	Normal	Flail
60	Fire	Inferno
?	Poison	Clear Smog
?	Ground	Fissure

EXPERIENCE COST	TYPE	MOVE NAME
4	Poison	Smog
12	Ghost	Curse
20	Normal	Smokescreen
25	Normal	Rapid Spin
33	Normal	Body Slam
39	Fire	Lava Plume
49	Psychic	Amnesia
55	Fire	Heat Wave
65	Normal	Shell Smash
?	Fight	Superpower

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 80kg / 177 lbs
BASE HP: 4
DISOBEDIENCE: ●●●●●
ABILITIES: White Smoke

Coal Pokémon
They constatly search for coal to add to their shell, digging mountains tirelessly because it is the source of their power. If they run out of coal, they grow weak. They are commonly found in abandoned coal mines.

EVOLUTION: Final Form.



#325 Spoink

TYPE: Psychic



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Splash
10	Normal	Odor Sleuth
15	Normal	Psych Up
21	Psychic	Magic Coat
29	Psychic	Rest
38	Psychic	Psyshock
44	Psychic	Psychic
?	Psychic	Role Play
?	Psychic	Extrasensory

EXPERIENCE COST	TYPE	MOVE NAME
7	Psychic	Psywave
14	Psychic	Psybeam
18	Ghost	Confuse Ray
26	Psychic	Zen Headbutt
33	Rock	Power Gem
40	Dark	Payback
50	Flying	Bounce
?	Bug	Signal Beam

STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 30kg / 67 lbs
BASE HP: 3
DISOBEDIENCE: ●○○○○
ABILITIES: Thick Fat & Own Tempo

Bounce Pokémon
They are always bouncing with their tail. If they ever stop, their heart wouldn't beat anymore. Spoinks balance a pearl from Clamperl on their head, if it's lost, they won't be able to control their psychic powers.

EVOLUTION: First Stage.
Evolves by learning to control its powers.



#326 Grumpig

TYPE: Psychic



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Splash
10	Normal	Odor Sleuth
15	Normal	Psych Up
21	Psychic	Magic Coat
29	Psychic	Rest
32	Normal	Teeter Dance
42	Psychic	Psyshock
52	Psychic	Psychic
?	Fight	Drain Punch
?	Psychic	Trick

EXPERIENCE COST	TYPE	MOVE NAME
7	Psychic	Psywave
14	Psychic	Psybeam
18	Ghost	Confuse Ray
26	Psychic	Zen Headbutt
29	Normal	Snore
35	Rock	Power Gem
46	Dark	Payback
60	Flying	Bounce
?	Psychic	Future Sight

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 71kg / 157 lbs
BASE HP: 4
DISOBEDIENCE: ●○○○○
ABILITIES: Rock Head & Sturdy

Manipulate Pokémon
Grumpigs control their foes with their psychic powers amplified by the pearls on their head and a hypnotic dance. However, when they use their powers, they have a difficult time breathing.

EVOLUTION: Final Form.



#327 Spinda

TYPE: Normal



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
10	Normal	Copycat
19	Psychic	Psybeam
28	Normal	Dizzy Punch
37	Normal	Teeter Dance
46	Normal	Double-Edge
50	Normal	Thrash
?	Normal	Fake Out

EXPERIENCE COST	TYPE	MOVE NAME
5	Normal	Uproar
14	Dark	Feint Attack
23	Psychic	Hypnosis
32	Dark	Sucker Punch
41	Normal	Psych Up
50	Normal	Flail
?	Normal	Encore
?	Normal	Helping Hand

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 12kg / 26 lbs
BASE HP: 4
DISOBEDIENCE: ●○○○○
ABILITIES: Own Tempo & Tangled Feet

Spot Panda Pokémon
Spindas move while stumbling in dizziness. This teeter dance causes a severe confusion on whoever is looking. They are shy towards humans, but sometimes they appear in towns looking really disoriented.

EVOLUTION: Final Form.



#328 Trapinch

TYPE: Ground

STRENGTH ●●●○○
DEXTERITY ●○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○



HEIGHT: 0.7m / 2'04"
WEIGHT: 15kg / 33 lbs

BASE HP: 3
DISOBEDIENCE: ●●○○○

ABILITIES: Hyper Cutter & Arena Trap

Ant Pit Pokémon
Their nest is like a bowl pit dug in sand. Trapinches wait for prey to tumble down their pit, later to be crushed between this Pokemon's jaws. Beware of them as their bite can cause a serious damage.

EVOLUTION: First Stage.
Evolves after reaching a certain age.


#328 #329 #330

EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Bite
7	Dark	Feint Attack
13	Ground	Mud Slap
21	Ground	Bulldoze
29	Ground	Dig
39	Ground	Earth Power
49	Normal	Hyper Beam
61	Normal	Feint
73	Ground	Fissure
?	Normal	Headbutt

EXPERIENCE COST	TYPE	MOVE NAME
4	Ground	Sand Attack
10	Ground	Sand Tomb
17	Normal	Bide
25	Rock	Rock Slide
34	Dark	Crunch
44	Rock	Sandstorm
55	Ground	Earthquake
67	Fight	Superpower
?	Bug	Bug Bite
?	Grass	Giga Drain

#329 Vibrava

TYPE: Ground / Dragon

STRENGTH ●●●○○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○



HEIGHT: 1.1m / 3'07"
WEIGHT: 15kg / 33 lbs

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Levitate

Vibration Pokémon
This Pokémon's vibrations can cause severe headaches or even fainting. If their prey faints, they proceed to melt them with acid. Vibrava's wings are still growing, making it a clumsy flier with low endurance.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.


#328 #329 #330

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Sonic Boom
0	Dark	Feint Attack
13	Ground	Mud Slap
21	Ground	Bulldoze
29	Normal	Supersonic
35	Dragon	Dragon Breath
44	Rock	Sandstorm
49	Normal	Hyper Beam
?	Dragon	Dragon Pulse
?	Flying	Tailwind

EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	Sand Attack
0	Ground	Sand Tomb
17	Normal	Bide
25	Rock	Rock Slide
34	Normal	Screech
39	Ground	Earth Power
48	Ground	Earthquake
53	Normal	Boomburst
?	Poison	Toxic

#330 Flygon

TYPE: Ground / Dragon

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○



HEIGHT: 2m / 6'07"
WEIGHT: 82kg / 180 lbs

BASE HP: 6
DISOBEDIENCE: ●●●○○

ABILITIES: Levitate

Mystic Pokémon
Known as the "Elemental Spirit of the Desert". Their wings create a cloud of dust that surrounds this Pokémon while flying, while their flapping produces a sound that resembles a woman singing.

EVOLUTION: Final Form.


#328 #329 #330

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Sonic Boom
0	Dark	Feint Attack
13	Ground	Mud Slap
21	Ground	Bulldoze
29	Normal	Supersonic
35	Dragon	Dragon Breath
42	Dragon	Dragon Tail
48	Ground	Earthquake
49	Normal	Hyper Beam
61	Dragon	Dragon Rush
?	Fire	Heat Wave

EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	Sand Attack
0	Ground	Sand Tomb
17	Normal	Bide
25	Rock	Rock Slide
34	Normal	Screech
39	Ground	Earth Power
44	Rock	Sandstorm
48	Normal	Uproar
55	Dragon	Dragon Claw
?	Dragon	Outrage
?	Dragon	Draco Meteor

#331 Cacnea

TYPE: Grass

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○○○
INSIGHT ●○○



HEIGHT: 0.4m / 1'04"
WEIGHT: 51kg / 113 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Sand Veil

Cactus Pokémon
They release a strong and sweet aroma to attract prey, if they get closer, Cacneas shoot sharp thorns to bring them down. They resemble cactuses and hide among them.

EVOLUTION: First Stage.
Evolves by doing evil deeds.


#331 #332

EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Poison Sting
5	Grass	Absorb
13	Grass	Leech Seed
21	Bug	Pin Missile
29	Dark	Feint Attack
37	Dark	Sucker Punch
45	Grass	Needle Arm
53	Rock	Sandstorm
?	Poison	Acid
?	Fight	Drain Punch

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
9	Normal	Growth
17	Ground	Sand Attack
25	Grass	Ingrain
33	Ground	Spikes
41	Dark	Payback
49	Grass	Cotton Spore
57	Ghost	Destiny Bond
?	Dark	Switcheroo

#332 Cacturne

TYPE: Grass / Dark

STRENGTH ●●●○○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●●○○
INSIGHT ●●○



HEIGHT: 1.3 m / 4'03"
WEIGHT: 77kg / 170 lbs

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Sand Veil

Scarecrow Pokémon
They only move during the night. If they spot a traveler, Cacturnes will stalk them in groups, waiting for the exhausted creatures to sleep before attacking. Their insides are actually sand.

EVOLUTION: Final Form.


#331 #332

EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Revenge
0	Normal	Leer
0	Normal	Growth
17	Ground	Sand Attack
25	Grass	Ingrain
35	Ground	Spikes
47	Dark	Payback
59	Grass	Cotton Spore
71	Ghost	Destiny Bond
?	Ghost	Spite

ERIENCE COST	TYPE	MOVE NAME
0	Poison	Poison Sting
0	Grass	Absorb
13	Grass	Leech Seed
21	Bug	Pin Missile
29	Dark	Feint Attack
41	Dark	Sucker Punch
53	Grass	Needle Arm
65	Rock	Sandstorm
?	Fight	Drain Punch
?	Grass	Seed Bomb

#333 Swablu

TYPE: Normal / Flying

STRENGTH ●○○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●○○
INSIGHT ●●○○○



HEIGHT: 0.4m / 1'04"
WEIGHT: 1kg / 2 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Natural Cure

Cotton Bird Pokémon
Their wings are made of cotton clouds. They are friendly creatures that love to be near humans, usually sitting on their heads as cotton hats. They travel in flocks and live near towns during the Spring.

EVOLUTION: First Stage.
Evolves after reaching certain size.


#333 #334

EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Peck
4	Ghost	Astonish
10	Normal	Fury Attack
15	Fairy	Disarming Voice
18	Normal	Round
25	Normal	Take Down
34	Flying	Mirror Move
42	Dragon	Dragon Pulse
50	Fairy	Moonblast
?	Flying	Feather Dance

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
8	Normal	Sing
13	Normal	Safeguard
15	Ice	Mist
21	Normal	Natural Gift
29	Normal	Refresh
39	Grass	Cotton Guard
48	Normal	Perish Song
?	Flying	Roost
?	Psychic	Agility

#334 Altaria

TYPE: Dragon / Flying

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○



HEIGHT: 1.1m / 3'07"
WEIGHT: 20kg / 45 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Natural Cure

Humming Pokémon
Seen as dancing clouds in the sky, Altarias sing melodies in their sweet voices, evoking wonder, beauty and dreams to the listeners. They live far away from people and throw colorful fireballs at uninvited guests.

EVOLUTION: Final Form.


#333 #334

EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Pluck
0	Normal	Growl
0	Normal	Sing
13	Normal	Safeguard
15	Ice	Mist
21	Normal	Natural Gift
29	Normal	Refesh
35	Dragon	Dragon Breath
48	Dragon	Dragon Pulse
60	Fairy	Moonblast
?	Psychic	Power Swap
?	Dragon	Dragon Rush

EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Peck
0	Ghost	Astonish
10	Normal	Fury Attack
15	Fairy	Disarming Voice
18	Normal	Round
25	Normal	Take Down
34	Dragon	Dragon Dance
42	Grass	Cotton Guard
57	Normal	Perish Song
64	Flying	Sky Attack
?	Dragon	Draco Meteor

#335 Zangoose

TYPE: Normal

STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○



HEIGHT: 1.3m / 4'03"
WEIGHT: 40kg / 88 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Immunity

Cat Ferret Pokémon
The sole desire to battle Sevipers is embedded in their genes, they have been rivals since forever. Zangoose is a very agile quadrupede, standing up in two legs only when it's ready to fight.

EVOLUTION: Final Form.


#335

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
5	Normal	Quick Attack
12	Dark	Pursuit
19	Dark	Embargo
26	Fight	Revenge
33	Fight	Detect
40	Dark	Taunt
50	Fight	Close Combat
?	Normal	Fury Swipes

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
6	Bug	Fury Cutter
15	Normal	Slash
22	Normal	Crush Claw
29	Normal	False Swipe
36	Bug	X-Scissor
43	Normal	Swords Dance
?	Dark	Night Slash
?	Steel	Metal Claw

#336 Seviper

TYPE: Poison

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Wrap
5	Dark	Bite
12	Poison	Poison Tail
20	Poison	Venoshock
27	Poison	Poison Fang
31	Dark	Night Slash
38	Ice	Haze
45	Dark	Crunch
48	Poison	Coil
?	Water	Aqua Tail
?	Steel	Iron Tail

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Swagger
9	Ghost	Lick
16	Normal	Screech
23	Normal	Glare
28	Poison	Venom Drench
34	Poison	Gastro Acid
42	Poison	Poison Jab
46	Poison	Belch
50	Normal	Wing Out
?	Grass	Giga Drain



HEIGHT: 2.7m / 8'10"
WEIGHT: 52kg / 115 lbs

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

BASE HP: 8
DISOBEDIENCE: ●●○○○

ABILITIES: Shed Skin

EVOLUTION: Final Form.

#336

Fang Snake Pokémon
Their hate for the Zangoose has been boiling for so long it's now a basic instinct. They battle using their sword-edged poisonous tail, hiding in tall grass until an unwary prey gets close enough.

#337 Lunatone

TYPE: Rock Psychic



HEIGHT: 1m / 3'03"
WEIGHT: 168kg /370 lbs

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Levitate

EVOLUTION: Final Form.

#337

Meteorite Pokémon
First found where a meteorite fell. For this reason it's believed it came from space. Its eyes fill people with dread and lure them to sleep. They become very active and extremely powerful during full moons.

EXPERIENCE COST	TYPE	MOVE NAME
0	Rock	Rock Throw
0	Normal	Harden
9	Psychic	Hypnosis
17	Psychic	Psywave
25	Rock	Rock Slide
33	Psychic	Psychic
41	Rock	Stone Edge
49	Normal	Explosion
53	Psychic	Magic Room
?	Psychic	Magic Coat

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Psychic	Confusion
13	Rock	Rock Polish
21	Dark	Embargo
29	Psychic	Cosmic Power
37	Psychic	Heal Block
45	Psychic	Future Sight
50	Fairy	Moonblast
?	Psychic	Trick Room
?	Psychic	Skill Swap

#338 Solrock

TYPE: Rock Psychic



HEIGHT: 1.2m / 4'00"
WEIGHT: 154kg /339 lbs

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Levitate

EVOLUTION: Final Form.

#338

Meteorite Pokémon
People say it came from space. They release the purest light when they get angry. Usually found absorbing solar light during the day, Solrocks can emit blinding lights and burning heat while spinning.

#339 Barboach

TYPE: Water Ground



HEIGHT: 0.4m / 1'04"
WEIGHT: 2kg / 5 lbs

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●○○○

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Oblivious & Anticipation

EVOLUTION: First Stage.
Evolves after reaching a certain age.

#339 #340

Whiskers Pokémon
Their whiskers work as a super sensitive radar. They hide in the mud with only their whiskers exposed, waiting for prey to come. If the mud dries, they move back into the water.

EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	Mud Slap
6	Water	Water Sport
14	Ground	Mud Bomb
22	Water	Water Pulse
31	Psychic	Rest
35	Water	Aqua Tail
42	Water	Muddy Water
47	Ground	Fissure
?	Normal	Flail

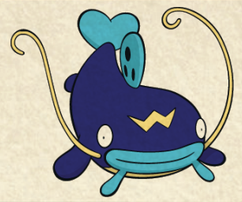
EXPERIENCE COST	TYPE	MOVE NAME
6	Ground	Mud Sport
10	Water	Water Gun
18	Psychic	Amnesia
26	Ground	Magnitude
31	Normal	Snore
39	Ground	Earthquake
43	Psychic	Future Sight
?	Water	Dive
?	Ground	Mud Shot

#340 Wishcash

TYPE: Water Ground

EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Zen Headbutt
0	Ground	Mud Slap
6	Water	Water Sport
14	Ground	Mud Bomb
22	Water	Water Pulse
33	Psychic	Rest
39	Water	Aqua Tail
45	Water	Muddy Water
57	Ground	Fissure
?	Flying	Bounce

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tickle
6	Ground	Mud Sport
10	Water	Water Gun
18	Psychic	Amnesia
26	Ground	Magnitude
33	Normal	Snore
43	Ground	Earthquake
51	Psychic	Future Sight
?	Dragon	Dragon Dance
?	Electric	Spark



HEIGHT: 0.9m / 3'00"
WEIGHT: 46kg /101 lbs

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Oblivious & Anticipation

EVOLUTION: Final Form.

#339 #340

Whiskers Pokémon
Dangerous and territorial, they claim entire ponds as their homes and will crush with earthquakes whoever dares to dive in. They eat anything alive in their pond or swamp. They learn to foretell real tremors.

#341 Corphish

TYPE: Water



HEIGHT: 0.6m / 2'00"
WEIGHT: 11kg / 25 lbs

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●○○

BASE HP: 3
DISOBEDIENCE: ●●○○○

ABILITIES: Hyper Cutter & Shell Armor

EVOLUTION: First Stage.
Evolves after reaching a certain age.

#341 #342

Ruffian Pokémon
Corphish were originally foreign Pokémon that were imported as pets. They eventually turned up in the wild and reproduced a lot. They are resilient and can live in polluted water. Beware of their pincers.

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Bubble
10	Normal	Vice Grip
20	Water	Bubble Beam
24	Normal	Double Hit
32	Dark	Taunt
38	Water	Crab Hammer
44	Normal	Swords Dance
53	Normal	Guillotine
?	Normal	Endeavor

EXPERIENCE COST	TYPE	MOVE NAME
7	Normal	Harden
13	Normal	Leer
23	Normal	Protect
26	Dark	Knock Off
35	Dark	Night Slash
41	Water	Razor Shell
47	Dark	Crunch
?	Steel	Metal Claw
?	Normal	Chip Away

#342 Crawdaunt

TYPE: Water Dark

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Bubble
0	Normal	Vice Grip
20	Water	Bubble Beam
24	Normal	Double Hit
32	Dark	Taunt
38	Water	Crab Hammer
44	Normal	Swords Dance
53	Normal	Guillotine
?	Dragon	Dragon Dance

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Harden
0	Normal	Leer
23	Normal	Protect
26	Dark	Knock Off
35	Dark	Night Slash
41	Water	Razor Shell
47	Dark	Crunch
?	Fight	Superpower
?	Ground	Mud Sport



HEIGHT: 1.1m / 3'07"
WEIGHT: 33kg / 72 lbs

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○

BASE HP: 4
DISOBEDIENCE: ●●●●○

ABILITIES: Hyper Cutter & Shell Armor

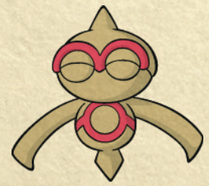
EVOLUTION: Final Form.

#341 #342

Rogue Pokémon
Crawdaunt is extremely violent and territorial. The ponds where it lives look like desolated places due to them attacking anything that comes close. It sheds its shell once a year, this weakens it for a few days.

#343 Baltoy

TYPE: Psychic Ground



HEIGHT: 0.5m / 1'08"
WEIGHT: 21kg / 47 lbs

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 3
DISOBEDIENCE: ●●○○○

ABILITIES: Levitate

EVOLUTION: First Stage. It's not possible to know what makes it evolve.

#343 #344

Clay Doll Pokémon
They spin on their center to move around. When a group of them gathers they create a horrible, head-ache inducing noise at unison. Old paintings describe them living with people in ancient times.

EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Confusion
4	Normal	Rapid Spin
10	Rock	Rock Tomb
17	Psychic	Power Trick
25	Normal	Self Destruct
31	Psychic	Cosmic Power
34	Psychic	Power Split
41	Rock	Sandstorm
49	Normal	Explosion
?	Psychic	Trick

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Harden
7	Ground	Mud Slap
13	Psychic	Psybeam
21	Rock	Ancient Power
28	Psychic	Extrasensory
34	Psychic	Guard Split
37	Ground	Earth Power
45	Psychic	Heal Block
?	Bug	Signal Beam
?	Psychic	Gravity

Hoenn Pokédex

#344 Claydol

TYPE: Psychic / Ground

EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Confusion
0	Normal	Rapid Spin
7	Ground	Mud Slap
13	Psychic	Psybeam
21	Rock	Ancient Power
28	Psychic	Extrasensory
34	Psychic	Guard Split
36	Normal	Hyper Beam
47	Rock	Sandstorm
61	Normal	Explosion
?	Rock	Stealth Rock
?	Psychic	Telekinesis

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Harden
0	Psychic	Teleport
10	Rock	Rock Tomb
17	Psychic	Power Trick
25	Normal	Self Destruct
31	Psychic	Cosmic Power
34	Psychic	Power Split
40	Ground	Earth Power
54	Psychic	Heal Block
62	Psychic	Imprison
?	Psychic	Wonder Room



HEIGHT: 1.5m /5'00" WEIGHT: 108kg /238 lbs

Clay Doll Pokémon
It is made entirely of clay. The first one was discovered in ruins from 20,000 years ago. A strange light is said to be the source of its life and psychic abilities. It's eight eyes are always alert and always watching.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

BASE HP: 5 DISOBEDIENCE: ●●○○○

ABILITIES: Levitate

EVOLUTION: Final Form.



#345 Lileep



HEIGHT: 1m / 3'03" WEIGHT: 23kg / 52 lbs

Sea Lily Pokémon
Over 100 million years ago, Lileep used to attach themselves to rocks at the bottom of the sea. A catastrophe led them all to extintion A few fossils were found and some were revived by scientists.

TYPE: Rock / Grass

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 3 DISOBEDIENCE: ●○○○○

ABILITIES: Suction Cups

EVOLUTION: First Stage.
Evolves after reaching a certain size.



EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Astonish
8	Poison	Acid
22	Ghost	Confuse Ray
36	Poison	Gastro Acid
50	Grass	Energy Ball
57	Normal	Stockpile
64	Normal	Wring Out
?	Rock	Stealth Rock

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Constrict
15	Grass	Ingrain
29	Psychic	Amnesia
43	Rock	Ancient Power
57	Normal	Spit Up
57	Normal	Swallow
?	Ground	Earth Power
?	Normal	Tickle

#346 Cradily



HEIGHT: 1.5m / 5'00" WEIGHT: 60kg / 133 lbs

Barnacle Pokémon
Cradily moves slowly at the bottom of the sea. It uses its body as an anchor and its tentacles as arms to catch prey. Their foes are melted with a potent acid before being consumed.

TYPE: Rock / Grass

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

BASE HP: 5 DISOBEDIENCE: ●●●○○

ABILITIES: Suction Cups

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Acid
0	Normal	Constrict
0	Normal	Spit Up
0	Normal	Swallow
22	Ghost	Confuse Ray
36	Rock	Ancient Power
56	Grass	Energy Ball
?	Rock	Stealth Rock

EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Astonish
0	Grass	Ingrain
0	Normal	Stockpile
0	Normal	Wring Out
29	Psychic	Amnesia
46	Poison	Gastro Acid
?	Grass	Worry Seed
?	Grass	Seed Bomb

#347 Anorith



HEIGHT: 0.7m / 2'04" WEIGHT: 12kg / 27 lbs

Old Shrimp Pokémon
This ancient Pokémon is thought to be the common ancestor of many modern Bug Pokémon. The fossils show it lived in big schools and it preferred warm waters. Anoriths used their claws to catch small prey.

TYPE: Rock / Bug

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○
INSIGHT ●●○○

BASE HP: 3 DISOBEDIENCE: ●○○○○

ABILITIES: Battle Armor

EVOLUTION: First Stage.
Evolves after reaching a certain age.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Harden
7	Ground	Mud Sport
19	Steel	Metal Claw
31	Rock	Ancient Power
39	Bug	Bug Bite
43	Normal	Slash
55	Normal	Crush Claw
?	Dark	Knock Off
?	Water	Aqua Jet

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
13	Water	Water Gun
25	Normal	Protect
37	Bug	Fury Cutter
41	Water	Brine
49	Rock	Rock Blast
61	Bug	X-Scissor
?	Normal	Rapid Spin

#348 Armaldo



HEIGHT: 1.5m / 5'00" WEIGHT: 68kg / 150 lbs

Plate Pokémon
When the waters receded, this Pokémon was forced to evolve to live on land. Evidence suggests that its claws could extend to reach the prey that was far or underwater. Its tough shell made it very resilient.

TYPE: Rock / Bug

STRENGTH ●●●○○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 5 DISOBEDIENCE: ●●○○○

ABILITIES: Battle Armor

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Crush Claw
0	Ground	Mud Sport
0	Water	Water Gun
25	Normal	Protect
37	Bug	Fury Cutter
49	Rock	Smack Down
55	Rock	Rock Blast
?	Poison	Cross Poison
?	Steel	Iron Defense

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Harden
0	Normal	Scratch
19	Steel	Metal Claw
31	Rock	Ancient Power
46	Normal	Slash
53	Water	Brine
73	Bug	X-Scissor
?	Water	Aqua Tail

#349 Feebas



HEIGHT: 0.6m / 2'00" WEIGHT: 7kg / 16 lbs

Fish Pokémon
This Pokémon tastes awful, it is incredibly ugly, smelly, kind of dumb, and a terrible fighter. To make things worse, it is actually extremely rare. For those reasons, people tend to avoid it and it's usually ignored.

TYPE: Water

STRENGTH ●○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●○
INSIGHT ●●○○

BASE HP: 3 DISOBEDIENCE: ○○○○○

ABILITIES: Swift Swim

EVOLUTION: First Stage. Evolves by reaching 5 Points on Beauty.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Splash
30	Normal	Flail
?	Ground	Mud Sport

EXPERIENCE COST	TYPE	MOVE NAME
15	Normal	Tackle
?	Water	Brine
?	Water	Dive

#350 Milotic



HEIGHT: 6.2m / 20'04" WEIGHT: 162kg /357 lbs

Tender Pokémon
Milotic is considered to be one of the most beautiful Pokémon in existence. It has inspired music, paintings and statues. It has the power to calm the anger and hostility of its foes.

TYPE: Water

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

BASE HP: 20 DISOBEDIENCE: ○○○○○

ABILITIES: Competitive & Marvel Scale

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun
4	Water	Water Sport
11	Fairy	Disarming Voice
17	Water	Water Pulse
24	Normal	Captivate
31	Normal	Recover
37	Normal	Attract
44	Poison	Coil
51	Water	Rain Dance
?	Psychic	Hypnosis

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Wrap
7	Normal	Refresh
14	Dragon	Twister
21	Water	Aqua Ring
27	Dragon	Dragon Tail
34	Water	Aqua Tail
41	Normal	Safeguard
47	Water	Hydro Pump
?	Dragon	Dragon Pulse
?	Psychic	Magic Coat

#351 Castform



HEIGHT: 0.3m / 1'00" WEIGHT: 1kg / 2 lbs

Weather Pokémon
This Pokémon reacts to the weather by changing its type and looks. It can also change the weather at will. When there is a drought, farmers lure them with small hanging dolls to ask them for rain.

TYPE: Normal

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4 DISOBEDIENCE: ○○○○○

ABILITIES: Forecast

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
10	Ice	Powder Snow
15	Normal	Headbutt
20	Water	Rain Dance
20	Normal	Weather Ball
40	Fire	Fire Blast
45	Flying	Hurricane
?	Psychic	Future Sight

EXPERIENCE COST	TYPE	MOVE NAME
10	Fire	Ember
10	Water	Water Gun
20	Ice	Hail
20	Fire	Sunny Day
40	Ice	Blizzard
40	Water	Hydro Pump
?	Normal	Last Resort
?	Normal	Reflect Type

#352 Kecleon

TYPE: Normal

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○○



HEIGHT: 1m / 3'03"
WEIGHT: 22kg / 48 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Color Change

EVOLUTION: Final Form.


#352

Color Swap Pokémon
They are able to change their colors to blend with their surroundings. The only part of its body that can't change it's the red zigzag line on its belly. Kecleon is very sneaky, smart and kind of insolent.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Thief	0	Normal	Tail Whip
0	Ghost	Astonish	0	Ghost	Lick
0	Normal	Scratch	4	Normal	Bind
7	Ghost	Shadow Sneak	10	Normal	Feint
13	Normal	Fury Swipes	16	Dark	Feint Attack
18	Psychic	Psybeam	21	Rock	Ancient Power
25	Ghost	Shadow Sneak	30	Normal	Camouflage
33	Ghost	Shadow Claw	38	Normal	Screech
42	Normal	Substitute	46	Dark	Sucker Punch
50	Psychic	Synchronoise	?	Normal	Fake Out
?	Dark	Snatch	?	Psychic	Trick

#353 Shuppet

TYPE: Ghost

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○



HEIGHT: 0.6m / 2'00"
WEIGHT: 2kg / 5 lbs

BASE HP: 3
DISOBEDIENCE: ●●○○○

ABILITIES: Frisk & Insomnia

EVOLUTION: First Stage. Evolves when it finds a discarded doll to posess.


#353

#354

Puppet Pokémon
They feed on dark emotions such as envy, jealousy and vengefulness. If they sting you, they'll fill you with a vindictive desire. They don't have bodies under their blanket and they are looking for a body to posess.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Knock Off	4	Normal	Screech
7	Ghost	Night Shade	10	Ghost	Spite
13	Fire	Will-O-Wisp	16	Ghost	Shadow Sneak
19	Ghost	Curse	22	Dark	Feint Attack
26	Ghost	Hex	30	Ghost	Shadow Ball
34	Dark	Sucker Punch	38	Dark	Embargo
42	Dark	Snatch	46	Ghost	Grudge
50	Psychic	Trick	54	Ghost	Phantom Force
?	Ice	Icy Wind	?	Psychic	Role Play
?	Ghost	Destiny Bond			

#354 Banette

TYPE: Ghost

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○



HEIGHT: 1.1m / 3'07"
WEIGHT: 12kg / 27 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●○

ABILITIES: Frisk & Insomnia

EVOLUTION: Final Form.


#353

#354

Marionette Pokémon
It's body is usually a discarded doll or toy. Its spirit is made of dark feelings and is overrun by the desire of revenge towards the kid that threw the toy. If you open its mouth, all the cursed energy will escape.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Curse	0	Dark	Knock Off
0	Ghost	Night Shade	0	Normal	Screech
10	Ghost	Spite	13	Fire	Will-O-Wisp
16	Ghost	Shadow Sneak	19	Ghost	Curse
22	Dark	Feint Attack	26	Ghost	Hex
30	Ghost	Shadow Ball	34	Dark	Sucker Punch
40	Dark	Embargo	46	Dark	Snatch
52	Ghost	Grudge	58	Psychic	Trick
64	Ghost	Phantom Force	?	Psychic	Role Play
?	Ghost	Destiny Bond	?	Ice	Icy Wind

#355 Duskull

TYPE: Ghost

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○○



HEIGHT: 0.8m / 2'07"
WEIGHT: 15kg / 33 lbs

BASE HP: 3
DISOBEDIENCE: ●○○○○

ABILITIES: Levitate

EVOLUTION: First Stage. Evolves after scaring hundreds of people.


#355

#356

#477

Requiem Pokémon
They wander at night. They can make themselves invisible and they follow travelers all night until dawn breaks. It loves the crying of little children, they can be seen scaring kids who misbehaved during the day.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer	0	Ghost	Night Shade
6	Normal	Disable	9	Normal	Foresight
14	Ghost	Astonish	17	Ghost	Confuse Ray
22	Ghost	Shadow Sneak	25	Dark	Pursuit
30	Ghost	Curse	33	Fire	Will-O-Wisp
38	Ghost	Hex	41	Normal	Mean Look
46	Dark	Payback	49	Psychic	Future Sight
?	Ice	Icy Wind	?	Ghost	Spite
?	Psychic	Wonder Room			

#356 Dusclops

TYPE: Ghost

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○○
SPECIAL ●●○○
INSIGHT ●●●○○○○



HEIGHT: 1.6m / 5'03"
WEIGHT: 30kg / 67 lbs

BASE HP: 5
DISOBEDIENCE: ●●●○○

ABILITIES: Pressure

EVOLUTION: Second Stage. Evolves after being Traded holding certain item.


#355

#356

#477

Beckon Pokémon
Its body is hollow. Some paranormal experts say there is a spectral energy ball inside them but it is not confirmed. If it absorbs an object or a creature there's the risk that nothing wil come back out.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Bind	0	Normal	Disable
0	Fire	Fire Punch	0	Psychic	Gravity
0	Ice	Ice Punch	0	Normal	Leer
0	Electric	Thunder Punch	0	Ghost	Night Shade
9	Normal	Foresight	14	Ghost	Astonish
17	Ghost	Confuse Ray	22	Ghost	Shadow Sneak
25	Dark	Pursuit	30	Ghost	Curse
33	Fire	Will-O-Wisp	37	Ghost	Shadow Punch
42	Ghost	Hex	49	Normal	Mean Look
58	Dark	Payback	61	Psychic	Future Sight
?	Dark	Dark Pulse	?	Dark	Memento
?	Normal	Pain Split			

#357 Tropius

TYPE: Grass / Flying

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○



HEIGHT: 2m / 6'07"
WEIGHT: 200kg /440 lbs

BASE HP: 6
DISOBEDIENCE: ○○○○○

ABILITIES: Chlorophyll & Solar Power

EVOLUTION: Final Form.


#350

Fruit Pokémon
It is very common in humid and hot regions. It can grow back the fruit it has eaten. Mothers prefer Tropius fruits to feed their children as it is more nutritive and sweet. They are mellow and friendly Pokémon.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Bestow	0	Flying	Gust
0	Normal	Leer	0	Normal	Natural Gift
7	Normal	Growth	11	Grass	Razor Leaf
17	Normal	Stomp	21	Flying	Sweet Scent
27	Normal	Whirlwind	31	Grass	Magical Leaf
37	Normal	Body Slam	41	Grass	Synthesis
47	Grass	Leaf Tornado	50	Flying	Air Slash
61	Grass	Solar Beam	71	Grass	Leaf Storm
?	Flying	Tailwind	?	Dragon	Twister
?	Dragon	Outrage			

#358 Chimecho

TYPE: Psychic

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○



HEIGHT: 0.6m / 2'00"
WEIGHT: 1kg / 2 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Levitate

EVOLUTION: Final Form.


#433

#358

Wind Chime Pokémon
They have seven different cries that resound with the wind. They can create ultrasonic waves when they are in danger. Using the suction cup on their head, they hang to branches on windy days.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Healing Wish	0	Normal	Wrap
6	Normal	Growl	9	Ghost	Astonish
14	Psychic	Confusion	17	Normal	Uproar
22	Normal	Take Down	25	Normal	Yawn
30	Psychic	Psywave	33	Normal	Double-Edge
38	Normal	Heal Bell	41	Normal	Safeguard
46	Psychic	Extrasensory	49	Psychic	Heal Pulse
52	Psychic	Synchronoise	?	Normal	Recover
?	Psychic	Cosmic Power	?	Psychic	Stored Power

#359 Absol

TYPE: Dark

STRENGTH ●●●○○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○



HEIGHT: 1.2m / 3'11"
WEIGHT: 47 kg / 103 lbs

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Pressure & Super Luck

EVOLUTION: Final Form.


#359

Disaster Pokémon
It is said that this Pokémon can live for 100 years. It has a bad reputation: whenever one is seen, a disaster is soon to follow – earthquakes, forest fires and tidal waves. Absols lead a lonely life.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Detect	0	Normal	Feint
0	Normal	Me First	0	Normal	Razor Wind
0	Normal	Scratch	0	Dark	Taunt
4	Normal	Leer	9	Normal	Quick Attack
12	Dark	Pursuit	20	Dark	Bite
25	Normal	Double Team	28	Normal	Slash
33	Normal	Swords Dance	36	Psychic	Future Sight
41	Dark	Night Slash	47	Psychic	Psycho Cut
50	Dark	Sucker Punch	65	Normal	Perish Song
?	Ghost	Hex	?	Fairy	Play Rough
?	Ghost	Spite			

#360 Wynaut

TYPE: Psychic

EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Charm
0	Normal	Splash
15	Ghost	Destiny Bond
15	Normal	Safeguard

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Encore
15	Fight	Counter
15	Psychic	Mirror Coat



STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●○○
INSIGHT ●●○

HEIGHT: 0.6m / 2'00"
WEIGHT: 14kg / 31 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●
ABILITIES: Shadow Tag

Bright Pokémon
Its face always appears to be happy, but Wynaut can be deceitful. Only through its tail that you'll know its true emotions. They live together in caves and bump into eachother to gain strength.

EVOLUTION: First Stage.
Evolves after reaching a certain size.


#360 #202

#361 Snorunt

TYPE: Ice



STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.7m / 2'04"
WEIGHT: 17kg / 37 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●
ABILITIES: Ice Body & Inner Focus

Snow Hat Pokémon
This friendly Pokémon lives in cold mountains and deserted snowlands. It survives by eating snow and ice. They form small groups to protect themselves from predators. If you take their hat off, they will get angry.

EVOLUTION: First Stage.
Evolves differently for males and females.


#361 #362 #478

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
4	Normal	Double Team
13	Ice	Icy Wind
22	Normal	Protect
31	Dark	Crunch
37	Ice	Ice Shard
46	Ice	Blizzard
?	Water	Water Pulse

EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Powder Snow
10	Dark	Bite
19	Normal	Headbutt
28	Ice	Ice Fang
35	Ice	Frost Breath
40	Ice	Hail
?	Normal	Weather Ball
?	Dark	Fake Tears

#362 Glalie

TYPE: Ice

EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Bite
0	Normal	Leer
13	Ice	Icy Wind
22	Normal	Protect
31	Dark	Crunch
37	Ice	Ice Beam
42	Ice	Freeze-Dry
59	Ice	Sheer Cold
?	Rock	Rollout

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Double Team
0	Ice	Powder Snow
19	Normal	Headbutt
28	Ice	Ice Fang
35	Ice	Frost Breath
40	Ice	Hail
51	Ice	Blizzard
?	Normal	Weather Ball
?	Steel	Iron Head



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 256kg /565 lbs
BASE HP: 5
DISOBEDIENCE: ●●○○○
ABILITIES: Ice Body & Inner Focus

Face Pokémon
Its body is so hard it was thought to be made of rock. They can be aggressive if provoked. When they hunt, they freeze their prey solid before eating it. They can live in warm places without trouble.

EVOLUTION: Final Form. Male Snorut evolved by becoming unmeltable.


#361 #362 #478

#363 Spheal

TYPE: Ice Water



STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.8m / 2'07"
WEIGHT: 39kg / 87 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●
ABILITIES: Ice Body & Thick Fat

Clap Pokémon
They live in big herds with their families. They are bad swimmers but good floaters. To move on land, they roll like balls instead of walking. When they are happy they clap and squeal, so they can be really noisy.

EVOLUTION: First Stage.
Evolves after reaching a certain age.


#363 #364 #365

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Defense Curl
0	Ice	Powder Snow
7	Normal	Encore
19	Normal	Body Slam
25	Ice	Aurora Beam
37	Psychic	Rest
43	Ice	Blizzard
?	Water	Dive
?	Normal	Endure

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
0	Water	Water Gun
13	Ice	Ice Ball
21	Water	Brine
31	Ice	Hail
37	Normal	Snore
49	Ice	Sheer Cold
?	Rock	Rollout

#364 Sealeo

TYPE: Ice Water

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Defense Curl
0	Ice	Powder Snow
0	Normal	Encore
19	Normal	Body Slam
25	Ice	Aurora Beam
37	Normal	Swagger
43	Normal	Snore
55	Ice	Sheer Cold
?	Water	Aqua Ring

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
0	Water	Water Gun
13	Ice	Ice Ball
21	Water	Brine
31	Ice	Hail
43	Psychic	Rest
47	Ice	Blizzard
?	Water	Water Pulse
?	Normal	Super Fang



STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 87kg / 193lbs
BASE HP: 4
DISOBEDIENCE: ●●●●●
ABILITIES: Ice Body & Thick Fat

Ball Roll Pokémon
They play with the Spheal in the herd by spinning them with their noses. When they are not in the wild they'll spin almost any round object, even Pokéballs. Sealeos are great hunters underwater.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.


#363 #364 #365

#365 Walrein

TYPE: Ice Water



STRENGTH ●●○○○
DEXTERITY ●●○
VITALITY ●●●○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 300kg/664 lbs
BASE HP: 5
DISOBEDIENCE: ●●●●○
ABILITIES: Ice Body & Thick Fat

Ice Break Pokémon
The leader of the herd is a powerful Walrein. They are very aggressive and will protect their herd even at the cost of their lives. Their tusks can shatter giant blocks of ice. It is relentless and unpredictable.

EVOLUTION: Final Form.


#363 #364 #365

EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Crunch
0	Normal	Growl
0	Water	Water Gun
19	Normal	Body Slam
25	Ice	Aurora Beam
32	Normal	Swagger
43	Normal	Snore
52	Ice	Blizzard
?	Normal	Belly Drum
?	Water	Aqua Tail

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Encore
0	Ice	Powder Snow
13	Ice	Ice Ball
21	Water	Brine
31	Ice	Hail
43	Psychic	Rest
44	Ice	Ice Fang
65	Ice	Sheer Cold
?	Ground	Fissure

#366 Clamperl

TYPE: Water

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Clamp
0	Water	Water Gun
50	Normal	Shell Smash
?	Normal	Endure

EXPERIENCE COST	TYPE	MOVE NAME
0	Steel	Iron Defense
0	Water	Whirlpool
?	Normal	Refresh
?	Ground	Mud Sport



STRENGTH ●●○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○

HEIGHT: 0.4m / 1'04"
WEIGHT: 52kg / 115 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●
ABILITIES: Shell Armor

Bivalve Pokémon
It is protected by a sturdy shell which is used to catch its prey. Clamperl will produce a magnificent pearl once in a lifetime. That pearl is said to increase psychic powers and will sell for a lot of money.

EVOLUTION: First Stage. Evolves after being Traded holding certain item.


#366 #367 #368

#367 Huntail

TYPE: Water



STRENGTH ●●●○○
DEXTERITY ●●○
VITALITY ●●●○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 1.8 m / 6'00"
WEIGHT: 27kg / 59 lbs
BASE HP: 6
DISOBEDIENCE: ●●○○○
ABILITIES: Swift Swim

Deep Sea Pokémon
It lives at extreme depths of the sea. Their eyes can see perfectly in complete darkness. Huntails light up their tail to attract their prey, then swallow them whole with a single bite.

EVOLUTION: Final Form.
It was holding the Fang of a Pokémon.


#366 #367 #368

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Whirlpool
10	Normal	Screech
19	Normal	Scary Face
28	Water	Brine
34	Dark	Sucker Punch
42	Dark	Crunch
48	Poison	Coil
?	Water	Muddy Water
?	Normal	Super Fang

EXPERIENCE COST	TYPE	MOVE NAME
6	Dark	Bite
15	Water	Water Pulse
24	Ice	Ice Fang
33	Normal	Baton Pass
37	Water	Dive
46	Water	Aqua Tail
50	Water	Hydro Pump
?	Normal	Bind

#368 Gorebyss

TYPE: Water

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Whirlpool
10	Psychic	Agility
15	Water	Water Pulse
24	Water	Aqua Ring
33	Normal	Baton Pass
42	Psychic	Psychic
48	Poison	Coil
?	Ghost	Confuse Ray
?	Water	Muddy Water

EXPERIENCE COST	TYPE	MOVE NAME
6	Psychic	Confusion
11	Fairy	Draining Kiss
19	Psychic	Amnesia
28	Normal	Captivate
37	Water	Dive
46	Water	Aqua Tail
50	Water	Hydro Pump
?	Normal	Bind



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

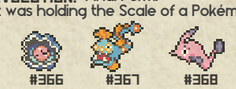
HEIGHT: 1.8m / 6'00"
WEIGHT: 22kg / 50 lbs

BASE HP: 6
DISOBEDIENCE: ●●●○○

ABILITIES: Swift Swim

South Sea Pokémon
Found in the depths of the southern seas. Their body is built to withstand the sea pressure. While it appears to be beautiful and harmless, it is a cruel and deceitful creature.

EVOLUTION: Final Form.
It was holding the Scale of a Pokémon.



#369 Relicanth

TYPE: Rock / Water



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 23kg / 51 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Rock Head & Swift Swim

Longevity Pokemon
It has remained unchanged for millions of years. Relicanth was discovered in a deep sea expedition. It feeds on plankton. Their scales are like craggy rocks, they can endure the deep pressure of the sea.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Harden
0	Ground	Mud Sport
15	Rock	Rock Tomb
29	Normal	Take Down
41	Psychic	Rest
57	Water	Dive
50	Normal	Double-Edge
71	Water	Hydro Pump
?	Normal	Skull Bash
?	Ground	Magnitude

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
8	Water	Water Gun
22	Normal	Yawn
36	Rock	Ancient Power
50	Normal	Double-Edge
43	Normal	Ancient Power
57	Water	Dive
78	Rock	Head Smash
?	Water	Aqua Tail

#370 Luvdisc

TYPE: Water

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
7	Water	Water Gun
14	Normal	Take Down
17	Normal	Lucky Chant
27	Normal	Attract
37	Fairy	Sweet Kiss
46	Water	Aqua Ring
55	Normal	Safeguard
?	Psychic	Heal Pulse

EXPERIENCE COST	TYPE	MOVE NAME
4	Fairy	Charm
9	Psychic	Agility
15	Fairy	Draining Kiss
22	Water	Water Pulse
31	Normal	Flail
40	Water	Hydro Pump
50	Normal	Captivate
?	Normal	Swift
?	Normal	Captivate



STRENGTH ●○○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●○○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 8kg / 19 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Swift Swim

Rendezvous Pokémon
Luvdisc is a symbol of romance. It lives in shallow seas, swimming after couples, bringing them closer and promising eternal love. During their spawning season, the waters around them turn pink.

EVOLUTION: Final Form.



#371 Bagon

TYPE: Dragon



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 42kg / 93 lbs

BASE HP: 3
DISOBEDIENCE: ●●●○○

ABILITIES: Rock Head

Rock Head Pokémon
Bagons dream of soaring the sky. This leads to a lot frustration that makes them dive off cliffs in an attempt to fly. Their head is tough enough to survive the fall. They are very ill tempered and violent.

EVOLUTION: First Stage.
Evolves by sheer willpower.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Rage
10	Normal	Leer
20	Normal	Focus Energy
31	Dragon	Dragon Breath
40	Normal	Scary Face
50	Dragon	Dragon Claw
55	Normal	Double-Edge
?	Normal	Mimic

EXPERIENCE COST	TYPE	MOVE NAME
5	Dark	Bite
16	Normal	Headbutt
25	Fire	Ember
35	Psychic	Zen Headbutt
46	Dark	Crunch
54	Fire	Flamethrower
?	Dragon	Dragon Rage
?	Normal	Endure

#372 Shelgon

TYPE: Dragon

EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Bite
0	Normal	Leer
20	Normal	Focus Energy
30	Normal	Protect
37	Psychic	Zen Headbutt
50	Dark	Crunch
60	Fire	Flamethrower
?	Water	Hydro Pump
?	Steel	Iron Defense

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Headbutt
0	Normal	Rage
25	Fire	Ember
32	Dragon	Dragon Breath
43	Normal	Scary Face
55	Dragon	Dragon Claw
61	Normal	Double-Edge
?	Dragon	Dragon Pulse



STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

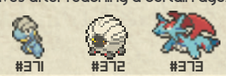
HEIGHT: 1.1m / 3'07"
WEIGHT: 110kg /243 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Rock Head

Endurance Pokémon
The body is covered in a powerful armor that resembles bones. It hides in caves awaiting evolution, enduring hunger and harm while its cells prepare for its final transformation.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.



#373 Salamence

TYPE: Dragon / Flying



STRENGTH ●●●○○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 102kg /226 lbs

BASE HP: 5
DISOBEDIENCE: ○○○○○

ABILITIES: Intimidate

Dragon Pokémon
After a lifetime of struggling for a dream, it finally grew its wings. Salamence, however, is extremely dangerous, it scorches entire fields and mountains. It's easily angered and completely uncontrollable.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Bite
0	Fire	Fire Fang
0	Normal	Leer
0	Electric	Thunder Fang
25	Fire	Ember
32	Dragon	Dragon Breath
43	Normal	Scary Face
53	Dark	Crunch
62	Fire	Flamethrower
?	Dragon	Outrage
?	Dragon	Draco Meteor

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Double-Edge
0	Normal	Headbutt
0	Normal	Rage
20	Normal	Focus Energy
30	Normal	Protect
37	Psychic	Zen Headbutt
50	Flying	Fly
61	Dragon	Dragon Claw
80	Dragon	Dragon Tail
?	Dragon	Dragon Dance

#374 Beldum

TYPE: Steel / Psychic

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Take Down
?	Normal	Headbutt

EXPERIENCE COST	TYPE	MOVE NAME
?	Steel	Iron Head



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●○○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 95kg / 210 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Clear Body

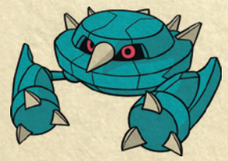
Iron Ball Pokémon
Beldum uses magnetic pulses to float and comunicate. When it finds others, they move in perfect unison. It needs to develop a new brain to evolve; two of them may merge or it could develop a new one with time.

EVOLUTION: First Stage.
Evolves by developing two brains.



#375 Metang

TYPE: Steel / Psychic



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 3'11"
WEIGHT: 202kg /446 lbs

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Clear Body

Iron Claw Pokémon
Its two brains are joined by a magnetic nervous system. This allows Metang to use psychokinetic powers. It is able to float and move in midair at 60 mph. To evolve further it will need more brain power.

EVOLUTION: Second Stage.
Evolves by developing two more brains.



EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Confusion
0	Steel	Metal Claw
23	Dark	Pursuit
29	Psychic	Zen Headbutt
35	Normal	Scary Face
41	Psychic	Psychic
47	Steel	Iron Defense
?	Electric	Thunder Punch
?	Normal	Self-Destruct

EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Magnet Rise
0	Normal	Take Down
26	Psychic	Miracle Eye
32	Steel	Bullet Punch
38	Psychic	Agility
44	Steel	Meteor Mash
50	Normal	Hyper Beam
?	Ice	Ice Punch

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Confusion	0	Electric	Magnet Rise
0	Steel	Metal Claw	0	Normal	Take Down
23	Dark	Pursuit	26	Psychic	Miracle Eye
29	Psychic	Zen Headbutt	32	Steel	Bullet Punch
35	Normal	Scary Face	38	Psychic	Agility
41	Psychic	Psychic	44	Steel	Meteor Mash
45	Fight	Hammer Arm	53	Steel	Iron Defense
62	Normal	Hyper Beam	?	Normal	Self-Destruct
?	Normal	Block	?	Psychic	Telekinesis

#376 Metagross



TYPE: Steel / Psychic

STRENGTH ●●●○○○○○○○
DEXTERITY ●●○○○○○○○○
VITALITY ●●●○○○○○○○
SPECIAL ●●●○○○○○○○
INSIGHT ●●○○○○○○○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 550kg /1212 lbs
BASE HP: 5
DISOBEDIENCE: ●●●●○

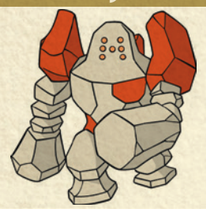
ABILITIES: Clear Body

EVOLUTION: Final Form.



Iron Leg Pokémon
It has four powerful brains that allow it to react at the speed of a super computer. It pins its prey under its massive body, then eats it using the large mouth on its stomach. A powerful and ruthless Pokémon.

#377 Regirock



TYPE: Rock

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ? m / ?'??"
WEIGHT: ???kg /??? lbs
BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES: Clear Body & Sturdy
Plot Device

EVOLUTION: Unknown.

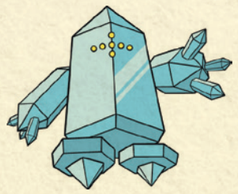


Pokédex has no data.

It is said to be an immortal being the size of the peak of a mountain. Could he be a remnant from the most ancient times of this world?

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#378 Regice



TYPE: Ice

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ? m / ?'??"
WEIGHT: ???kg /??? lbs
BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES: Clear Body & Ice Body
Plot Device

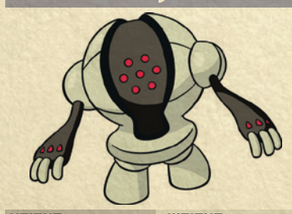
EVOLUTION: Unknown.



Pokédex has no data.

It is said to be undistinguishable from a gigantic iceberg. Its myth says its body can't be melted even if submerged in magma. Regice could freeze the air to bring a new ice age.

#379 Registeel



TYPE: Steel

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ? m / ?'??"
WEIGHT: ???kg /??? lbs
BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES: Clear Body & Light Metal
Plot Device

EVOLUTION: Unknown.



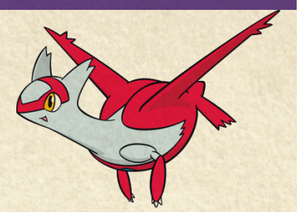
Pokédex has no data.

His body was indestructible. A flexible metal out of this world that can shrink, expand, made solid or liquid at the speed of thought. Could the myths be true?

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#380 Latias



TYPE: Dragon / Psychic

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ? m / ?'??"
WEIGHT: ???kg /??? lbs
BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.



Pokédex has no data.
The legend tells about two Pokémon that could take human shapes, use psychic powers and become invisible. They were raised by an old couple as their own children. The little girl had a red dress.

#381 Latios



TYPE: Dragon / Psychic

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ?m / ?'??"
WEIGHT: ???kg / ??? lbs
BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.



Pokédex has no data.
The legend tells about two Pokémon that could take human shapes, use psychic powers and become invisible. They were raised by an old couple as their own children. The boy was the oldest and weared a blue shirt.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#382 Kyogre



TYPE: Water

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ?m / ?'??"
WEIGHT: ???kg / ??? lbs
BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES: Drizzle
Plot Device

EVOLUTION: Unknown.



Pokédex has no data.
Kyogre is named in mythology as the God that expanded the seas and oceans with torrential waters and huge tidal waves. He is the mortal enemy of Groudon.

#383 Groudon



TYPE: Ground

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ?m / ?'??"
WEIGHT: ???kg / ??? lbs
BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES: Drought
Plot Device

EVOLUTION: Unknown.



Pokédex has no data.
Described in mythology as the God creator of lands, mountains, volcanoes and continents. Any water or clouds evaporate in his presence. He is the mortal enemy of Kyogre.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#384 Rayquaza

TYPE: Dragon / Flying



STRENGTH	●●●●●●●●●●
DEXTERITY	●●●●●●●●●●
VITALITY	●●●●●●●●●●
SPECIAL	●●●●●●●●●●
INSIGHT	●●●●●●●●●●

HEIGHT: ?m / ?'??" WEIGHT: ???kg / ??? lbs

BASE HP: ? DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

Pokédex has no data.

The legend tells how Rayquaza lived in the outer layer of this world. It came to end the quarrell between Groudon and Kyogre. Granted the world with blue skies and left.

EVOLUTION: Unknown.


#384

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#385 Jirachi

TYPE: Steel / Psychic



STRENGTH	●●●●●●●●●●
DEXTERITY	●●●●●●●●●●
VITALITY	●●●●●●●●●●
SPECIAL	●●●●●●●●●●
INSIGHT	●●●●●●●●●●

HEIGHT: ?m / ?'??" WEIGHT: ???kg / ??? lbs

BASE HP: ? DISOBEDIENCE: ●●●●●

ABILITIES: Serene Grace
Plot Device

Pokédex has no data.
It is said that every 1000 years, a shooting star appears in the sky for 7 days, granting wishes for those of pure heart.
Another common saying is:
"Be careful what you wish for"

EVOLUTION: Unknown.


#385

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#386 Deoxys

TYPE: Psychic



STRENGTH	●●●●●●●●●●
DEXTERITY	●●●●●●●●●●
VITALITY	●●●●●●●●●●
SPECIAL	●●●●●●●●●●
INSIGHT	●●●●●●●●●●

HEIGHT: ?m / ?'??" WEIGHT: ???kg / ??? lbs

BASE HP: ? DISOBEDIENCE: ●●●●●

ABILITIES: Pressure
Plot Device

Pokédex has no data.
A space expedition had to be aborted due to an emergency. The astronauts told about a creature mutating and attacking them. They all gave different descriptions of the attacker.

EVOLUTION: Unknown.


#386

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

If you have a Pokémon that has different forms, they may adapt to different situations. Choose the one you like the most.

Trainer Tips

You may use your own discretion as to what triggers the changes on certain Pokémon. It may be an item, energy or perhaps they are able to change at will.

Storyteller Note

Form Variations

A few Pokémon have different looks even when they are the same species. Sometimes this change is merely aesthetic, other times they evolve into a variant and cannot change back. Most of the time the change is reversible once it is affected by another occurence or the Pokémon has fainted.

The different forms may change their attribute limit distribution, grant them a new power and/or change their Type.
Be sure to read carefully the entries on the different Form Variations of these Pokémon.

#387 Turtwig

TYPE: Grass



STRENGTH	●●○○○
DEXTERITY	●○○○○
VITALITY	●●○○○
SPECIAL	●●○○○
INSIGHT	●●○○○

HEIGHT: 0.4m / 1'04" WEIGHT: 10kg / 22 lbs

BASE HP: 3 DISOBEDIENCE: ●●●●●

ABILITIES: Overgrow

Tiny Leaf Pokémon
It makes its home close to lakes, although it is rare to find one. The shell on its back is made of hardened soil, and should be moist for it to be healthy. It uses photosynthesis to get energy.

EVOLUTION: First Stage.
Evolves after reaching a certain age.


#387 #388 #389

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	5	Water	Withdraw
9	Grass	Absorb	13	Grass	Razor Leaf
17	Ghost	Curse	21	Dark	Bite
25	Grass	Mega Drain	29	Grass	Leech Seed
33	Grass	Synthesis	37	Dark	Crunch
41	Grass	Giga Drain	45	Grass	Leaf Storm
?	Ground	Mud Slap	?	Grass	Seed Bomb
?	Grass	Grass Pledge			

#388 Grotle

TYPE: Grass



STRENGTH	●●○○○
DEXTERITY	●○○○○
VITALITY	●●○○○
SPECIAL	●●○○○
INSIGHT	●●○○○

HEIGHT: 1m / 3'07" WEIGHT: 97kg / 213 lbs

BASE HP: 4 DISOBEDIENCE: ●●●●●

ABILITIES: Overgrow

Grove Pokémon
Other Pokémon harass Grotle when the bushes on its back have berries or fruit. It patiently waits for others to finish eating before moving.
It loves clear water and it's good at finding cool ponds and springs.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.


#387 #388 #389

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Water	Withdraw
9	Grass	Absorb	13	Grass	Razor Leaf
17	Ghost	Curse	22	Dark	Bite
27	Grass	Mega Drain	32	Grass	Leech Seed
37	Grass	Synthesis	42	Dark	Crunch
47	Grass	Giga Drain	52	Grass	Leaf Storm
?	Fight	Superpower	?	Grass	Grassy Terrain
?	Grass	Grass Pledge			

#389 Torterra

TYPE: Grass / Ground



STRENGTH	●●●○○
DEXTERITY	●●○○○
VITALITY	●●●○○
SPECIAL	●●○○○
INSIGHT	●●○○○

HEIGHT: 2.2m / 7'03" WEIGHT: 620kg /1366 lbs

BASE HP: 7 DISOBEDIENCE: ●●○○○

ABILITIES: Overgrow

Continent Pokemon
Torterras travel in groups, mistaken as moving forests. Many pokémon make their nest on its back and live there for their entire lives.
Ancient people thought that they lived on the back of a giant Torterra.

EVOLUTION: Final Form.


#387 #388 #389

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Absorb	0	Grass	Razor Leaf
0	Normal	Tackle	0	Water	Withdraw
0	Grass	Wood Hammer	17	Ghost	Curse
22	Dark	Bite	27	Grass	Mega Drain
32	Ground	Earthquake	33	Grass	Leech Seed
39	Grass	Synthesis	45	Dark	Crunch
51	Grass	Giga Drain	57	Grass	Leaf Storm
?	Dragon	Outrage	?	Rock	Wide Guard
?	Grass	Frenzy Plant			

#390 Chimchar

TYPE: Fire



STRENGTH	●●○○○
DEXTERITY	●●○○○
VITALITY	●○○○○
SPECIAL	●●○○○
INSIGHT	●○○○○

HEIGHT: 0.5m / 1'08" WEIGHT: 6kg / 13 lbs

BASE HP: 3 DISOBEDIENCE: ●●●●●

ABILITIES: Blaze

Chimp Pokémon
They climb sheer cliffs to live at the top of the mountains. Small groups of them tend to visit human campings to steal food and objects. They are playful and will wreak havoc if they want to have fun.

EVOLUTION: First Stage.
Evolves after reaching a certain age.


#390 #391 #392

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer	0	Normal	Scratch
7	Fire	Ember	9	Dark	Taunt
15	Normal	Fury Swipes	17	Fire	Flame Wheel
23	Dark	Nasty Plot	25	Dark	Torment
31	Normal	Facade	33	Fire	Fire Spin
39	Flying	Acrobatics	41	Normal	Slack Off
47	Fire	Flamethrower	?	Normal	Helping Hand
?	Normal	Fake Out	?	Fire	Fire Pledge

#391 Monferno



TYPE: Fire / Fight

STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.9m / 2'11"
WEIGHT: 22kg / 48 lbs
BASE HP: 4
DISOBEDIENCE: ●○○○○
ABILITIES: Blaze

Playful Pokémon
It bounces off walls and ceilings to launch aerial attacks. They live in packs in distant mountains. The size of their flame and the blue pattern on their faces determine their rank. They are small but very strong.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.
#390 #391 #392

EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Ember
0	Normal	Scratch
14	Fight	Mach Punch
19	Fire	Flame Wheel
29	Dark	Torment
39	Fire	Fire Spin
49	Normal	Slack Off
?	Fire	Fire Punch
?	Fire	Fire Pledge

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
9	Dark	Taunt
16	Normal	Fury Swipes
26	Normal	Feint
36	Fight	Close Combat
46	Flying	Acrobatics
56	Fire	Flare Blitz
?	Electric	Thunder Punch

#392 Infernape



TYPE: Fire / Fight

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 3'11"
WEIGHT: 55kg / 121 lbs
BASE HP: 5
DISOBEDIENCE: ●●●○○
ABILITIES: Blaze

Flame Pokémon
Its fire crown showcases its proud and fiery nature. Infernape won't hesitate to fight bigger foes and will take on any challenge they face. Once Infernape enters a battle, it won't back down until it wins.

EVOLUTION: Final Form.
#390 #391 #392

EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Ember
0	Normal	Leer
0	Dark	Taunt
16	Normal	Fury Swipes
26	Normal	Feint
36	Fight	Close Combat
52	Flying	Acrobatics
?	Normal	Endure
?	Fire	Blast Burn

EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Flare Blitz
0	Normal	Scratch
14	Fight	Mach Punch
19	Fire	Flame Wheel
29	Dark	Punishment
42	Fire	Fire Spin
58	Psychic	Calm Mind
?	Dragon	Dual Chop

#393 Piplup



TYPE: Water

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 5kg / 11 lbs
BASE HP: 3
DISOBEDIENCE: ●○○○○
ABILITIES: Torrent

Penguin Pokémon
Piplups are extremely proud. They won't take anything from anyone nor accept being taken care of.
It lives along shores in northern countries. It is a good swimmer but terrible at walking, it trips over often.

EVOLUTION: First Stage.
Evolves after reaching a certain age.
#393 #394 #395

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound
8	Water	Bubble
15	Flying	Peck
22	Normal	Bide
29	Water	Brine
36	Ice	Mist
43	Water	Hydro Pump
?	Normal	Flail

EXPERIENCE COST	TYPE	MOVE NAME
4	Normal	Growl
11	Water	Water Sport
18	Water	Bubble Beam
25	Normal	Fury Attack
32	Water	Whirlpool
39	Flying	Drill Peck
?	Ice	Icy Wind
?	Water	Water Pledge

#394 Prinplup



TYPE: Water

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 23kg / 50 lbs
BASE HP: 4
DISOBEDIENCE: ●●●○○
ABILITIES: Torrent

Penguin Pokémon
Prinplups hunt in icy seas. They live solitary lives because they cannot stand company and will never form a group or a team. They believe they are the most important thing in the world, it's almost irritating.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.
#393 #394 #395

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
8	Water	Bubble
15	Flying	Peck
19	Water	Bubble Beam
28	Normal	Fury Attack
37	Water	Whirlpool
46	Flying	Drill Peck
?	Psychic	Agility
?	Water	Water Pledge

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
11	Water	Water Sport
16	Steel	Metal Claw
24	Normal	Bide
33	Water	Brine
42	Ice	Mist
50	Water	Hydro Pump
?	Flying	Feather Dance

#395 Empoleon



TYPE: Water / Steel

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 126kg /279 lbs
BASE HP: 5
DISOBEDIENCE: ●●●●○
ABILITIES: Torrent

Emperor Pokémon
They are regal and arrogant. Their beaks slice apart the drifting ice while swimming as fast as a jet boat. They avoid unnecessary fights, but will crush and cleave anyone that hurts or threatens its pride.

EVOLUTION: Final Form.
#393 #394 #395

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Bubble
0	Normal	Tackle
15	Flying	Peck
19	Water	Bubble Beam
28	Normal	Fury Attack
36	Water	Aqua Jet
46	Ice	Mist
59	Water	Hydro Pump
?	Water	Aqua Ring

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
11	Normal	Swords Dance
16	Steel	Metal Claw
24	Normal	Swagger
33	Water	Brine
39	Water	Whirlpool
52	Flying	Drill Peck
?	Steel	Iron Defense
?	Water	Hydro Cannon

#396 Starly



TYPE: Flying / Normal

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 4 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●
ABILITIES: Keen Eye

Starling Pokémon
They flock in dozens because they are very weak on their own. They live around mountains and fields, chasing bug pokémon. Everyone hates their annoying and strident singing.

EVOLUTION: First Stage.
Evolves after reaching a certain age.
#396 #397 #398

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
5	Normal	Quick Attack
13	Normal	Double Team
21	Normal	Whirlwind
29	Normal	Take Down
37	Flying	Brave Bird
?	Ghost	Astonish
?	Normal	Uproar

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
9	Flying	Wing Attack
17	Normal	Endeavor
25	Flying	Aerial Ace
33	Psychic	Agility
41	Fight	Final Gambit
?	Normal	Work Up

#397 Staravia



TYPE: Flying / Normal

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.6m / 2'00"
WEIGHT: 15kg / 34 lbs
BASE HP: 4
DISOBEDIENCE: ●●○○○
ABILITIES: Intimidate

Starling Pokémon
They lead a huge flock and fight other flocks for territory. If you leave it alone, it will start to make a horrible noise. It is a fierce but bad-mannered Pokémon. When they are too weak they abandon their flocks.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.
#396 #397 #398

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
0	Normal	Quick Attack
13	Normal	Double Team
23	Normal	Whirlwind
33	Normal	Take Down
43	Flying	Brave Bird
?	Fight	Revenge
?	Fight	Detect

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
9	Flying	Wing Attack
18	Normal	Endeavor
28	Flying	Aerial Ace
38	Psychic	Agility
48	Fight	Final Gambit
?	Normal	Uproar

#398 Staraptor



TYPE: Flying / Normal

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.2m / 3'11"
WEIGHT: 24kg / 54 lbs
BASE HP: 5
DISOBEDIENCE: ●●●●○
ABILITIES: Intimidate

Predator Pokémon
Staraptor is a savage creature. They will never stop attacking even if they get injured, and will fight foes bigger than themselves. They are known to leave their flock to live on their own when they evolve.

EVOLUTION: Final Form.
#396 #397 #398

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
0	Normal	Quick Attack
13	Normal	Double Team
23	Normal	Whirlwind
33	Normal	Take Down
41	Psychic	Agility
57	Fight	Final Gambit
?	Flying	Roost

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Flying	Wing Attack
18	Normal	Endeavor
28	Flying	Aerial Ace
34	Fight	Close Combat
49	Flying	Brave Bird
?	Dragon	Twister
?	Steel	Steel Wing

#399 Bidoof

TYPE: Normal



STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●○○○○
SPECIAL ●○○○○
INSIGHT ●○○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 20kg / 24 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Simple & Unaware

Plump Mouse Pokémon
Steady as a mountain, Bidoof has nerves of steel so nothing can disturb its focus. It is agile, active and a great team worker. They live in huge packs alongside rivers - The dams they build are incredibly sturdy.

EVOLUTION: First Stage.
Evolves after reaching maturity.


#399 #400

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
9	Normal	Defense Curl
17	Normal	Headbutt
25	Normal	Yawn
33	Normal	Take Down
41	Fight	Superpower
?	Water	Water Sport
?	Normal	Last Resort

EXPERIENCE COST	TYPE	MOVE NAME
5	Normal	Growl
13	Rock	Rollout
21	Normal	Hyper Fang
29	Psychic	Amnesia
37	Normal	Super Fang
45	Ghost	Curse
?	Ground	Mud-Slap

#400 Bibarel

TYPE: Normal / Water



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 31kg / 69 lbs
BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Simple & Unaware

Beaver Pokémon
Bibarels build dam streams with bark and mud. It is known as an industrious worker. Their constructions are very appreciated by people because a river dammed by Bibarel will never overflow.

EVOLUTION: Final Form.


#399 #400

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
0	Normal	Tackle
13	Rock	Rollout
18	Normal	Headbutt
28	Normal	Yawn
38	Normal	Take Down
48	Fight	Superpower
?	Water	Aqua Tail
?	Fight	Focus Punch

EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	Rototiller
9	Normal	Defense Curl
15	Water	Water Gun
23	Normal	Hyper Fang
33	Psychic	Amnesia
43	Normal	Super Fang
53	Ghost	Curse
?	Rock	Stealth Rock

#401 Kricketot

TYPE: Bug



STRENGTH ●○○○○
DEXTERITY ●○○○○
VITALITY ●○○○○
SPECIAL ●○○○○
INSIGHT ●○○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 4 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Shed Skin

Cricket Pokémon
If you hear a xilophone-like sound at night it means that this Pokémon is roaming close. It communicates by making rythmic sounds with it's antennae. It is not aggressive and feeds on honey and tree sap.

EVOLUTION: First Stage.
Evolves while still Young.


#401 #402

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
6	Bug	Struggle Bug
?	Normal	Uproar
?	Bug	String Shot

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Bide
16	Bug	Bug Bite
?	Ground	Mud Slap

#402 Kricketune

TYPE: Bug



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 25kg / 56 lbs
BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Shed Skin

Cricket Pokémon
It can make all kind of sounds with it's antennae, arms and mouth. It signals emotions with different tunes but scientists still cannot define what they mean.
They immitate the songs they hear.

EVOLUTION: Final Form.


#401 #402

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
10	Bug	Fury Cutter
18	Normal	Sing
26	Normal	Slash
34	Normal	Screech
38	Dark	Taunt
44	Bug	Sticky Web
50	Normal	Perish Song
?	Bug	Silver Wind

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Bide
14	Bug	Leech Life
22	Normal	Focus Energy
30	Bug	X-Scissor
36	Bug	Fell Stinger
42	Dark	Night Slash
46	Bug	Bug Buzz
?	Normal	Hyper Voice
?	Ground	Mud Slap

#403 Shinx

TYPE: Electric



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●○○○○
SPECIAL ●○○○○
INSIGHT ●○○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 9kg / 20 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Rivalry & Intimidate

Flash Pokémon
Its body transforms the energy of its own muscles into electricity. When in danger, their whole furs shine in a flash to blind the foes.
They live with their parents and sibilings in small prides.

EVOLUTION: First Stage.
Evolves after reaching a certain age.


#403 #404 #405

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
9	Electric	Charge
13	Electric	Spark
21	Normal	Roar
29	Electric	Thunder Fang
37	Normal	Scary Face
45	Electric	Wild Charge
?	Ice	Ice Fang

EXPERIENCE COST	TYPE	MOVE NAME
5	Normal	Leer
11	Fairy	Baby-Doll Eyes
17	Dark	Bite
24	Normal	Swagger
33	Dark	Crunch
41	Electric	Discharge
?	Dark	Fake Tears
?	Fire	Fire Fang

#404 Luxio

TYPE: Electric



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.9m / 2'11"
WEIGHT: 30kg / 67 lbs
BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Rivalry & Intimidate

Spark Pokémon
Female Luxios stay with the pride but males roam in marauding groups, trying to become strong enough to make their own pride. Its claws and teeth are charged with electricity, approach with caution.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.


#403 #404 #405

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
9	Electric	Charge
13	Electric	Spark
23	Normal	Roar
33	Electric	Thunder Fang
43	Normal	Scary Face
53	Electric	Wild Charge
?	Ice	Ice Fang

EXPERIENCE COST	TYPE	MOVE NAME
5	Normal	Leer
11	Fairy	Baby-Doll Eyes
18	Dark	Bite
28	Normal	Swagger
38	Dark	Crunch
48	Electric	Discharge
?	Normal	Howl
?	Fire	Fire Fang

#405 Luxray

TYPE: Electric



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 84kg / 184 lbs
BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Rivalry & Intimidate

Gleam Eyes Pokémon
It is said that it can see through walls. This Pokémon can easily find hiding prey and locate its young. Male Luxrays can be found roaming alone, patrolling their territoy, the Females hunt in groups.

EVOLUTION: Final Form.


#403 #404 #405

EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Electric Terrain
0	Normal	Leer
13	Electric	Spark
23	Normal	Roar
35	Electric	Thunder Fang
49	Normal	Scary Face
63	Electric	Wild Charge
?	Dark	Night Slash

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Electric	Charge
18	Dark	Bite
28	Normal	Swagger
42	Dark	Crunch
56	Electric	Discharge
?	Electric	Magnet Rise
?	Fight	Superpower

#406 Budew

TYPE: Grass / Poison



STRENGTH ●○○○○
DEXTERITY ●●○○○
VITALITY ●○○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.2m / 0'08"
WEIGHT: 1kg / 2 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Natural Cure & Poison Point

Bud Pokémon
It blossoms near clear ponds. Budew needs nurturing and care to grow healthy and beautiful, otherwise its bud will never bloom.
If threatened, they will reveal their small but poisonous thorns.

EVOLUTION: First Stage.
Evolves with Happiness and Sunlight.


#406 #315 #407

EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Absorb
7	Water	Water Sport
13	Grass	Mega Drain
?	Ground	Spikes
?	Normal	Endure

EXPERIENCE COST	TYPE	MOVE NAME
4	Normal	Growth
10	Grass	Stun Spore
16	Grass	Worry Seed
?	Psychic	Extrasensory

#407 Roserade



TYPE: Grass / Poison

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 30kg / 66 lbs

BASE HP: 5
DISOBEDIENCE: ●●○○○

ABILITIES: Natural Cure & Poison Point

EVOLUTION: Final Form.

#406 #315 #407

Cottonweed Pokémon
Luring prey with a sweet scent, it uses the poison on its thorn-filled arm-whips to poison, bind and finish off the prey. It has a dangerous appeal mixed with a graceful personality. It's very rare in the wild.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Venom Drench	0	Grass	Grassy Terrain
0	Normal	Weather Ball	0	Poison	Poison Sting
0	Grass	Mega Drain	0	Grass	Magical Leaf
0	Normal	Sweet Scent	?	Psychic	Extrasensory
?	Grass	Leaf Storm	?	Bug	Pin Missile

#408 Cranidos



TYPE: Rock

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 31kg / 69 lbs

BASE HP: 3
DISOBEDIENCE: ●●○○○

ABILITIES: Mold Breaker

EVOLUTION: First Stage.
Evolves after reaching a certain age.

#408 #409

Head Butt Pokémon
It was resurrected from an iron ball-like fossil. It downs prey with headbutts, and tramples trees and walls with ease. They were plentiful 100 million years ago. You can't find one nowdays except as a fossil.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Hedbutt	0	Normal	Leer
6	Normal	Focus Energy	10	Dark	Pursuit
15	Normal	Take Down	19	Normal	Scary Face
24	Dark	Assurance	28	Normal	Chip Away
33	Rock	Ancient Power	37	Psychic	Zen Headbutt
42	Normal	Screech	46	Rock	Head Smash
?	Fight	Superpower	?	Steel	Iron Head
?	Fight	Hammer Arm			

#409 Rampardos



TYPE: Rock

STRENGTH ●●●●○○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 204kg /552 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Mold Breaker

EVOLUTION: Final Form.

#408 #409

Head Butt Pokémon
Its skull withstands any magnitude of impact. As a result, its brain never gets the chance to grow, this may have been the cause of its extintion. It is capable of rolling a truck over with a single strike.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Headbutt	0	Normal	Leer
6	Normal	Focus Energy	10	Dark	Pursuit
15	Normal	Take Down	19	Normal	Scary Face
24	Dark	Assurance	28	Normal	Chip Away
30	Normal	Endeavor	36	Rock	Ancient Power
43	Psychic	Zen Headbutt	51	Normal	Screech
58	Rock	Head Smash	?	Fight	Superpower
?	Steel	Iron Head	?	Dragon	Outrage

#410 Shieldon



TYPE: Rock / Steel

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 57kg / 125 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Sturdy

EVOLUTION: First Stage.
Evolves after reaching a certain age.

#410 #411

Shield Pokémon
It was cloned from a fossil dug out from a layer of clay. It is outstandingly armored. As a result, it can eat grass and berries without having to fight many Pokémon who would dare to prey on it.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Protect
6	Dark	Taunt	10	Steel	Metal Sound
15	Normal	Take Down	19	Steel	Iron Defense
24	Normal	Swagger	28	Rock	Ancient Power
33	Normal	Endure	37	Steel	Metal Burst
42	Steel	Iron Head	46	Steel	Heavy Slam
?	Psychic	Guard Split	?	Rock	Wide Guard
?	Fight	Counter			

#411 Bastiodon



TYPE: Rock / Steel

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●●●○○○○
SPECIAL ●●○○
INSIGHT ●●●○○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 600kg /1322 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Sturdy

EVOLUTION: Final Form.

#410 #411

Shield Pokémon
They lived in herds, millions of years ago. They would line together to shield their young. Despite its rough and scary exterior, this Pokémon is calm, gentle natured and a strict hervibore.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Protect
0	Dark	Taunt	0	Steel	Metal Sound
15	Normal	Take Down	19	Steel	Iron Defense
24	Normal	Swagger	28	Rock	Ancient Power
30	Normal	Block	36	Normal	Endure
43	Steel	Metal Burst	51	Steel	Iron Head
58	Steel	Heavy Slam	?	Psychic	Guard Split
?	Rock	Wide Guard	?	Ground	Fissure

#412 Burmy



TYPE: Bug

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.2m / 0'08"
WEIGHT: 3kg / 7 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Shed Skin

EVOLUTION: First Stage.
Evolves differentyly for males and females.

#412 #413 #414

Bagworm Pokémon
This Pokémon has adapted to live in the forests, deserts and in the city. It makes a cloak with the materials close to it to protect itself from the weather. Males evolve into a Mothim and Females into a Wormadam.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Protect	10	Normal	Tackle
15	Bug	Bug Bite	20	Normal	Hidden Power
?	Electric	Electroweb	?	Bug	String Shot

#413 Wormadam



TYPE: Bug / Grass

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 6kg / 14 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Anticipation

EVOLUTION: Final Form. Female Burmy.
Evolved after reaching maturity.

#412 #413 #414

Bagworm Pokémon
When Burmy evolved, its grass cloak became a part of its body, for this reason there are many variations in body and type. It is a calm Pokémon that loves flowers.
This Pokémon is female only.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	10	Normal	Protect
15	Bug	Bug Bite	20	Normal	Hidden Power
23	Psychic	Confusion	26	Grass	Razor Leaf
29	Normal	Growth	32	Psychic	Psybeam
35	Normal	Captivate	38	Normal	Flail
41	Normal	Attract	44	Psychic	Psychic
47	Grass	Leaf Storm	?	Electric	Electro Web
?	Grass	Synthesis	?	Dark	Sucker Punch

#413 Wormadam



TYPE: Bug / Steel

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 6kg / 14 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Speed Boost & Compoundeyes

EVOLUTION: Final Form. Female Burmy.
Evolved after reaching maturity.

#412 #413 #414

Bagworm Pokémon
When Burmy evolved, its Trash cloak became a part of its body, for this reason there are many variations in body and type. It is a calm Pokémon that loves foil wrapping.
This Pokémon is female only.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	10	Normal	Protect
15	Bug	Bug Bite	20	Normal	Hidden Power
23	Steel	Mirror Shot	29	Steel	Metal Sound
32	Psychic	Psybeam	35	Normal	Captivate
38	Normal	Flail	41	Normal	Attract
44	Psychic	Psychic	47	Steel	Iron Head
?	Electric	Electro Web	?	Grass	Synthesis
?	Dark	Sucker Punch			

#413 Wormadam

TYPE: Bug / Ground



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 6kg / 14 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Speed Boost & Compoundeyes

EVOLUTION: Final Form. Female Burmy. Evolved after reaching maturity.



Bagworm Pokémon
When Burmy evolved, its Sand cloak became a part of its body, for this reason there are many variations in body and type. It is a calm Pokémon that loves odd-shaped stones. This Pokémon is female only.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
15	Bug	Bug Bite
23	Psychic	Confusion
29	Normal	Harden
35	Normal	Captivate
41	Normal	Attract
47	Ground	Fissure
?	Grass	Synthesis

EXPERIENCE COST	TYPE	MOVE NAME
10	Normal	Protect
20	Normal	Hidden Power
26	Rock	Rock Blast
32	Psychic	Psybeam
38	Normal	Flail
44	Psychic	Psychic
?	Electric	Electro Web
?	Dark	Sucker Punch

#414 Mothim

TYPE: Bug / Flying



STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 0.9 m / 3'00"
WEIGHT: 23kg / 51 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Swarm

EVOLUTION: Final Form. Male Burmy. Evolved after reaching maturity.



Moth Pokémon
It flies near the mountains in search of honey. It is an opportunist and won't gather any honey by itself, instead Mothim steals from Combee hives and other Pokémon. This Pokémon is male only.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
20	Normal	Hidden Power
26	Flying	Gust
32	Psychic	Psybeam
38	Bug	Silver Wind
44	Psychic	Psychic
50	Bug	Quiver Dance
?	Dragon	Twister

EXPERIENCE COST	TYPE	MOVE NAME
15	Bug	Bug Bite
23	Psychic	Confusion
29	Poison	Poison Powder
35	Normal	Camouflage
41	Flying	Air Slash
47	Bug	Bug Buzz
?	Electric	Electro Web
?	Grass	Giga Drain

#415 Combee

TYPE: Bug / Flying



STRENGTH ●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 5kg / 12 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Honey Gather

EVOLUTION: First Stage. Females evolve after reaching maturity.



Tiny Bee Pokémon
It forms hives around trees. It flies all day sipping the nectar from flowers to make honey. It is usually born a male, if a female is born it will grow into a Vespiqueen and start its own Hive.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Sweet Scent
13	Bug	Bug Bite
?	Flying	Tailwind
?	Normal	Endeavor

EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Gust
29	Bug	Bug Buzz
?	Normal	Swift

#416 Vespiqueen

TYPE: Bug / Flying



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 38kg / 84 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○●

ABILITIES: Pressure

EVOLUTION: Final Form.



Beehive Pokémon
This Pokémon is female only. It raises grubs in the holes in its body and secretes pheromones to control Combee to fight and gather honey for her. It is a royal Pokémon that won't take orders from anyone.

EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Fell Stinger
0	Normal	Sweet Scent
0	Poison	Poison Sting
5	Bug	Fury Cutter
13	Normal	Fury Swipes
21	Normal	Slash
29	Bug	Heal Order
37	Flying	Air Slash
45	Bug	Attack Order
?	Bug	Signal Beam
?	Ghost	Ominous Wind

EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Destiny Bond
0	Flying	Gust
0	Ghost	Confuse Ray
9	Dark	Pursuit
17	Bug	Defend Order
25	Rock	Power Gem
33	Poison	Toxic
41	Normal	Captivate
49	Normal	Swagger
?	Normal	Endure

#417 Pachirisu

TYPE: Electric



STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 4kg / 8 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Run Away & Pick Up

EVOLUTION: Final Form.



EleSquirrel Pokémon
It lives on top of the trees, gathering food for the cold winter months. It keeps warm by making fur balls charged with static electricity. Like other electric rodents, it stores electricity on its cheek pouches.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
5	Normal	Quick Attack
13	Electric	Spark
19	Electric	Nuzzle
25	Electric	Electro Ball
33	Electric	Thunder Wave
41	Electric	Discharge
49	Normal	Hyper Fang
?	Grass	Seed Bomb

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Bide
9	Fairy	Charm
17	Normal	Endure
21	Normal	Swift
29	Fairy	Sweet Kiss
37	Normal	Super Fang
45	Normal	Last Resort
?	Normal	Follow Me
?	Dark	Fake Tears

#418 Buizel

TYPE: Water



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 29kg / 65 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Swift Swim

EVOLUTION: First Stage. Evolves after reaching a certain age.



Sea Weasel Pokémon
It is usually seen close to streams and rivers. Buizel swims by rotating its two tails like a screw, the sack around its neck swells to help it float or deflates to dive underwater and catch prey.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Sonic Boom
7	Water	Water Sport
15	Water	Water Gun
21	Normal	Swift
27	Normal	Double Hit
35	Normal	Razor Wind
41	Psychic	Agility
?	Ice	Ice Punch
?	Water	Aqua Ring

EXPERIENCE COST	TYPE	MOVE NAME
4	Normal	Growl
11	Normal	Quick Attack
18	Dark	Pursuit
24	Water	Aqua Jet
31	Water	Whirlpool
38	Water	Aqua Tail
45	Water	Hydro Pump
?	Normal	Tail Slap

#419 Floatzel

TYPE: Water

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.1m / 6'07"
WEIGHT: 33kg / 73 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Swift Swim

EVOLUTION: Final Form.



Sea Weasel Pokémon
It floats using its well-developed sack. They roam close to fishing spots to steal an easy meal. People allow them to hang around their boats because they help whenever a person falls into the water.

EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Ice Fang
0	Normal	Sonic Boom
0	Water	Water Sport
15	Water	Water Gun
21	Normal	Swift
29	Normal	Double Hit
41	Normal	Razor Wind
51	Psychic	Agility
?	Ice	Ice Punch
?	Water	Aqua Ring

EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Crunch
0	Normal	Growl
0	Normal	Quick Attack
18	Dark	Pursuit
24	Water	Aqua Jet
35	Water	Whirlpool
46	Water	Aqua Tail
57	Water	Hydro Pump
?	Steel	Iron Tail

#420 Cherubi

TYPE: Grass



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 3kg / 7 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Chlorophyll

EVOLUTION: First Stage. Evolves after it becomes ripe.



Cherry Pokémon
It hides on bushes while absorbing the sunlight. Their small heads store the energy needed for evolution, but this small head is frequently eaten by other Pokémon and people so it's hard for them to evolve.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Morning Sun
7	Normal	Growth
13	Normal	Helping Hand
22	Fire	Sunny Day
31	Normal	Take Down
40	Normal	Lucky Chant
?	Psychic	Heal Pulse
?	Normal	Nature Power

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
10	Grass	Leech Seed
19	Grass	Magical Leaf
28	Grass	Worry Seed
37	Grass	Solar Beam
47	Grass	Petal Blizzard
?	Normal	Weather Ball

#421 Cherrim



TYPE: Grass

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 9kg / 20 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Flower Gift

EVOLUTION: Final Form.

#420 #421

Blossom Pokémon
Cherrims bloom during times of strong sunlight, their petals open fully and radiant. If the sun is not visible it will remain as a closed bud, barely moving trying to preserve its energy.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Morning Sun	0	Normal	Tackle
0	Normal	Growth	10	Grass	Leech Seed
13	Normal	Helping Hand	19	Grass	Magical Leaf
22	Fire	Sunny Day	25	Grass	Petal Dance
30	Grass	Worry Seed	35	Normal	Take Down
43	Grass	Solar Beam	48	Normal	Lucky Chant
50	Grass	Petal Blizzard	?	Grass	Aromatherapy
?	Psychic	Heal Pulse	?	Grass	Synthesis

#422 Shellos



TYPE: Water / Ground

STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 6kg / 12 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Sticky Hold & Storm Drain

EVOLUTION: First Stage.
Evolves after reaching a certain age.

#422 #423

Sea Slug Pokémon
Its shape and coloration change depending on its habitat of salt or sweet water. Their body is very soft and squishy but they can stretch long lenghts. It releases a purple liquid from its body if threatened.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	Mud Slap	2	Ground	Mud Sport
4	Normal	Harden	7	Water	Water Pulse
11	Ground	Mud Bomb	16	Normal	Hidden Power
22	Water	Rain Dance	29	Normal	Body Slam
37	Water	Muddy Water	46	Normal	Recover
?	Poison	Acid Armor	?	Psychic	Amnesia
?	Ground	Earth Power			

#423 Gastrodon



TYPE: Water / Ground

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 30kg / 66 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Sticky Hold & Storm Drain

EVOLUTION: Final Form.

#422 #423

Sea Slug Pokémon
It has a pliable body without any bones. If any part of its body is torn off, it will grow back in minutes. There is evidence that in prehistoric times it had a hard shell on its back for protection.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	Mud Slap	0	Ground	Mud Sport
0	Normal	Harden	0	Water	Water Pulse
11	Ground	Mud Bomb	16	Normal	Hidden Power
22	Water	Rain Dance	29	Normal	Body Slam
41	Water	Muddy Water	54	Normal	Recover
?	Poison	Acid Armor	?	Fight	Counter
?	Ground	Fissure			

#424 Ambipom



TYPE: Normal

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 20kg / 44 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Technician & Pick Up

EVOLUTION: Final Form.

#190 #429

Long Tail Pokémon
They live in large colonies on the tallest trees, linking their tails to show friendship among herd mates. It loves fresh fruit. Ambipom uses its two tails better than its own arms to swing around.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch	0	Ground	Sand Attack
0	Normal	Tail Whip	0	Ghost	Astonish
11	Normal	Baton Pass	15	Normal	Tickle
18	Normal	Fury Swipes	22	Normal	Swift
25	Normal	Screech	29	Psychic	Agility
32	Normal	Double Hit	36	Normal	Fling
39	Dark	Nasty Plot	43	Normal	Last Resort
?	Normal	Fake Out	?	Grass	Seed Bomb
?	Ice	Ice Punch			

#425 Drifloon



TYPE: Ghost / Flying

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 1kg / 2 lbs

BASE HP: 3
DISOBEDIENCE: ●●○○○

ABILITIES: Aftermath & Unburden

EVOLUTION: First Stage.
Evolves by filling up with lost spirits.

#425 #426

Balloon Pokémon
A Pokémon formed by the spirits of lost people and Pokémon. Children who mistake it for a real balloon often end up missing. Because it floats aimlessly, an old folktale calls it the "Signpost for Wandering Spirits."

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Constrict	0	Normal	Minimize
4	Ghost	Astonish	8	Flying	Gust
13	Normal	Focus Energy	16	Dark	Payback
20	Ghost	Ominus Wind	25	Normal	Stockpile
27	Ghost	Hex	32	Normal	Swallow
32	Normal	Spit Up	36	Ghost	Shadow Ball
40	Psychic	Amnesia	44	Normal	Baton Pass
50	Normal	Explosion	?	Normal	Disable
?	Normal	Weather Ball	?	Dark	Sucker Punch

#426 Drifblim



TYPE: Ghost / Flying

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 15kg / 33 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Aftermath & Unburden

EVOLUTION: Final Form.

#425 #426

Blimp Pokémon
They float in groups in the evenings, sometimes carrying people or Pokémon. If you notice them, they suddenly vanish. No one knows where they go at night, and those who follow them never return.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Constrict	0	Normal	Minimize
0	Ghost	Astonish	0	Flying	Gust
13	Normal	Focus Energy	16	Dark	Payback
20	Ghost	Ominus Wind	25	Normal	Stockpile
27	Ghost	Hex	34	Normal	Swallow
34	Normal	Spit Up	40	Ghost	Shadow Ball
46	Psychic	Amnesia	52	Normal	Baton Pass
60	Normal	Explosion	65	Ghost	Phantom Force
?	Dark	Sucker Punch	?	Electric	Shockwave
?	Ice	Icy Wind			

#427 Buneary



TYPE: Normal

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 5kg / 12 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Run Away & Klutz

EVOLUTION: First Stage.
Evolves with Happiness.

#427 #428

Rabbit Pokémon
Lives in forest, grasslands and even snowy mountains. It forms burrows and uses its soft fur to make nests and keep warm. You can see how it feels for the position of its ears. They are easily scared by humans.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Defense Curl	0	Normal	Splash
0	Normal	Pound	0	Normal	Foresight
6	Normal	Endure	10	Fairy	Baby-Doll Eyes
13	Normal	Frustration	16	Normal	Quick Attack
23	Fight	Jump Kick	26	Normal	Baton Pass
33	Psychic	Agility	36	Normal	Dizzy Punch
43	Normal	After You	46	Fairy	Charm
50	Normal	Entrainment	56	Flying	Bounce
63	Psychic	Healing Wish	?	Psychic	Cosmic Power
?	Normal	Fake Out	?	Fairy	Sweet Kiss

#428 Lopunny



TYPE: Normal

STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 33kg / 73 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Cute Charm & Klutz

EVOLUTION: Final Form.

#427 #428

Rabbit Pokémon
Lopunny is extremely cautious, it quickly bounds off when it senses danger. If they are touched roughly, they throw kicks and jump away. Keep the fur it sheds as it's highly valued to make quality yarn.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Bounce	0	Ground	Rototiller
0	Psychic	Mirror Coat	0	Psychic	Magic Coat
0	Normal	Defense Curl	0	Normal	Splash
0	Normal	Pound	0	Normal	Foresight
6	Normal	Endure	13	Normal	Return
16	Normal	Quick Attack	23	Fight	Jump Kick
26	Normal	Baton Pass	33	Psychic	Agility
36	Normal	Dizzy Punch	43	Normal	After You
46	Fairy	Charm	53	Normal	Entrainment
63	Psychic	Healing Wish	?	Normal	Fake Out
?	Psychic	Cosmic Power	?	Normal	Teeter Dance

#429 Mismagius



TYPE: Ghost

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 4kg / 9 lbs

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Levitate

EVOLUTION: Final Form.


#200 #429

Magical Pokémon
Extremely rare. Their cries sound like incantations, hearing them gives you bad headaches and hallucinations. It is said that some Mismagius are benevolent and have granted good fortune to people they like.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Rock	Power Gem	0	Ghost	Phantom Force
0	Normal	Lucky Chant	0	Grass	Magical Leaf
0	Normal	Growl	0	Psychic	Psywave
0	Ghost	Spite	0	Ghost	Astonish
?	Dark	Nasty Plot	?	Psychic	Wonder Room
?	Dark	Foul Play			

#430 Honchkrow



TYPE: Dark / Flying

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 27kg / 60 lbs

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Insomnia & Super Luck

EVOLUTION: Final Form.


#198 #430

Big Boss Pokémon
It lets out a deep cry to summon Murkrows, they bring food and shiny objects to Honchkrow. It is, however, a tyrant to the Murkrow. It only goes out at night to carry out evil deeds.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Night Slash	0	Dark	Sucker Punch
0	Dark	Pursuit	0	Ghost	Astonish
0	Ice	Haze	0	Flying	Wing Attack
25	Normal	Swagger	35	Dark	Nasty Plot
45	Dark	Foul Play	65	Dark	Quash
75	Dark	Dark Pulse	?	Normal	Perish Song
?	Fire	Heat Wave	?	Flying	Air Cutter

#431 Glameow



TYPE: Normal

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 4kg / 8 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Limber & Own Tempo

EVOLUTION: First Stage.
Evolves by feeding its vanity.


#431 #432

Catty Pokémon
It is plentiful in urban areas, as it is a popular pet. It has a very fickle nature, purring in happiness one second, then hooking its claws into its trainer's nose. It loves to be admired and pampered.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Fake Out	5	Normal	Scratch
8	Normal	Growl	13	Psychic	Hypnosis
17	Dark	Feint Attack	20	Normal	Fury Swipes
25	Fairy	Charm	29	Normal	Assist
32	Normal	Captivate	37	Normal	Slash
41	Dark	Sucker Punch	44	Normal	Attract
48	Dark	Hone Claws	50	Fairy	Play Rough
?	Dark	Foul Play	?	Dark	Fake Tears
?	Normal	Super Fang			

#432 Purgugly



TYPE: Normal

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 43kg / 96 lbs

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Thick Fat & Own Tempo

EVOLUTION: Final Form.


#431 #432

Tiger Cat Pokémon
It becomes wilder and aggressive after evolving. It is known to claim other Pokémon nests as its own. It will make itself appear bigger and glare with piercing eyes to achieve dominance over someone.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Psychic	Confusion
5	Psychic	Hypnosis	9	Psychic	Imprison
11	Ghost	Confuse Ray	15	Psychic	Psywave
19	Steel	Iron Defense	21	Dark	Feint Attack
25	Normal	Safeguard	29	Psychic	Future Sight
31	Steel	Metal Sound	35	Steel	Gyro Ball
39	Psychic	Extrasensory	41	Dark	Payback
45	Psychic	Heal Block	49	Steel	Heavy Slam
?	Rock	Stealth Rock	?	Rock	Ancient Power
?	Bug	Signal Beam			

#433 Chingling



TYPE: Psychic

STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.2m / 0'08"
WEIGHT: 0.6kg / 1 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Levitate

EVOLUTION: First Stage.
Evolves with Happiness.


#433 #358

Bell Pokémon
It has a ball inside its mouth that makes a ringing sound when it hops around. To defend itself, it will emit low frequency cries that deafen its foes. However this sound is not audible to humans.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Wrap	6	Normal	Growl
9	Ghost	Astonish	14	Psychic	Confusion
17	Normal	Uproar	22	Normal	Last Resort
25	Normal	Entrainment	?	Psychic	Cosmic Power
?	Normal	Recover	?	Psychic	Future Sight

#434 Stunky



TYPE: Poison / Dark

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.4 m / 1'04"
WEIGHT: 19kg / 42 lbs

BASE HP: 3
DISOBEDIENCE: ●○○○○

ABILITIES: Stench & Aftermath

EVOLUTION: First Stage.
Evolves by becoming super stinky.


#434 #435

Skunk Pokémon
Over the years they have moved closer to towns and other human settlements. They release a foul liquid from their rear that stinks for days to scare away predators.
But sometimes they do it just for fun.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch	0	Normal	Focus Energy
4	Poison	Poison Gas	7	Normal	Screech
10	Normal	Fury Swipes	14	Normal	Smokescreen
18	Normal	Feint	22	Normal	Slash
27	Poison	Toxic	32	Poison	Acid Spray
37	Dark	Night Slash	43	Dark	Memento
46	Poison	Belch	49	Normal	Explosion
?	Fairy	Play Rough	?	Dark	Sucker Punch
?	Fire	Flame Burst			

#435 Skuntank



TYPE: Poison / Dark

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 38kg / 53 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Stench & Aftermath

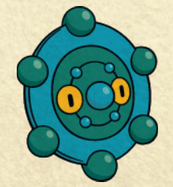
EVOLUTION: Final Form.


#434 #435

Skunk Pokémon
It sprays a reeking fluid from its tail. The fluid smells worse the longer it is allowed to fester. It is vulneable to attacks that come from above due to it's exhuberant tail. When it's relaxed it doesn't smell bad.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch	0	Normal	Focus Energy
4	Poison	Poison Gas	7	Normal	Screech
10	Normal	Fury Swipes	14	Normal	Smokescreen
18	Normal	Feint	22	Normal	Slash
27	Poison	Toxic	32	Poison	Acid Spray
34	Fire	Flamethrower	41	Dark	Night Slash
51	Dark	Memento	56	Poison	Belch
61	Normal	Explosion	?	Dark	Sucker Punch
?	Fairy	Play Rough	?	Normal	Scary Face

#436 Bronzor



TYPE: Steel / Psychic

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 60kg / 133 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Levitate & Heatproof

EVOLUTION: First Stage.
It is unknown what triggers its Evolution.


#436 #437

Bronze Pokémon
They are found in ancient tombs and temples. Objects shaped like Bronzor have been found within the vaults. Bronzors reflect images like mirrors, people say that this reflection shows the future.

#437 Bronzong

TYPE: Steel / Psychic



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 374kg /824 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Levitate & Heatproof

EVOLUTION: Final Form.

#436 #437

Bronze Bell Pokémon
Ancient people revered Bronzong for bringing the rain and sun at will. One became a news sensation recently when it was dug up at a construction site after a 2000-year sleep.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Sunny Day	0	Water	Rain Dance
0	Normal	Tackle	0	Psychic	Confusion
0	Psychic	Hypnosis	0	Psychic	Imprison
11	Ghost	Confuse Ray	15	Psychic	Psywave
19	Steel	Iron Defense	21	Dark	Feint Attack
25	Normal	Safeguard	29	Psychic	Future Sight
31	Steel	Metal Sound	33	Normal	Block
36	Steel	Gyro Ball	42	Psychic	Extrasensory
46	Dark	Payback	52	Psychic	Heal Block
58	Steel	Heavy Slam	?	Rock	Ancient Power
?	Steel	Iron Head	?	Psychic	Skill Swap

#438 Bonsly

TYPE: Rock



STRENGTH ●●○○○
DEXTERITY ●○
VITALITY ●●●○○○
SPECIAL ●○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 15kg / 33 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Sturdy & Rock Head

EVOLUTION: First Stage.
Evolves after learning to Mimic others.

#438 #185

Bonsai Pokémon
They thrive in arid places. It looks like it's crying all the time but it's actually adjusting the moisture of its body and releasing excess water. Over time they become excellent at impersonating trees.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Fake Tears	0	Normal	Copycat
5	Normal	Flail	8	Fight	Low Kick
12	Rock	Rock Throw	15	Normal	Mimic
19	Dark	Feint Attack	22	Rock	Rock Tomb
26	Normal	Block	29	Rock	Rock Slide
33	Fight	Counter	36	Dark	Sucker Punch
40	Normal	Double-Edge	?	Ground	Sand Tomb
?	Psychic	Rock Head	?	Dark	Foul Play

#439 Mime Jr.

TYPE: Psychic / Fairy



STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 13kg / 28 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Soundproof & Filter

EVOLUTION: First Stage.
Evolves after learning to Mimic others.

#439 #122

Mime Pokémon
It likes places where people gather and imitates their expressions to try to understand their feelings.
It mimics foes, confuses them, then it escapes. It doesn't take long to become a master mime.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tickle	0	Psychic	Barrier
0	Psychic	Confusion	4	Normal	Copycat
8	Psychic	Meditate	11	Normal	Double Slap
15	Normal	Mimic	18	Normal	Encore
22	Psychic	Light Screen	22	Psychic	Reflect
25	Psychic	Psybeam	29	Normal	Substitute
32	Normal	Recycle	36	Psychic	Trick
39	Psychic	Psychic	43	Psychic	Role Play
46	Normal	Baton Pass	50	Normal	Safeguard
?	Normal	Teeter Dance	?	Dark	Nasty Plot
?	Fight	Wake-Up Slap			

#440 Happiny

TYPE: Normal



STRENGTH ●○○○○
DEXTERITY ●●○○○
VITALITY ●○○○○
SPECIAL ●○○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 24kg / 53 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Natural Cure & Serene Grace

EVOLUTION: First Stage.
Evolves with an Oval Stone.

#440 #113 #242

Playhouse Pokémon
It is not common to see Happinies. This baby Pokémon cannot produce eggs yet, so she searches for white stones and carries them on its pouch. It likes to look pretty and tries to always be adorable.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound	0	Fairy	Charm
5	Normal	Copycat	9	Normal	Refresh
12	Fairy	Sweet Kiss	?	Normal	Helping Hand
?	Normal	Present	?	Fight	Drain Punch

#441 Chatot

TYPE: Normal / Flying



STRENGTH ●●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 2kg / 4 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Keen Eye & Tangled Feet

EVOLUTION: Final Form.

#441

Music Note Pokémon
It mimics the cries of other Pokémon to trick them into thinking it's one of them, this way they won't attack it. Chatots that live with humans learn words and phrases but it's unknown it they really know their meaning.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Hyper Voice	0	Flying	Chatter
0	Normal	Confide	0	Dark	Taunt
0	Flying	Peck	5	Normal	Growl
9	Flying	Mirror Move	13	Normal	Sing
17	Normal	Fury Attack	29	Normal	Round
33	Normal	Mimic	37	Normal	Echoed Voice
41	Flying	Roost	45	Normal	Uproar
49	Psychic	Synchronoise	50	Flying	Feather Dance
?	Psychic	Agility	?	Normal	Boomburst
?	Dark	Nasty Plot			

#442 Spiritomb

TYPE: Ghost / Dark



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 108kg /238 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Pressure

EVOLUTION: Final Form.

#442

Forbidden Pokémon
A legend from 500 years ago tells how it got bound into an Odd Keystone after cursing an entire town. Two have been found in recent times. It is said that its vortex has more than 100 haunted souls.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Curse	0	Dark	Pursuit
0	Ghost	Confuse Ray	0	Ghost	Spite
0	Ghost	Shadow Sneak	7	Dark	Feint Attack
13	Psychic	Hypnosis	19	Psychic	Dream Eater
25	Ghost	Ominous Wind	31	Dark	Sucker Punch
37	Dark	Nasty Plot	43	Dark	Memento
49	Dark	Dark Pulse	?	Ghost	Destiny Bond
?	Psychic	Telekinesis	?	Psychic	Imprison

#443 Gible

TYPE: Dragon / Ground



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 20kg / 45 lbs

BASE HP: 3
DISOBEDIENCE: ●●●○○

ABILITIES: Sand Veil

EVOLUTION: First Stage.
Evolves after reaching a certain age.

#443 #444 #445

Land Shark Pokémon
It digs tunnels and follows prey while burrowed underground. If you see the fin on its back comming out the ground it means it is about to attack. It's very aggressive but kind of clumsy. Beware of its big jaws.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	3	Ground	Sand Attack
7	Dragon	Dragon Rage	13	Rock	Sandstorm
15	Normal	Take Down	19	Ground	Sand Tomb
25	Normal	Slash	27	Dragon	Dragon Claw
31	Ground	Dig	37	Dragon	Dragon Rush
?	Normal	Scary Face	?	Dragon	Draco Meteor
?	Steel	Iron Head			

#444 Gabite

TYPE: Dragon / Ground



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 56kg / 123 lbs

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Sand Veil

EVOLUTION: Second Stage.
Evolves after reaching a certain age.

#443 #444 #445

Cave Pokémon
It hoards a small treasure of sparkly things back on its cave. It will react aggressively towards any potential thief. It is also an excellent hunter, capable of running, swimming and gliding extremely fast.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Ground	Sand Attack
7	Dragon	Dragon Rage	13	Rock	Sandstorm
15	Normal	Take Down	19	Ground	Sand Tomb
24	Dragon	Dual Chop	28	Normal	Slash
33	Dragon	Dragon Claw	40	Ground	Dig
49	Dragon	Dragon Rush	?	Normal	Scary Face
?	Steel	Metal Claw	?	Dragon	Draco Meteor

#445 Garchomp

TYPE: Dragon / Ground



STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○○○
INSIGHT ●●○○○○

HEIGHT: 1.9m / 6'03"
WEIGHT: 142kg /313 lbs

BASE HP: 6
DISOBEDIENCE: ●●●●●

ABILITIES: Sand Veil

EVOLUTION: Final Form.


#443 #444 #445

Mach Pokémon
Garchomp's are scarce in the wild and very dangerous. It folds its arms and uses its fins to fly extremely fast at low heights. Territorial and aggressive it will not rest until it catches any daring traspasser.

EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Fire Fang
0	Ground	Sand Attack
7	Dragon	Dragon Rage
19	Ground	Sand Tomb
28	Normal	Slash
40	Ground	Dig
55	Dragon	Dragon Rush
?	Water	Aqua Tail

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Rock	Sand Storm
15	Normal	Take Down
24	Dragon	Dual Chop
33	Dragon	Dragon Claw
48	Dark	Crunch
?	Dragon	Draco Meteor
?	Dragon	Outrage

#446 Munchlax

TYPE: Normal



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 105kg /231 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Pick Up & Thick Fat

EVOLUTION: First Stage.
Evolves with Happiness.


#446 #143

Big Eater Pokémon
A Munchlax's appetite is never really satisfied, it can eat its weight in food and will almost never care about what it is eating. They tend to pick up anything that looks endible and save it for later.

EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Snatch
0	Normal	Metronome
0	Normal	Tackle
9	Psychic	Amnesia
20	Normal	Screech
28	Normal	Stockpile
36	Rock	Rollout
44	Normal	Belly Drum
57	Normal	Last Resort
?	Poison	Belch

EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Lick
0	Normal	Odor Sleuth
4	Normal	Defense Curl
17	Normal	Chip Away
25	Normal	Body Slam
33	Normal	Swallow
41	Dark	Fling
49	Normal	Natural Gift
?	Fairy	Charm
?	Psychic	Zen Headbutt

#447 Riolu

TYPE: Fight



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.7m / 2'04"
WEIGHT: 20kg / 44 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Steadfast & Inner Focus

EVOLUTION: First Stage.
Evolves with Loyalty.


#447 #448

Emanation Pokémon
Scarce in the wild but they have been seen in the mountains. It has the ability to see the auras of others, through this power it is capable of sensing emotions, it won't get close to those with selfish intentions.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Foresight
0	Normal	Endure
11	Normal	Feint
19	Normal	Copycat
29	Fight	Reversal
50	Fight	Final Gambit
?	Psychic	Agility

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Quick Attack
6	Fight	Counter
15	Fight	Force Palm
24	Normal	Screech
47	Dark	Nasty Plot
?	Fire	Blaze Kick
?	Fight	Aura Sphere

#448 Lucario

TYPE: Fight / Steel



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 54kg / 119 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Steadfast & Inner Focus

EVOLUTION: Final Form.


#447 #448

Aura Pokémon
This Pokémon is completely loyal to it's trainer. It has the ability not only to see the auras but also to manipulate them into energy. It is also capable of understanding human speech.

EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Detect
0	Normal	Foresight
6	Fight	Counter
15	Fight	Power-Up Punch
24	Steel	Metal Sound
33	Fight	Quick Guard
42	Fight	Aura Sphere
51	Psychic	Heal Pulse
60	Dragon	Dragon Pulse
?	Steel	Iron Defense
?	Normal	Mind Reader

EXPERIENCE COST	TYPE	MOVE NAME
0	Steel	Metal Claw
0	Normal	Quick Attack
11	Normal	Feint
19	Normal	Swords Dance
29	Ground	Bone Rush
37	Normal	Me First
47	Psychic	Calm Mind
55	Fight	Close Combat
65	Normal	Extreme Speed
?	Fight	Vaccum Wave

#449 Hippopotas

TYPE: Ground



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 50kg / 110 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Sand Stream

EVOLUTION: First Stage.
Evolves after reaching a certain age.


#449 #450

Hippo Pokémon
It lives in arid places where joins small groups. It closes its nostrils and submerges under the sand to rest. Females have a different coloration, usually a darker and duller color.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
7	Dark	Bite
19	Normal	Take Down
25	Ground	Sand Tomb
37	Ground	Earthquake
50	Ground	Fissure
?	Normal	Slack Off

EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	Sand Attack
13	Normal	Yawn
19	Ground	Dig
31	Dark	Crunch
44	Normal	Double-Edge
?	Normal	Stockpile
?	Water	Water Pulse

#450 Hippowdon

TYPE: Ground



STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 2m / 6'07"
WEIGHT: 600kg /1320 lbs

BASE HP: 6
DISOBEDIENCE: ●●●●○

ABILITIES: Sand Stream

EVOLUTION: Final Form.


#449 #450

Heavyweight Pokémon
It becomes territorial and aggressive after evolving. Its open mouth stands over 7 ft. tall.
There are records of one that came out of the sand and crushed a truck that was passing over its territory.

EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Ice Fang
0	Electric	Thunder Fang
0	Ground	Sand Attack
0	Normal	Yawn
19	Ground	Dig
31	Dark	Crunch
50	Normal	Double-Edge
?	Normal	Slack Off
?	Fight	Revenge

EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Fire Fang
0	Normal	Tackle
0	Dark	Bite
19	Normal	Take Down
25	Ground	Sand Tomb
40	Ground	Earthquake
60	Ground	Fissure
?	Steel	Iron Head

#451 Skorupi

TYPE: Poison / Bug



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 12kg / 26 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●○

ABILITIES: Battle Armor & Sniper

EVOLUTION: First Stage.
Evolves after its poison becomes deadly.


#451 #452

Scorpion Pokémon
It lives in deserts and arid regions. It buries itself under the sand waiting for an unsuspecting prey to come nearby, it will then sting the prey and cling to it tenaciously until the poison takes effect.

EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Bite
0	Normal	Leer
9	Bug	Pin Missile
16	Dark	Pursuit
23	Poison	Poison Fang
30	Dark	Hone Claws
38	Dark	Night Slash
45	Dark	Crunch
49	Poison	Cross Poison
?	Water	Aqua Tail

EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Poison Sting
5	Dark	Knock Off
13	Normal	Acupressure
20	Bug	Bug Bite
27	Poison	Venoshock
34	Poison	Toxic Spikes
41	Normal	Scary Face
47	Bug	Fell Stinger
?	Psychic	Agility
?	Poison	Poison Tail

#452 Drapion

TYPE: Poison / Dark



STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 61kg / 135 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●○

ABILITIES: Battle Armor & Sniper

EVOLUTION: Final Form.


#451 #452

Ogre Scorp Pokémon
This Pokémon is very aggressive. It can completely rotate its head over its body, because of this, Drapion has no blind spots. Its venom is deadly and it won't hesitate to use it.

EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Ice Fang
0	Electric	Thunder Fang
0	Poison	Poison Sting
0	Dark	Knock Off
13	Normal	Acupressure
20	Bug	Bug Bite
27	Poison	Venoshock
34	Poison	Toxic Spikes
43	Normal	Scary Face
53	Bug	Fell Stinger
?	Psychic	Agility
?	Poison	Poison Tail

EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Fire Fang
0	Dark	Bite
0	Normal	Leer
9	Bug	Pin Missile
16	Dark	Pursuit
23	Poison	Poison Fang
30	Dark	Hone Claws
38	Dark	Night Slash
49	Dark	Crunch
57	Poison	Cross Poison
?	Water	Aqua Tail

#453 Croagunk

TYPE: Poison / Fight



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●○○○○
SPECIAL ●●○○○
INSIGHT ●○○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 23kg / 50 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Anticipation & Dry Skin

Toxic Mouth Pokémon
It is commonly found in marshes. It inflates the sacks on its cheeks and makes croaking sounds.
The fluid squeezed from its fingers is poisonous, but it is a common ingredient in medicinal ointments.

EVOLUTION: First Stage.
Evolves after its poison becomes deadly.


#453 #454

EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Astonish
8	Poison	Poison Sting
15	Dark	Pursuit
22	Fight	Revenge
29	Ground	Mud Bomb
36	Poison	Venoshock
43	Poison	Poison Jab
47	Poison	Belch
?	Normal	Fake Out
?	Fight	Quick Guard

EXPERIENCE COST	TYPE	MOVE NAME
3	Ground	Mud Slap
10	Dark	Taunt
17	Dark	Feint Attack
24	Normal	Swagger
31	Dark	Sucker Punch
38	Dark	Nasty Plot
45	Poison	Sludge Bomb
50	Dark	Flatter
?	Fight	Drain Punch

#454 Toxicroak

TYPE: Poison / Fight



STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.3 m / 4'03"
WEIGHT: 44kg / 97 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Anticipation & Dry Skin

Toxic Mouth Pokémon
The toxin made in its poison sacs is pumped into the knuckle claws through tubes down its arms. Its toxines are so powerful that even a scratch from its knuckles could be fatal in a few hours.

EVOLUTION: Final Form.


#453 #454

EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Astonish
0	Poison	Poison Sting
15	Dark	Pursuit
22	Fight	Revenge
29	Ground	Mud Bomb
36	Poison	Venoshock
49	Poison	Poison Jab
58	Poison	Belch
?	Normal	Fake Out
?	Dragon	Dual Chop

EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	Mud Slap
10	Dark	Taunt
17	Dark	Feint Attack
24	Normal	Swagger
31	Dark	Sucker Punch
41	Dark	Nasty Plot
54	Poison	Sludge Bomb
62	Dark	Flatter
?	Fight	Drain Punch

#455 Carnivine

TYPE: Grass



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○○
SPECIAL ●●○○○○
INSIGHT ●●○○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 27kg / 59 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Levitate

Bug Catcher Pokémon
It binds itself to trees in marshes. It attracts prey with its sweet-smelling drool and gulps them down in one bite. It can take it a whole day to digest a single prey but It won't need to eat for at least a week.

EVOLUTION: Final Form.


#455

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Bind
7	Dark	Bite
17	Normal	Sweet Scent
27	Dark	Feint Attack
37	Normal	Stockpile
37	Normal	Swallow
47	Normal	Wring Out
?	Bug	Rage Powder
?	Grass	Seed Bomb

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growth
11	Grass	Vine Whip
21	Grass	Ingrain
31	Grass	Leaf Tornado
37	Normal	Spit Up
41	Dark	Crunch
50	Grass	Power Whip
?	Poison	Gastro Acid

#456 Finneon

TYPE: Water



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 7kg / 15 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Swift Swim & Storm Drain

Wing Fish Pokémon
The way its two-tail-fins flutter while it swims has earned Finneon the nickname "Beautifly of the Sea." The line running down its side can store sunlight and glow brightly at night.

EVOLUTION: First Stage.
Evolves after reaching a certain age.


#456 #457

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound
10	Normal	Attract
17	Flying	Gust
26	Normal	Captivate
33	Water	Aqua Ring
42	Bug	U-Turn
49	Bug	Silver Wind
?	Psychic	Agility
?	Ice	Aurora Beam

EXPERIENCE COST	TYPE	MOVE NAME
6	Water	Water Gun
13	Water	Rain Dance
22	Water	Water Pulse
29	Normal	Safeguard
38	Water	Whirlpool
45	Flying	Bounce
54	Water	Soak
?	Fairy	Sweet Kiss

#457 Lumineon

TYPE: Water



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 24kg / 52 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Swift Swim & Storm Drain

Neon Pokémon
It lives in the deep-sea bottom. It attracts prey by flashing the patterns on its tail fins. In the wild it competes against Lanturn for food. Its main predators are Tentacruel and Sharpedo.

EVOLUTION: Final Form.


#456 #457

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound
0	Normal	Attract
13	Water	Rain Dance
26	Normal	Captivate
35	Water	Aqua Ring
48	Bug	U-Turn
59	Bug	Silver Wind
?	Psychic	Agility
?	Ice	Aurora Beam

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun
0	Flying	Gust
22	Water	Water Pulse
29	Normal	Safeguard
42	Water	Whirlpool
53	Flying	Bounce
66	Water	Soak
?	Water	Brine

#458 Mantyke

TYPE: Water / Flying



STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 65kg / 143 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Swift Swim & Water Absorb

Kite Pokémon
When it swims close the ocean's surface people aboard ships are able to observe the pattern on its back as it is different in every region. Mantyke is an intelligent and friendly Pokémon that rarely attacks others.

EVOLUTION: First Stage.
Evolves when a Remoraid attaches to it.


#458 #226

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
3	Normal	Supersonic
11	Ghost	Confuse Ray
16	Normal	Headbutt
23	Rock	Wide Guard
32	Psychic	Agility
39	Water	Aqua Ring
49	Water	Hydro Pump
?	Normal	Helping Hand

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Bubble
7	Water	Bubble Beam
14	Flying	Wing Attack
19	Water	Water Pulse
27	Normal	Take Down
36	Flying	Air Slash
46	Flying	Bounce
?	Dragon	Twister
?	Flying	Tailwind

#459 Snover

TYPE: Grass / Ice



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 50kg / 111 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Snow Warning

Frosted Tree Pokémon
During cold seasons, it migrates to the mountain's lower reaches and returns to the summit in the spring. They are rarely in contact with humans but are sought for the frozen berries they grow.

EVOLUTION: First Stage.
Evolves after reaching certain size.


#459 #460

EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Powder Snow
5	Grass	Razor Leaf
13	Grass	Grass Whistle
21	Ice	Mist
31	Grass	Ingrain
41	Ice	Blizzard
?	Normal	Growth
?	Water	Water Pulse

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
9	Ice	Icy Wind
17	Normal	Swagger
26	Ice	Ice Shard
36	Grass	Wood Hammer
46	Ice	Sheer Cold
?	Grass	Seed Bomb

#460 Abomasnow

TYPE: Grass / Ice



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 2.2m / 7'03"
WEIGHT: 135kg /298 lbs

BASE HP: 7
DISOBEDIENCE: ●●●

ABILITIES: Snow Warning

Frosted Tree Pokémon
There was a legend for a long time that called this Pokémon "The Ice Monster". Now we know it is a Pokémon that can cover everything around with deep snow. It likes quiet places and only attacks if provoked.

EVOLUTION: Final Form.


#459 #460

EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Ice Punch
0	Normal	Leer
0	Ice	Icy Wind
17	Normal	Swagger
26	Ice	Ice shard
36	Grass	Wood Hammer
58	Ice	Sheer Cold
?	Ice	Avalanche

EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Powder Snow
0	Grass	Razor Leaf
13	Grass	Grass Whistle
21	Ice	Mist
31	Grass	Ingrain
47	Ice	Blizzard
?	Normal	Growth
?	Dragon	Outrage

#461 Weavile

TYPE: Dark / Ice



STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 34kg / 75 lbs

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Pressure

EVOLUTION: Final Form.

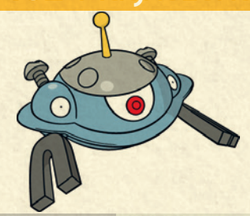

#215 #461

Sharp Claw Pokémon
They live in cold regions, forming groups of four that hunt prey with impressive coordination. They leave claw marks and patternss to indicate their territory. It is devious and loves to cause trouble.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Embargo	0	Fight	Revenge
0	Dark	Assurance	0	Normal	Scratch
0	Normal	Leer	0	Dark	Taunt
8	Normal	Quick Attack	10	Dark	Feint Attack
14	Ice	Icy Wind	16	Normal	Fury Swipes
20	Dark	Nasty Plot	22	Steel	Metal Claw
25	Dark	Hone Claws	28	Dark	Fling
32	Normal	Screech	35	Dark	Night Slash
40	Dark	Snatch	44	Dark	Punishment
47	Dark	Dark Pulse	?	Ice	Icicle Crash
?	Normal	Fake Out	?	Fight	Low Kick

#462 Magnezone

TYPE: Electric / Steel



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 180kg /396 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Magnet Pull & Sturdy

EVOLUTION: Final Form.


#081 #082 #462

Magnet Area Pokémon
Magneton only evolves in very specific areas of the globe. It has the ability to repel itself from the ground using magnetism. If it is nervous it pulls all the pieces of metal around until it relaxes.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Magnetic Flux	0	Psychic	Mirror Coat
0	Psychic	Barrier	0	Normal	Tackle
0	Normal	Supersonic	0	Normal	Sonic Boom
7	Electric	Thunder Shock	11	Electric	Electric Terrain
15	Electric	Thunder Wave	18	Steel	Magnet Bomb
21	Electric	Spark	25	Steel	Mirror Shot
29	Steel	Metal Sound	34	Electric	Electro Ball
39	Steel	Flash Cannon	45	Normal	Screech
51	Electric	Discharge	56	Normal	Lock-On
62	Electric	Magnet Rise	67	Steel	Gyro Ball
73	Electric	Zap Cannon	?	Steel	Iron Defense
?	Psychic	Gravity	?	Bug	Signal Beam

#463 Lickilicky

TYPE: Normal



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 280kg /616 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Own Tempo & Oblivious

EVOLUTION: Final Form.


#108 #463

Licking Pokémon
It uses its tongue as an stretchable arm. It wil wrap prey with it and then proceed to eat it. Its saliva causes numbness. Try not to touch its tongue, it might try to eat you by reflex.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Lick	5	Normal	Supersonic
9	Normal	Defense Curl	13	Dark	Knock Off
17	Normal	Wrap	21	Normal	Stomp
25	Normal	Disable	29	Normal	Slam
33	Rock	Rollout	37	Normal	Chip Away
41	Normal	Me First	45	Normal	Refresh
49	Normal	Screech	53	Grass	Power Whip
57	Normal	Wring Out	61	Steel	Gyro Ball
?	Normal	Belly Drum	?	Water	Aqua Tail
?	Fight	Hammer Arm			

#464 Rhyperior

TYPE: Ground / Rock



STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 2.4m / 7'10"
WEIGHT: 564kg /1240 lbs

BASE HP: 7
DISOBEDIENCE: ●●●●○

ABILITIES: Lightningrod & Solid Rock

EVOLUTION: Final Form.
It was holding protective gear.


#111 #112 #464

Drill Pokémon
They have rarely been seen in the wild and only in the tallest mountains. It has holes on its hands which are used like canons to shoot boulders. Be careful, they are very aggressive but not very smart.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Poison Jab	0	Normal	Horn Attack
0	Normal	Tail Whip	0	Normal	Stomp
0	Normal	Fury Attack	19	Normal	Scary Face
23	Rock	Rock Blast	30	Normal	Chip Away
41	Normal	Take Down	42	Fight	Hammer Arm
47	Ground	Drill Run	56	Rock	Stone Edge
62	Ground	Earthquake	71	Normal	Horn Drill
77	Bug	Mega Horn	86	Rock	Rock Wrecker
?	Psychic	Guard Split	?	Normal	Skull Bash
?	Dragon	Dragon Rush			

#465 Tangrowth

TYPE: Grass



STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●●○○
INSIGHT ●●○○

HEIGHT: 2m / 6'07"
WEIGHT: 256kg /563 lbs

BASE HP: 6
DISOBEDIENCE: ●●○○○

ABILITIES: Chlorophyll & Leaf Guard

EVOLUTION: Final Form.


#114 #465

Vine Pokémon
While it remains still, it appears to be a large shrub. Unsuspecting prey that wander near get ensnared by its vines. In the summer months, its vines grow so large that you can't even see its eyes.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Block	0	Grass	Ingrain
0	Normal	Constrict	4	Grass	Sleep Powder
7	Grass	Vine Whip	10	Grass	Absorb
14	Poison	Poison Powder	17	Normal	Bind
20	Normal	Growth	23	Grass	Mega Drain
27	Dark	Knock Off	30	Grass	Stun Spore
33	Normal	Natural Gift	36	Grass	Giga Drain
40	Rock	Ancient Power	43	Normal	Slam
46	Normal	Tickle	49	Normal	Wring Out
50	Grass	Grassy Terrain	53	Grass	Power Whip
?	Normal	Nature Power	?	Psychic	Confusion
?	Psychic	Amnesia			

#466 Electivire

TYPE: Electric



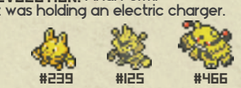
STRENGTH ●●●○○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 138kg /305 lbs

BASE HP: 6
DISOBEDIENCE: ●●●○○

ABILITIES: Motor Drive

EVOLUTION: Final Form.
It was holding an electric charger.


#239 #125 #466

Thunderbolt Pokémon
This Pokémon is reckless and has a short temper. As its electric charge amplifies, blue sparks begin to crackle between its horns. It has registered charge levels of over 20,000 Volts.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Electric Terrain	0	Electric	Ion Deluge
0	Fire	Fire Punch	0	Normal	Quick Attack
0	Normal	Leer	0	Electric	Thunder Shock
0	Fight	Low Kick	12	Normal	Swift
15	Electric	Shock Wave	19	Electric	Thunder Wave
22	Electric	Electro Ball	26	Psychic	Light Screen
29	Electric	Thunder Punch	36	Electric	Discharge
42	Normal	Screech	49	Electric	Thunderbolt
55	Electric	Thunder	62	Normal	Giga Impact
?	Fight	Hammer Arm	?	Ice	Ice Punch
?	Dragon	Dual Chop			

#467 Magmortar

TYPE: Fire



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 136kg/ 299 lbs

BASE HP: 5
DISOBEDIENCE: ●●○○○

ABILITIES: Flame Body

EVOLUTION: Final Form.
It was holding some molten lava.


#240 #126 #467

Blast Pokémon
Magmortar is extremely rare, if you're lucky you can find one living directly on volcanic craters. It rises the temperature of its body at will to the point of bursting into flames. The fire it produces is almost white.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Thunder Punch	0	Poison	Smog
0	Normal	Leer	0	Fire	Ember
0	Normal	Smokescreen	12	Dark	Feint Attack
15	Fire	Fire Spin	19	Poison	Clear Smog
22	Fire	Flame Burst	26	Ghost	Confuse Ray
29	Fire	Fire Punch	36	Fire	Lava Plume
42	Fire	Sunny Day	49	Fire	Flamethrower
55	Fire	Fire Blast	62	Normal	Hyper Beam
?	Dragon	Dual Chop	?	Normal	Belly Drum
?	Fire	Heat Wave			

#468 Togekiss

TYPE: Fairy / Flying



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 76kg / 167 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Serene Grace & Hustle

EVOLUTION: Final Form.


#175 #176 #468

Jubilee Pokémon
Sightings of these Pokémon have become rare nowadays. They used to visit peaceful regions, bringing them gifts of kindness and great blessings. But they appear to have vanished in this times of conflict.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	After You	0	Flying	Sky Attack
0	Normal	Extreme Speed	0	Fight	Aura Sphere
0	Flying	Air Slash	?	Psychic	Extrasensory
?	Normal	Lucky Chant	?	Water	Water Pulse

#469 Yanmega



TYPE: Bug / Flying

STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●○○

HEIGHT: 1.9m / 6'03"
WEIGHT: 51kg / 113 lbs

BASE HP: 6
DISOBEDIENCE: ●●●●●

ABILITIES: Speed Boost & Tinted Lens

Ogre Darner Pokémon
It goes back to its prehistoric roots. It is a lot more violent than its pre-evolved form. Its jaw power is incredible and it is adept at biting apart foes while flying by at high speed. This Pokémon can be brutal.

EVOLUTION: Final Form.


#193 #469

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Night Slash	0	Bug	Bug Bite
0	Normal	Tackle	0	Normal	Foresight
0	Normal	Quick Attack	0	Normal	Double Team
14	Normal	Sonic Boom	17	Fight	Detect
22	Normal	Supersonic	27	Normal	Uproar
30	Dark	Pursuit	33	Rock	Ancient Power
38	Normal	Feint	43	Normal	Slash
46	Normal	Screech	49	Bug	U-Turn
54	Flying	Air Slash	57	Bug	Bug Buzz
?	Grass	Giga Drain	?	Fight	Reversal
?	Flying	Tailwind			

#470 Leafeon



TYPE: Grass

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 25kg / 56 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Leaf Guard

Verdant Pokémon
Eevee evolves to Leafeon when it's living near a special kind of moss. Its cells are capable of performing photosynthesis. It is a calm Pokémon and does not usually fight but its leaves are sharp and strong.

EVOLUTION: Final Form.
Evolved after contact with Special Moss.


#133 #470

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Tail Whip
0	Normal	Helping Hand	5	Ground	Sand Attack
9	Grass	Razor Leaf	13	Normal	Quick Attack
17	Grass	Grass Whistle	20	Grass	Magical Leaf
25	Grass	Giga Drain	29	Normal	Swords Dance
33	Grass	Synthesis	37	Fire	Sunny Day
41	Normal	Last Resort	45	Grass	Leaf Blade
?	Normal	Wish	?	Grass	Seed Bomb
?	Normal	Flail			

#471 Glaceon



TYPE: Ice

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●●○○
INSIGHT ●●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 25kg / 56 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Snow Cloak

Fresh Snow Pokémon
Eevees that are forced to live in freezing temperatures evolve into this Pokémon. It can control its body temperature to below zero, freezing its fur and making it extremely tough.

EVOLUTION: Final Form.
Evolved after living in low temperatures.


#133 #471

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Tail Whip
0	Normal	Helping Hand	5	Ground	Sand Attack
9	Ice	Icy Wind	13	Normal	Quick Attack
17	Dark	Bite	20	Ice	Ice Fang
25	Ice	Ice Shard	29	Psychic	Barrier
33	Psychic	Mirror Coat	37	Ice	Hail
41	Normal	Last Resort	45	Ice	Blizzard
?	Normal	Wish	?	Normal	Captivate
?	Dark	Fake Tears			

#472 Gliscor



TYPE: Ground / Flying

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 2.1m / 6'07"
WEIGHT: 84kg / 184 lbs

BASE HP: 6
DISOBEDIENCE: ●●●●●

ABILITIES: Hyper Cutter & Sand Veil

Fang Scorp Pokémon
Its flight is soundless. It uses its lengthy tail to carry off its prey, then uses its long fangs to do the rest. It is more playful than aggressive but it is dangerous if you get close to the enormous claws.

EVOLUTION: Final Form.


#451 #472

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Thunder Fang	0	Fire	Fire Fang
0	Ice	Ice Fang	0	Poison	Poison Jab
0	Ground	Sand Attack	0	Normal	Harden
0	Dark	Knock Off	13	Normal	Quick Attack
16	Bug	Fury Cutter	19	Dark	Feint Attack
22	Flying	Acrobatics	27	Dark	Night Slash
30	Bug	U-Turn	35	Normal	Screech
40	Bug	X-Scissor	45	Fight	Sky Uppercut
50	Normal	Swords Dance	55	Normal	Guillotine
?	Psychic	Agility	?	Steel	Metal Claw
?	Poison	Cross Poison			

#473 Mamoswine



TYPE: Ice / Ground

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 2.5m / 8'02"
WEIGHT: 873kg 1920 lbs

BASE HP: 8
DISOBEDIENCE: ●●●○○

ABILITIES: Oblivious & Snow Cloak

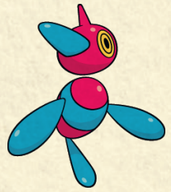
Twin Tusk Pokémon
It was everywhere during the ice age but its population declined afterwards. This Pokémon uses strong tusks to remove the soil and snow and dig up roots and plants to eat. It has a bad temper.

EVOLUTION: Final Form.


#220 #221 #473

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scary Face	0	Rock	Ancient Power
0	Flying	Peck	0	Normal	Odor Sleuth
0	Ground	Mud Sport	0	Ice	Powder Snow
11	Ground	Mud Slap	14	Normal	Endure
18	Ground	Mud Bomb	21	Ice	Hail
24	Ice	Ice Fang	28	Normal	Take Down
33	Normal	Double Hit	37	Ice	Mist
41	Normal	Thrash	46	Ground	Earthquake
52	Ice	Blizzard	?	Ground	Fissure
?	Ice	Icicle Crash	?	Ice	Avalanche

#474 Porygon-Z



TYPE: Normal

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 0.9 m / 3'03"
WEIGHT: 34kg / 75 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Download & Adaptability

Virtual Pokémon
A software to explore another dimension was installed on Porygon. However, it began acting oddly due to glitches in the code. Since then, it has a fondness for videos of Meowth and Skitty on the internet.

EVOLUTION: Final Form.


#137 #233 #474

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Trick Room	0	Normal	Conversion
0	Normal	Conversion2	0	Normal	Tackle
0	Dark	Nasty Plot	7	Psychic	Psybeam
12	Psychic	Agility	18	Normal	Recover
23	Electric	Magnet Rise	29	Bug	Signal Beam
34	Dark	Embargo	40	Electric	Discharge
45	Normal	Lock-On	50	Normal	Tri Attack
56	Psychic	Magic Coat	62	Electric	Zap Cannon
67	Normal	Hyper Beam	?	Electric	Electro Web
?	Normal	Pain Split	?	Psychic	Trick

#475 Gallade



TYPE: Psychic / Fight

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●●○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 52kg / 114 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Steadfast

Blade Pokémon
This Pokémon is male only. He has an extreme sense of courtesy. In a battle, it uses the blades on his arms as if they were swords. It is a loyal Pokémon and won't doubt to fiercely protect its trainer.

EVOLUTION: Final Form.
Male Kirlia evolved with a Shiny Stone.


#280 #281 #282 #475

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Leaf Blade	0	Dark	Night Slash
0	Normal	Leer	0	Psychic	Confusion
0	Normal	Double Team	0	Psychic	Teleport
17	Bug	Fury Cutter	22	Normal	Slash
25	Psychic	Heal Pulse	31	Normal	Swords Dance
36	Psychic	Psycho Cut	39	Normal	Helping Hand
45	Normal	Feint	50	Normal	False Swipe
53	Normal	Protect	59	Fight	Close Combat
64	Psychic	Stored Power	?	Ghost	Shadow Sneak
?	Electric	Thunder Punch	?	Fight	Drain Punch

#476 Probopass



TYPE: Rock / Steel

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●●●○○○○
SPECIAL ●●○○○
INSIGHT ●●●●○○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 680kg /1496 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Sturdy & Magnet Pull

Compass Pokémon
It exudes strong magnetism from all over. It controls three small units called Mini-Noses that float around and act as arms. It usually stays motionless unless attacked or provoked.

EVOLUTION: Final Form.


#299 #476

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Magnet Rise	0	Psychic	Gravity
0	Normal	Tackle	0	Steel	Iron Defense
0	Normal	Block	0	Steel	Magnet Bomb
15	Electric	Thunder Wave	18	Rock	Rock Blast
22	Psychic	Rest	25	Electric	Spark
29	Rock	Rock Slide	32	Rock	Power Gem
36	Rock	Sand Storm	39	Electric	Discharge
43	Ground	Earth Power	46	Rock	Stone Edge
50	Normal	Lock-On	50	Electric	Zap Canon
?	Rock	Wide Guard	?	Steel	Iron Head
?	Rock	Ancient Power			

#477 Duknoir



TYPE: Ghost

STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 2.2m / 7'03"
WEIGHT: 106kg /235 lbs

BASE HP: 7

DISOBEDIENCE: ●●●●○

ABILITIES: Pressure

Gripper Pokémon
This feared Pokémon is said to travel to the other world. Some even believe that it takes lost spirits along with it. It uses the antenna on it's head to recive messges from the deceased.

EVOLUTION: Final Form.
It was holding the grim reaper's clothes.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Fire Punch	0	Ice	Ice Punch
0	Electric	Thunder Punch	0	Psychic	Gravity
0	Normal	Bind	0	Normal	Leer
0	Ghost	Night Shade	0	Normal	Disable
9	Normal	Foresight	14	Ghost	Astonish
17	Ghost	Confuse Ray	22	Ghost	Shadow Sneak
25	Dark	Pursuit	30	Ghost	Curse
33	Fire	Will-O-Wisp	37	Ghost	Shadow Punch
42	Ghost	Hex	49	Normal	Mean Look
58	Dark	Payback	61	Psychic	Future Sight
?	Psychic	Imprison	?	Ghost	Ominous Wind
?	Dark	Sucker Punch			

#478 Froslass



TYPE: Ice / Ghost

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 26kg / 58 lbs

BASE HP: 4

DISOBEDIENCE: ●●○○○

ABILITIES: Snow Cloak

Snow Land Pokémon
This Pokémon is female only.
Legends in snowy regions say that a woman who was lost at an icy mountain was reborn as Froslass. It appears during blizzards to take lost people away.

EVOLUTION: Final Form.
Female Snorut evolved with a Dawn Stone.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Destiny Bond	0	Ice	Powder Snow
0	Normal	Leer	0	Normal	Double Team
0	Ghost	Astonish	13	Ice	Icy Wind
19	Ghost	Confuse Ray	22	Ghost	Ominous Wind
28	Fight	Wake-Up Slap	31	Normal	Captivate
37	Ice	Ice Shard	40	Ice	Hail
51	Ice	Blizzard	?	Ghost	Hex
?	Ghost	Spite	?	Normal	Weather Ball

#479 Rotom



TYPE: Electric / Ghost

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 0.3kg / 0.7 lbs

BASE HP: 4

DISOBEDIENCE: ●●●○○

ABILITIES: Levitate

Plasma Pokémon
Its electric-like body can enter some kinds of machines and take control of them in order to cause mischief. It changes its form to that of the electric appliance, allowing it to become more powerful.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Trick	0	Ghost	Astonish
0	Electric	Thunder Wave	0	Electric	Thunder Shock
0	Ghost	Confuse Ray	8	Normal	Uproar
15	Normal	Double Team	22	Electric	Shock Wave
29	Ghost	Ominous Wind	36	Normal	Substitute
43	Electric	Electro Ball	50	Ghost	Hex
57	Electric	Charge	64	Electric	Discharge
?	Ice	Blizzard	?	Water	Hydro Pump
?	Fire	Overheat	?	Grass	Leaf Storm
?	Flying	Air Slash			

#479 Rotom Heat



TYPE: Electric / Fire

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 0.3kg / 0.7 lbs

BASE HP: 4

DISOBEDIENCE: ●●●○○

ABILITIES: Levitate

Plasma Pokémon
A Microwave posessed by a Rotom. It uses Fire powers and burns the food of unsuspecting people.

While on this form it can use the move: Overheat.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Trick	0	Ghost	Astonish
0	Electric	Thunder Wave	0	Electric	Thunder Shock
0	Ghost	Confuse Ray	8	Normal	Uproar
15	Normal	Double Team	22	Electric	Shock Wave
29	Ghost	Ominous Wind	36	Normal	Substitute
43	Electric	Electro Ball	50	Ghost	Hex
57	Electric	Charge	64	Electric	Discharge
?	Ice	Blizzard	?	Water	Hydro Pump
?	Fire	Overheat	?	Grass	Leaf Storm
?	Flying	Air Slash			

#479 Rotom Fan



TYPE: Electric / Flying

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 0.3kg / 0.7 lbs

BASE HP: 4

DISOBEDIENCE: ●●●○○

ABILITIES: Levitate

Plasma Pokémon
A Desk fan posessed by a Rotom. It uses Wind powers and scatters everything around with terrible air currents.
While on this form it can use the move: Air Slash.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Trick	0	Ghost	Astonish
0	Electric	Thunder Wave	0	Electric	Thunder Shock
0	Ghost	Confuse Ray	8	Normal	Uproar
15	Normal	Double Team	22	Electric	Shock Wave
29	Ghost	Ominous Wind	36	Normal	Substitute
43	Electric	Electro Ball	50	Ghost	Hex
57	Electric	Charge	64	Electric	Discharge
?	Ice	Blizzard	?	Water	Hydro Pump
?	Fire	Overheat	?	Grass	Leaf Storm
0	Flying	Air Slash			

#479 Rotom Mow



TYPE: Electric / Grass

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 0.3kg / 0.7 lbs

BASE HP: 4

DISOBEDIENCE: ●●●○○

ABILITIES: Levitate

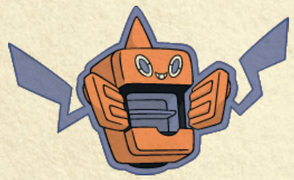
Plasma Pokémon
A Lawnmower posessed by a Rotom. It uses Grass powers, mows awful patterns on the grass and chases people with the blades out.
While on this form it can use the move: Leaf Storm.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Trick	0	Ghost	Astonish
0	Electric	Thunder Wave	0	Electric	Thunder Shock
0	Ghost	Confuse Ray	8	Normal	Uproar
15	Normal	Double Team	22	Electric	Shock Wave
29	Ghost	Ominous Wind	36	Normal	Substitute
43	Electric	Electro Ball	50	Ghost	Hex
57	Electric	Charge	64	Electric	Discharge
?	Ice	Blizzard	?	Water	Hydro Pump
?	Fire	Overheat	0	Grass	Leaf Storm
?	Flying	Air Slash			

#479 Rotom Frost



TYPE: Electric / Ice

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 0.3kg / 0.7 lbs

BASE HP: 4

DISOBEDIENCE: ●●●○○

ABILITIES: Levitate

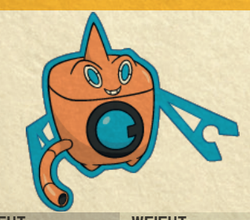
Plasma Pokémon
A refrigerator posessed by a Rotom. It uses Ice powers, traps people inside and freezes them in solid ice blocks.
While on this form it can use the move: Blizzard.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Trick	0	Ghost	Astonish
0	Electric	Thunder Wave	0	Electric	Thunder Shock
0	Ghost	Confuse Ray	8	Normal	Uproar
15	Normal	Double Team	22	Electric	Shock Wave
29	Ghost	Ominous Wind	36	Normal	Substitute
43	Electric	Electro Ball	50	Ghost	Hex
57	Electric	Charge	64	Electric	Discharge
0	Ice	Blizzard	?	Water	Hydro Pump
?	Fire	Overheat	?	Grass	Leaf Storm
?	Flying	Air Slash			

#479 Rotom Wash



TYPE: Electric / Water

STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 0.3kg / 0.7 lbs

BASE HP: 4

DISOBEDIENCE: ●●●○○

ABILITIES: Levitate

Plasma Pokémon
A Washing machine posessed by a Rotom. It uses Water powers and floods the houses with torrents of water.
While on this form it can use the move: Hydro Pump.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Trick	0	Ghost	Astonish
0	Electric	Thunder Wave	0	Electric	Thunder Shock
0	Ghost	Confuse Ray	8	Normal	Uproar
15	Normal	Double Team	22	Electric	Shock Wave
29	Ghost	Ominous Wind	36	Normal	Substitute
43	Electric	Electro Ball	50	Ghost	Hex
57	Electric	Charge	64	Electric	Discharge
?	Ice	Blizzard	0	Water	Hydro Pump
?	Fire	Overheat	?	Grass	Leaf Storm
?	Flying	Air Slash			

#480 Uxie



TYPE: Psychic

STRENGTH	●●●●●●●●●●
DEXTERITY	●●●●●●●●●●
VITALITY	●●●●●●●●●●
SPECIAL	●●●●●●●●●●
INSIGHT	●●●●●●●●●●

HEIGHT: ?m / ?'??" | WEIGHT: ???kg / ??? lbs

BASE HP: ? | DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

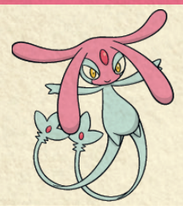
EVOLUTION: Unknwon.


#480

Pokédex has no data.
In the myths of Sinnoh they talk about three beings that came out from the same egg, the yellow one was the being of knowledge.
Together they shaped the human race to be complete.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#481 Mesprit



TYPE: Psychic

STRENGTH	●●●●●●●●●●
DEXTERITY	●●●●●●●●●●
VITALITY	●●●●●●●●●●
SPECIAL	●●●●●●●●●●
INSIGHT	●●●●●●●●●●

HEIGHT: ? m / ?'??" | WEIGHT: ???kg / ??? lbs

BASE HP: ? | DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknwon.


#481

Pokédex has no data.
In the myths of Sinnoh they talk about three beings that came out from the same egg, the pink one was the being of emotion.
Together they shaped the human race to be complete.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#482 Azelf



TYPE: Psychic

STRENGTH	●●●●●●●●●●
DEXTERITY	●●●●●●●●●●
VITALITY	●●●●●●●●●●
SPECIAL	●●●●●●●●●●
INSIGHT	●●●●●●●●●●

HEIGHT: ? m / ?'??" | WEIGHT: ???kg / ??? lbs

BASE HP: ? | DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknwon.


#482

Pokédex has no data.
In the myths of Sinnoh they talk about three beings that came out from the same egg, the blue one was the being of willpower.
Together they shaped the human race to be complete.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#483 Dialga



TYPE: Steel / Dragon

STRENGTH	●●●●●●●●●●
DEXTERITY	●●●●●●●●●●
VITALITY	●●●●●●●●●●
SPECIAL	●●●●●●●●●●
INSIGHT	●●●●●●●●●●

HEIGHT: ? m / ?'??" | WEIGHT: ???kg / ??? lbs

BASE HP: ? | DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknwon.


#483

Pokédex has no data.

In some religions there is a being called "The God of Time" whose first roar brought future, present and past.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#484 Palkia



TYPE: Water / Dragon

STRENGTH	●●●●●●●●●●
DEXTERITY	●●●●●●●●●●
VITALITY	●●●●●●●●●●
SPECIAL	●●●●●●●●●●
INSIGHT	●●●●●●●●●●

HEIGHT: ? m / ?'??" | WEIGHT: ???kg / ??? lbs

BASE HP: ? | DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknwon.


#484

Pokédex has no data.

A fantasy book describes a place where space bends in impossible ways and the master of that site was a Pokémon with a similar appearance.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#485 Heatran



TYPE: Fire / Steel

STRENGTH	●●●●●●●●●●
DEXTERITY	●●●●●●●●●●
VITALITY	●●●●●●●●●●
SPECIAL	●●●●●●●●●●
INSIGHT	●●●●●●●●●●

HEIGHT: ? m / ?'??" | WEIGHT: ???kg / ??? lbs

BASE HP: ? | DISOBEDIENCE: ●●●●●

ABILITIES: Flash Fire & Flame Body
Plot Device

EVOLUTION: Unknwon.

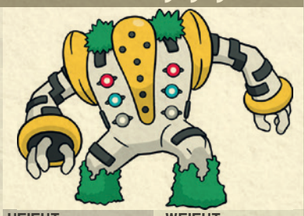

#485

Pokédex has no data.

An old painting showed a similar Pokémon standing atop of an erupting Volcano.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#486 Regigigas



TYPE: Normal

STRENGTH	●●●●●●●●●●
DEXTERITY	●●●●●●●●●●
VITALITY	●●●●●●●●●●
SPECIAL	●●●●●●●●●●
INSIGHT	●●●●●●●●●●

HEIGHT: ? m / ?'??" | WEIGHT: ???kg / ??? lbs

BASE HP: ? | DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknwon.


#486

Pokédex has no data.

A very old legend tells about the King of Giants, who could crush a mountain with its grip and mold living titans from the rubble.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#487 Giratina



TYPE: Ghost / Dragon

STRENGTH	●●●●●●●●●●
DEXTERITY	●●●●●●●●●●
VITALITY	●●●●●●●●●●
SPECIAL	●●●●●●●●●●
INSIGHT	●●●●●●●●●●

HEIGHT: ? m / ?'??" | WEIGHT: ???kg / ??? lbs

BASE HP: ? | DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknwon.


#487

PLOT DEVICE.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#488 Cresselia



TYPE: Psychic

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	NO DATA				

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ? m / ?'??"
WEIGHT: ???kg / ??? lbs
BASE HP: ?
DISOBEDIENCE: ●●●●●

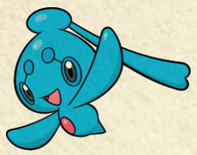
ABILITIES: PLOT DEVICE

EVOLUTION: Unknwon.


#488

Pokédex has no data.
The embodiment of dreams comes to life during the crescent moon nights. You will be blessed with peaceful bedtimes If you keep one of its feathers. Or so they say.

#489 Phione



TYPE: Water

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	NO DATA				

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ? m / ?'??"
WEIGHT: ???kg / ??? lbs
BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES: Hydration
Plot Device

EVOLUTION: Unknwon.


#489

Pokédex has no data.
There have been sightings of small groups of similar Pokémon but its existance has never been confirmed. It is said to be the offspring of Manaphy.

#490 Manaphy



TYPE: Water

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	NO DATA				

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ? m / ?'??"
WEIGHT: ???kg / ??? lbs
BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES: Hydration
Plot Device

EVOLUTION: Unknwon.


#490

Pokédex has no data.
It is said that after the war for land and sea was over, a tiny Pokémon was born from the bottom of the ocean to bond with all the creatures as a sign of peace.

#491 Darkrai



TYPE: Dark

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	NO DATA				

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ? m / ?'??"
WEIGHT: ???kg / ??? lbs
BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknwon.


#491

Pokédex has no data.
All around the world, young children have depicted a similar figure in their drawings.
They call it "The Boogeyman". People say it will make all your nightmares come true.

#492 Shaymin



TYPE: Grass

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	NO DATA				

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ? m / ?'??"
WEIGHT: ???kg / ??? lbs
BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES: Natural Cure & Serene Grace
Plot Device

EVOLUTION: Unknwon.


#492

Pokédex has no data.
There are old traces of gigantic trees that once grew all over the earth. They were called the "Trees of Life" and their flowers granted the power of flight to the kind-hearted, or so the legend says.

#493 Arceus



TYPE: Normal

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	NO DATA				

STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ? m / ?'??"?
WEIGHT: ??kg / ??? lbs
BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknwon.


#493

PLOT DEVICE.

Some Pokémon are so rare that NPC's may believe they don't exist. If you are using **rare** or **legendary Pokémon** in your story, give them the spotlight they deserve.

Storyteller Note

Before you use any of the Legendary Pokémon in your story, be sure to read: ***Myths and Legends from the Pokémon World***. Page 367.

Trainer Tips

You must study a lot and have an extensive **Lore Knowledge** to be able to recognize a legendary Pokémon.

A Note on Breeding Pokémon

When two Pokémon love each other very-very much, they'll play together and suddenly a Pokémon Egg will appear. This is not just a tale that the adults tell the children, no one really knows how these eggs come into existence. It is one of the many mysteries in the world of Pokémon.

What is known, however, is that Baby Pokémon need a lot of nurturing and love to grow happy and strong.

All Pokémon can fall in love regardless of their species. The baby will often come out as the First-stage species of the mother. Due to this, Baby Pokémon may show traits that their species doesn't normally have thanks to having a parent with a different set of powers.

If the players get their hands on a Pokémon egg, remember that it's not just time and heat that will make it hatch, it is only through love and kindness that the baby Pokémon will come out.

It may take a few weeks or a few months but when the shell begins to crack it'll be a big moment of happiness! Be ready to change diapers and bottle-feed your new bundle of joy.

#494 Victini

TYPE: Psychic / Fire

EXPERIENCE COST	TYPE	MOVE NAME
NO DATA		

EXPERIENCE COST	TYPE	MOVE NAME



STRENGTH ●●●●●●●●●
DEXTERITY ●●●●●●●●●
VITALITY ●●●●●●●●●
SPECIAL ●●●●●●●●●
INSIGHT ●●●●●●●●●

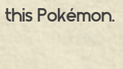
HEIGHT: ? m / ?'??"
WEIGHT: ???kg / ??? lbs

BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

Pokédex has no data.
On tournament days, Trainers eat a "V" shaped apple as a sign of good luck. It is unknown if it has anything to do with this Pokémon.

EVOLUTION: Unknwon.


#494

#495 Snivy

TYPE: Grass



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 8kg / 17 lbs

BASE HP: 3
DISOBEDIENCE: ●○○○○

ABILITIES: Overgrow

Grass Snake Pokémon
It is very intelligent and independent, although it seems calm it doesn't like being bossed around.
Being exposed to lots of sunlight makes its movements swifter. The tail drops if it is not feeling well.

EVOLUTION: First Stage.
Evolves after reaching a certain age.


#495 #496 #497

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
7	Grass	Vine Whip
13	Normal	Growth
19	Grass	Leech Seed
25	Normal	Slam
31	Poison	Coil
37	Normal	Wring Out
43	Grass	Leaf Storm
?	Grass	Synthesis

EXPERIENCE COST	TYPE	MOVE NAME
4	Normal	Leer
10	Normal	Wrap
16	Grass	Leaf Tornado
22	Grass	Mega Drain
28	Grass	Leaf Blade
34	Grass	Giga Drain
40	Poison	Gastro Acid
?	Grass	Grass Pledge
?	Dragon	Twister

#496 Servine

TYPE: Grass



STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 16kg / 35 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Overgrow

Grass Snake Pokémon
It moves along the ground by sliding. Its swift movements befuddle its foes, then attacks with a vine whip. It always keeps itself clean and it demands care from its trainer, otherwise it will misbehave.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.


#495 #496 #497

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Grass	Vine Whip
13	Normal	Growth
20	Grass	Leech Seed
28	Normal	Slam
36	Poison	Coil
44	Normal	Wring Out
52	Grass	Leaf Storm
?	Grass	Synthesis

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
0	Normal	Wrap
16	Grass	Leaf Tornado
24	Grass	Mega Drain
32	Grass	Leaf Blade
40	Grass	Giga Drain
48	Poison	Gastro Acid
?	Grass	Grass Pledge
?	Dragon	Twister

#497 Serperior

TYPE: Grass



STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●●○○

HEIGHT: 3.3m / 10'10"
WEIGHT: 126kg /277 lbs

BASE HP: 10
DISOBEDIENCE: ●●●○○

ABILITIES: Overgrow

Regal Pokémon
It stops enemies dead in their tracks with just one intense glare. It is a noble and proud Pokémon.
It is not aggressive but it can be very stubborn. It takes a really strong foe for it to take the fight seriously.

EVOLUTION: Final Form.


#495 #496 #497

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Grass	Vine Whip
13	Normal	Growth
20	Grass	Leech Seed
28	Normal	Slam
38	Poison	Coil
50	Normal	Wring Out
62	Grass	Leaf Storm
?	Grass	Synthesis

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
0	Normal	Wrap
16	Grass	Leaf Tornado
24	Grass	Mega Drain
32	Grass	Leaf Blade
44	Grass	Giga Drain
56	Poison	Gastro Acid
?	Grass	Frenzy Plant
?	Dragon	Dragon Pulse

#498 Tepig

TYPE: Fire

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
7	Fire	Ember
13	Normal	Defense Curl
19	Poison	Smog
25	Normal	Take Down
31	Dark	Assurance
37	Rock	Head Smash
43	Fire	Flare Blitz
?	Normal	Body Slam

EXPERIENCE COST	TYPE	MOVE NAME
3	Normal	Tail Whip
4	Normal	Odor Sleuth
15	Fire	Flame Charge
21	Rock	Rollout
27	Fire	Heat Crash
33	Fire	Flamethrower
39	Normal	Roar
?	Fire	Fire Pledge
?	Dark	Sucker Punch



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 10kg / 21 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Blaze

Fire Pig Pokémon
It blows fire through its nose. When it catches a cold, the fire becomes pitch-black smoke instead.
Tepig loves to eat roasted berries and its keen sense of smell allows it to find them easily.

EVOLUTION: First Stage.
Evolves after reaching a certain age.


#498 #499 #500

#499 Pignite

TYPE: Fire / Fight



STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 55kg / 122 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Blaze

Fire Pig Pokémon
Whatever it eats becomes fuel for the flame on its stomach. When it is angered, the intensity of the flame increases. It is not common to see them the wild. They are mostly found living in warm places.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.


#498 #499 #500

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
7	Fire	Ember
13	Normal	Defense Curl
17	Fight	Arm Thrust
23	Rock	Rollout
31	Fire	Heat Crash
39	Fire	Flamethrower
47	Normal	Roar
?	Fire	Fire Pledge
?	Dark	Sucker Punch

EXPERIENCE COST	TYPE	MOVE NAME
3	Normal	Tail Whip
4	Normal	Odor Sleuth
15	Fire	Flame Charge
20	Poison	Smog
28	Normal	Take Down
36	Dark	Assurance
44	Rock	Head Smash
52	Fire	Flare Blitz
?	Fight	Body Slam

#500 Emboar

TYPE: Fire / Fight

EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Hammer Arm
0	Normal	Tail Whip
0	Normal	Odor Sleuth
15	Fire	Flame Charge
20	Poison	Smog
28	Normal	Take Down
38	Dark	Assurance
50	Rock	Head Smash
62	Fire	Flare Blitz
?	Steel	Heavy Slam

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Fire	Ember
13	Normal	Defense Curl
17	Fight	Arm Thrust
23	Rock	Rollout
31	Fire	Heat Crash
43	Fire	Flamethrower
55	Normal	Roar
?	Fire	Blast Burn
?	Electric	Thunder Punch



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 300kg /660 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Blaze

Mega Fire Pig Pokémon
Although it has a scary exterior, it is a very gentle Pokémon that cares deeply for family and friends.
It can burst its punches and beard on fire, it also shows proficiency on martial arts like Judo.

EVOLUTION: Final Form.


#498 #499 #500

#501 Oshawott

TYPE: Water



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 6kg / 13 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Torrent

Sea Otter Pokémon
It is only seen close to the sea in a few places in the world.
Oshawott uses the scalchop on its chest as a tool for multiple purposes and as a weapon to slash and fight.
It is small but brave and daring.

EVOLUTION: First Stage.
Evolves after reaching a certain age.


#501 #502 #503

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
7	Water	Water Gun
13	Normal	Focus Energy
19	Bug	Fury Cutter
25	Fight	Revenge
31	Normal	Encore
37	Normal	Retaliate
43	Water	Hydro Pump
?	Flying	Air Slash

EXPERIENCE COST	TYPE	MOVE NAME
5	Normal	Tail Whip
11	Water	Water Sport
17	Water	Razor Shell
23	Water	Water Pulse
29	Water	Aqua Jet
35	Water	Aqua Tail
41	Normal	Swords Dance
?	Water	Water Pledge
?	Fight	Detect

#502 Dewott

TYPE: Water

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
7	Water	Water Gun
13	Normal	Focus Energy
20	Bug	Fury Cutter
28	Fight	Revenge
36	Normal	Encore
44	Normal	Retaliate
52	Water	Hydro Pump
?	Flying	Air Slash

EXPERIENCE COST	TYPE	MOVE NAME
5	Normal	Tail Whip
11	Water	Water Sport
17	Water	Razor Shell
25	Water	Water Pulse
33	Water	Aqua Jet
41	Water	Aqua Tail
49	Normal	Swords Dance
?	Water	Water Pledge
?	Fight	Detect



HEIGHT: 0.8m / 2'07"
WEIGHT: 24kg / 54 lbs

Discipline Pokémon
It isolates itself from others and trains every day to perform a double scalchop slash technique.
This Pokémon takes itself very seriously and won't back down from any challenge.

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Torrent

EVOLUTION: Second Stage.
Evolves after reaching certain age.


#501 #502 #503

#503 Samurott

TYPE: Water



HEIGHT: 1.5m / 5'00"
WEIGHT: 94kg / 208 lbs

Formidable Pokémon
It uses the horn on it's head and both seamitars attached to it's front legs as weapons. In the late spring and fall, they gather on cold beaches and fight each other. The winner lets out an intimidating roar.

STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

BASE HP: 5
DISOBEDIENCE: ○○○○○

ABILITIES: Torrent

EVOLUTION: Final Form.


#501 #502 #503

EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Megahorn
0	Normal	Tail Whip
0	Water	Water Sport
17	Water	Razor Shell
25	Water	Water Pulse
33	Water	Aqua Jet
38	Normal	Encore
50	Normal	Retaliate
62	Water	Hydro Pump
?	Dark	Night Slash

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Water	Water Gun
13	Normal	Focus Energy
20	Bug	Fury Cutter
28	Fight	Revenge
36	Normal	Slash
45	Water	Aqua Tail
57	Normal	Swords Dance
?	Water	Hydro Cannon
?	Fight	Detect

#504 Patrat

TYPE: Normal



HEIGHT: 0.5m / 1'08"
WEIGHT: 11kg / 25 lbs

Scout Pokémon
They live in grass fields in big groups. One of them is always looking out for predators. The group gathers food they store on their cheeks to bring it back home. They are wary and alert all the time.

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Run Away & Keen Eye

EVOLUTION: First Stage.
Evolves while it's still young.


#504 #505

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
6	Dark	Bite
11	Fight	Detect
16	Dark	Crunch
21	Normal	Super Fang
26	Normal	Work Up
31	Normal	Mean Look
36	Normal	Slam
?	Grass	Seed Bomb

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
8	Normal	Bide
13	Ground	Sand Attack
18	Psychic	Hypnosis
23	Normal	After You
28	Normal	Hyper Fang
33	Normal	Baton Pass
?	Normal	Screech
?	Water	Aqua Tail

#505 Watchog

TYPE: Normal



HEIGHT: 1.1m / 3'07"
WEIGHT: 27kg / 59 lbs

Lookout Pokémon
Their fur has a luminicent property. They make the patterns on their bodies glow in order to threaten predators. Their keen eyesight allows them to see in the dark. They are also good diggers.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Run Away & Keen Eye

EVOLUTION: Final Form.


#504 #505

EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	Rototiller
0	Normal	Leer
0	Fight	Low Kick
11	Fight	Detect
16	Dark	Crunch
20	Ghost	Confuse Ray
25	Normal	After You
32	Normal	Hyper Fang
39	Normal	Baton Pass
?	Fire	Fire Punch
?	Fight	Revenge

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Dark	Bite
8	Normal	Bide
13	Ground	Sand Attack
18	Psychic	Hypnosis
22	Normal	Super Fang
29	Normal	Psych Up
36	Normal	Mean Look
43	Normal	Slam
?	Electric	Thunder Punch

#506 Lillipup

TYPE: Normal

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
5	Normal	Odor Sleuth
10	Fairy	Baby-Doll Eyes
15	Normal	Take Down
22	Dark	Crunch
29	Normal	Retaliate
36	Normal	Last Resort
45	Fairy	Play Rough
?	Normal	Endure

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
8	Dark	Bite
12	Normal	Helping Hand
19	Normal	Work Up
26	Normal	Roar
33	Fight	Reversal
40	Normal	Giga Impact
?	Ghost	Lick
?	Normal	Yawn



HEIGHT: 0.4m / 1'04"
WEIGHT: 4kg / 9 lbs

Puppy Pokémon
Good with children and old people, this gentle Pokémon is a favorite to keep as pet. It is very brave and smart and will protect it's trainer against any threat. It uses the hair on its head to feel its surroundings.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Vital Spirit & Pick Up

EVOLUTION: First Stage.
Evolves with Loyalty.


#506 #507 #508

#507 Herdier

TYPE: Normal



HEIGHT: 0.9m / 3'00"
WEIGHT: 14kg / 32 lbs

Loyal Dog Pokémon
It loyally follows its Trainer's orders. For ages, they have helped Trainers to raise well behaved Pokémon.
It has black, cape-like fur that is very hard and keeps it protected from the weather.

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Intimidate & Sand Rush

EVOLUTION: Second Stage.
Evolves with Loyalty.


#506 #507 #508

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
6	Normal	Odor Sleuth
10	Normal	Helping Hand
14	Normal	Work Up
19	Normal	Roar
25	Fight	Reversal
31	Normal	Giga Impact
?	Ghost	Lick
?	Normal	Yawn

EXPERIENCE COST	TYPE	MOVE NAME
4	Normal	Tackle
8	Dark	Bite
12	Normal	Take Down
16	Dark	Crunch
22	Normal	Retaliate
28	Normal	Last Resort
34	Fairy	Play Rough
?	Normal	Endure

#508 Stoutland

TYPE: Normal

EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Ice Fang
0	Electric	Thunder Fang
0	Normal	Tackle
8	Dark	Bite
15	Normal	Take Down
24	Dark	Crunch
36	Normal	Retaliate
51	Normal	Last Resort
63	Fairy	Play Rough
?	Steel	Iron Head

EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Fire Fang
0	Normal	Leer
5	Normal	Odor Sleuth
12	Normal	Helping Hand
20	Normal	Work Up
29	Normal	Roar
42	Fight	Reversal
59	Normal	Giga Impact
?	Normal	Endure
?	Fight	Superpower



HEIGHT: 1.2m / 4'00"
WEIGHT: 61kg / 134 lbs

Big-Hearted Pokémon
For many years this Pokémon has helped with rescue missions in hostile places. Its outer coat is hard on the exterior but soft and silky on the inside. They keep people safe and warm while help is on the way.

STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

BASE HP: 5
DISOBEDIENCE: ○○○○○

ABILITIES: Intimidate & Sand Rush

EVOLUTION: Final Form.


#506 #507 #508

#509 Purrloin

TYPE: Dark



HEIGHT: 0.4m / 1'04"
WEIGHT: 10kg / 22 lbs

Devious Pokémon
They have adapted to live in the streets of big cities. They steal for fun but their victims can't help but forgive them. Their cute act is a ruse. People who keep them as pets often regret it.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

BASE HP: 3
DISOBEDIENCE: ●●○○○

ABILITIES: Limber & Unburden

EVOLUTION: First Stage.
Evolves by being surrounded by riches.


#509 #510

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
6	Normal	Assist
12	Normal	Fury Swipes
19	Dark	Torment
24	Dark	Hone Claws
30	Normal	Slash
37	Dark	Night Slash
42	Dark	Nasty Plot
49	Fairy	Play Rough
?	Dark	Fake Tears

EXPERIENCE COST	TYPE	MOVE NAME
3	Normal	Growl
10	Ground	Sand Attack
15	Dark	Pursuit
21	Normal	Fake Out
28	Dark	Assurance
33	Normal	Captivate
39	Dark	Snatch
46	Dark	Sucker Punch
?	Psychic	Trick
?	Normal	Pay Day

#510 Liepard

TYPE: Dark



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
0	Normal	Assist
12	Normal	Fury Swipes
19	Dark	Torment
26	Dark	Hone Claws
34	Normal	Slash
43	Dark	Night Slash
50	Dark	Nasty Plot
58	Fairy	Play Rough
?	Dark	Fake Tears

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
0	Ground	Sand Attack
15	Dark	Pursuit
22	Normal	Fake Out
31	Dark	Assurance
38	Dark	Taunt
47	Dark	Snatch
55	Dark	Sucker Punch
?	Fairy	Charm
?	Psychic	Trick

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○
SPECIAL ●●○○○
INSIGHT ●●○

HEIGHT: 1.1m / 3'07"
WEIGHT: 37kg / 82 lbs
BASE HP: 4
DISOBEDIENCE: ●●●○○
ABILITIES: Limber & Unburden

Cruel Pokémon
It's difficult to see one in the wild. These Pokémon vanish and appear attacking unexpectedly. Many Trainers are drawn to their beautiful fur and elegant appeal. But they can be quite dangerous.

EVOLUTION: Final Form.



#511 Pansage

TYPE: Grass



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
4	Normal	Leer
10	Grass	Vine Whip
16	Grass	Leech Seed
22	Grass	Seed Bomb
28	Dark	Fling
34	Grass	Grass Knot
40	Normal	Natural Gift
?	Grass	Grass Whistle
?	Grass	Giga Drain

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Play Nice
7	Ghost	Lick
13	Normal	Fury Swipes
19	Dark	Bite
25	Dark	Torment
31	Flying	Acrobatics
37	Normal	Recycle
43	Dark	Crunch
?	Dark	Nasty Plot

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 10kg / 23 lbs
BASE HP: 3
DISOBEDIENCE: ●○○○○
ABILITIES: Gluttony

Grass Monkey Pokémon
Pansage is a friendly Pokémon. It is good at finding berries and will share them with other Pokémon. The leaves on it's head have medicinal properties, if it finds a sick Pokémon it will offer some to heal it.

EVOLUTION: First Stage.
Evolves with a Leaf Stone.



#512 Simisage

TYPE: Grass



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
0	Normal	Fury Swipes
?	Grass	Synthesis
?	Poison	Gunk Shot

EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Lick
0	Grass	Seed Bomb
?	Fairy	Disarming Voice

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○
SPECIAL ●●●○○
INSIGHT ●●○

HEIGHT: 1.1m / 3'07"
WEIGHT: 30kg / 67 lbs
BASE HP: 4
DISOBEDIENCE: ●●○○○
ABILITIES: Gluttony

Thorn Monkey Pokémon
It becomes somewhat ill tempered after it evolves. The leaves on it's head can be made into a bitter but effective medicine, however it will attack anyone trying to take them with it's thorned tail.

EVOLUTION: Final Form.



#513 Pansear

TYPE: Fire



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
4	Normal	Leer
10	Fire	Incinerate
16	Normal	Yawn
22	Fire	Flame Burst
28	Dark	Fling
34	Fire	Fire Blast
43	Dark	Crunch
?	Fire	Fire Spin

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Play Nice
7	Ghost	Lick
13	Normal	Fury Swipes
19	Dark	Bite
25	Psychic	Amnesia
31	Flying	Acrobatics
37	Normal	Natural Gift
?	Dark	Nasty Plot
?	Fairy	Disarming Voice

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 11kg / 24 lbs
BASE HP: 3
DISOBEDIENCE: ●○○○○
ABILITIES: Gluttony

High Temp Pokémon
It lives close to volcanic mountains. It's very intelligent, it roasts berries before eating them and helps lost people. When angered the tuft of hair on it's head and tail can burst into flames.

EVOLUTION: First Stage.
Evolves with a Fire Stone.



#514 Simisear

TYPE: Fire



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
0	Normal	Fury Swipes
?	Poison	Gunk Shot
?	Fire	Heat Wave

EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Lick
0	Fire	Flame Burst
?	Fight	Superpower

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○
SPECIAL ●●●○○
INSIGHT ●●○

HEIGHT: 1m / 3'03"
WEIGHT: 28kg / 61 lbs
BASE HP: 4
DISOBEDIENCE: ●●○○○
ABILITIES: Gluttony

Ember Pokémon
A flame burns on top of its head. It scatters embers from its head and tail to sear its opponents. It loves sweets and is not afraid to go near humans to try to get some candy by begging or by stealing.

EVOLUTION: Final Form.



#515 Panpour

TYPE: Water



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
4	Normal	Leer
10	Water	Water Gun
16	Normal	Water Sport
22	Water	Scald
28	Dark	Fling
34	Water	Brine
40	Normal	Natural Gift
?	Dark	Nasty Plot
?	Fairy	Disarming Voice

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Play Nice
7	Ghost	Lick
13	Normal	Fury Swipes
19	Dark	Bite
25	Dark	Taunt
31	Flying	Acrobatics
37	Normal	Recycle
43	Dark	Crunch
?	Water	Aqua Tail

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 13kg / 29 lbs
BASE HP: 3
DISOBEDIENCE: ●○○○○
ABILITIES: Gluttony

Spray Pokémon
It does not thrive in dry climates. It keeps itself damp by shooting the water stored in its head tuft. Its water is valued by gardeners and Grass Pokémon breeders as it makes plants grow beautiful.

EVOLUTION: First Stage.
Evolves with a Water Stone.



#516 Simipour

TYPE: Water



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
0	Normal	Fury Swipes
?	Water	Aqua Ring
?	Poison	Gunk Shot

EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Lick
0	Water	Scald
?	Water	Hydro Pump

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○
SPECIAL ●●●○○
INSIGHT ●●○

HEIGHT: 1m / 3'03"
WEIGHT: 29kg / 63 lbs
BASE HP: 4
DISOBEDIENCE: ●●○○○
ABILITIES: Gluttony

Geyser Pokémon
It prefers places with clean water. When its tuft runs low, it replenishes it by siphoning water up with its tail. It is said that if you see a Simipour swiming in a pond, the water is safe to drink.

EVOLUTION: Final Form.
Male Kirlia evolved with a Shiny Stone.



#517 Munna

TYPE: Psychic



EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Psywave
5	Normal	Lucky Chant
11	Psychic	Psybeam
17	Fairy	Moonlight
23	Psychic	Zen Headbutt
29	Ghost	Nightmare
35	Psychic	Calm Mind
41	Psychic	Dream Eater
47	Psychic	Stored Power
?	Normal	Pain Split

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Defense Curl
7	Normal	Yawn
13	Psychic	Imprison
19	Psychic	Hypnosis
25	Psychic	Synchronoise
31	Psychic	Future Sight
37	Psychic	Psychic
43	Psychic	Telekinesis
?	Normal	Heal Bell
?	Psychic	Healing Wish

STRENGTH ●○○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 23kg / 56 lbs
BASE HP: 3
DISOBEDIENCE: ●○○○○
ABILITIES: Forewarn & Synchronize

Dream Eater Pokémon
It lurks close to towns and eats the dreams of people and Pokémon. When it eats a pleasant dream, it expels pink-colored mist. If you forgot what you dreamed, a Munna must have eaten your dream.

EVOLUTION: First Stage.
Evolves with a Moon Stone.



#518 Musharna

TYPE: Psychic

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Defense Curl	0	Normal	Lucky Chant
0	Psychic	Psybeam	0	Psychic	Hypnosis
?	Normal	Heal Bell	?	Normal	Pain Split
?	Psychic	Healing Wish			



STRENGTH ●●○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 60kg / 133 lbs
BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Forewarn & Synchronize

EVOLUTION: Final Form.


#517 #518

Drowsing Pokémon
It communicates with the mist on its forehead, it can create shapes and images from dreams it has eaten.
It is said that this Pokémon is a link between this world and a another one made entirely of dreams.

#519 Pidove

TYPE: Normal Flying



STRENGTH ●●○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●○○
INSIGHT ●●○

HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 4 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Big Pecks & Super Luck

EVOLUTION: First Stage.
Evolves after reaching certain age.


#519 #520 #521

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Gust	4	Normal	Growl
8	Normal	Leer	11	Normal	Quick Attack
15	Flying	Air Cutter	18	Flying	Roost
22	Fight	Detect	25	Dark	Taunt
29	Flying	Air Slash	32	Normal	Razor Wind
36	Flying	Feather Dance	39	Normal	Swagger
43	Normal	Facade	46	Flying	Tailwind
50	Flying	Sky Attack	?	Steel	Steel Wing
?	Normal	Lucky Chant	?	Psychic	Hypnosis

Tiny Pigeon Pokémon
These Pokémon thrive in the cities. They are accustomed to people and they often gather in the parks. They are forgetful and not very smart, but they always remember the way back home.

#520 Tranquil

TYPE: Normal Flying



STRENGTH ●●○○○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 15kg / 33 lbs
BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Big Pecks & Super Luck

EVOLUTION: Second Stage.
Evolves after reaching certain age.


#519 #520 #521

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Gust	0	Normal	Growl
0	Normal	Leer	0	Normal	Quick Attack
15	Flying	Air Cutter	18	Flying	Roost
23	Fight	Detect	27	Dark	Taunt
32	Flying	Air Slash	36	Normal	Razor Wind
41	Flying	Feather Dance	45	Normal	Swagger
50	Normal	Facade	54	Flying	Tailwind
59	Flying	Sky Attack	?	Steel	Steel Wing
?	Normal	Lucky Chant	?	Psychic	Hypnosis

Wild Pigeon Pokémon
During war and old times people made use of Tranquil's sense of location to send letters. It will never fail to find it's way back home. They like quiet forests and enjoy to relax in the peace and quiet.

#521 Unfezant

TYPE: Normal Flying



STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 1.2m / 4'00"
WEIGHT: 29kg / 63 lbs
BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Big Pecks & Super Luck

EVOLUTION: Final Form.


#519 #520 #521

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Gust	0	Normal	Growl
0	Normal	Leer	0	Normal	Quick Attack
15	Flying	Air Cutter	18	Flying	Roost
23	Fight	Detect	27	Dark	Taunt
33	Flying	Air Slash	38	Normal	Razor Wind
44	Flying	Feather Dance	49	Normal	Swagger
55	Normal	Facade	60	Flying	Tailwind
66	Flying	Sky Attack	?	Fire	Heat Wave
?	Dark	Night Slash	?	Normal	Lucky Chant

Proud Pokémon
Males swing the beautiful plumage on their heads to threaten others and to court females. Although less visually appealing, females are better at flying. Once they form a pair they are mated for life.

#522 Blitzle

TYPE: Electric

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Quick Attack	4	Normal	Tail Whip
8	Electric	Charge	11	Electric	Shock Wave
15	Electric	Thunder Wave	18	Fire	Flame Charge
22	Dark	Pursuit	25	Electric	Spark
29	Normal	Stomp	32	Electric	Discharge
36	Psychic	Agility	39	Electric	Wild Charge
43	Normal	Thrash	?	Normal	Me First
?	Flying	Bounce	?	Fight	Double Kick



STRENGTH ●●○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○
INSIGHT ●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 58kg / 110 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Lightiningrod & Motor Drive

EVOLUTION: First Stage.
Evolves after reaching certain age.


#522 #523

Electrified Pokémon
When storm clouds cover the plains you can see them running around chasing the lightnings to absorb them on their mane. They form big herds and use the pattern on their skin to confuse predators.

#523 Zebstrika

TYPE: Electric



STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○
SPECIAL ●●○○
INSIGHT ●●○

HEIGHT: 1.6m / 5'03"
WEIGHT: 158kg /350 lbs
BASE HP: 5
DISOBEDIENCE: ●●●●○

ABILITIES: Lightiningrod & Motor Drive

EVOLUTION: Final Form.


#522 #523

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Ion Deluge	0	Normal	Quick Attack
0	Normal	Tail Whip	0	Electric	Charge
0	Electric	Thunder Wave	11	Electric	Shock Wave
18	Fire	Flame Charge	22	Dark	Pursuit
25	Electric	Spark	31	Normal	Stomp
36	Electric	Discharge	42	Psychic	Agility
47	Electric	Wild Charge	53	Normal	Thrash
?	Flying	Bounce	?	Fight	Double Kick
?	Normal	Screech			

Thunderbolt Pokémon
It is very ill tempered and wild, there have been very few cases of it being succesfully tamed.
It can shoot lightning from it's mane in all directions. If you try to mount it without warning it will shock you.

#524 Roggenrola

TYPE: Rock

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Harden
7	Ground	Sand Attack	10	Normal	Headbutt
14	Rock	Rock Blast	17	Ground	Mud Slap
20	Steel	Iron Defense	23	Rock	Smack Down
27	Rock	Rock Slide	30	Rock	Stealth Rock
33	Rock	Sandstorm	36	Rock	Stone Edge
40	Normal	Explosion	?	Steel	Autotomize
?	Normal	Lock-On	?	Ground	Magnitude



STRENGTH ●●○○○
DEXTERITY ●○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 18kg / 39 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Sturdy

EVOLUTION: First Stage.
Evolves after reaching certain size.


#524 #525 #526

Mantle Pokémon
It is made from compressed rock, making it's body almost as hard as steel. It is blind, what looks like it's eye is really an ear, for this reason it can live in the darkest of caves feeding on rocks to grow stronger.

#525 Boldore

TYPE: Rock



STRENGTH ●●●○○
DEXTERITY ●○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●○

HEIGHT: 0.9m / 3'00"
WEIGHT: 102kg /224 lbs
BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Sturdy

EVOLUTION: Second Stage.
Evolves after being traded.


#524 #525 #526

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Harden
7	Ground	Sand Attack	10	Normal	Headbutt
14	Rock	Rock Blast	17	Ground	Mud Slap
20	Steel	Iron Defense	23	Rock	Smack Down
25	Rock	Power Gem	30	Rock	Rock Slide
36	Rock	Stealth Rock	42	Rock	Sandstorm
48	Rock	Stone Edge	55	Normal	Explosion
?	Steel	Autotomize	?	Ground	Magnitude
?	Rock	Wide Guard			

Ore Pokémon
It releases the excess of energy in the form of red crystals. It is still blind, it looks for for water sources inside underground caves by using echo location. It is a pacific creature that keeps to itself most of the time.

#526 Gigalith

TYPE: Rock



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
7	Ground	Sand Attack
14	Rock	Rock Blast
20	Steel	Iron Defense
25	Rock	Power Gem
36	Rock	Stealth Rock
48	Rock	Stone Edge
?	Steel	Heavy Slam
?	Fight	Superpower

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Harden
10	Normal	Headbutt
17	Ground	Mud Slap
23	Rock	Smack Down
30	Rock	Rock Slide
42	Rock	Sandstorm
55	Normal	Explosion
?	Rock	Wide Guard

STRENGTH ●●●○○
DEXTERITY ●○○
VITALITY ●●●○○
SPECIAL ●●○
INSIGHT ●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 520kg /1144 lbs

BASE HP: 5
DISOBEDIENCE: ○○○○○

ABILITIES: Sturdy

Compressed Pokémon
It is a serious Pokémon that doesn't interact with others too much.
It uses the sharp crystals in it's body to recharge using the sun's energy.
If angered it can bury it's foe under giant rock slides or explode at will.

EVOLUTION: Final Form.



#527 Woobat

TYPE: Psychic / Flying



EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Confusion
8	Flying	Gust
15	Psychic	Heart Stamp
21	Flying	Air Cutter
29	Psychic	Amnesia
32	Flying	Air Slash
41	Psychic	Psychic
?	Flying	Roost
?	Fire	Heat Wave

EXPERIENCE COST	TYPE	MOVE NAME
4	Normal	Odor Sleuth
12	Dark	Assurance
19	Psychic	Imprison
25	Normal	Attract
29	Psychic	Calm Mind
36	Psychic	Future Sight
47	Normal	Endeavor
?	Grass	Giga Drain

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 2kg / 4 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Unaware & Klutz

Bat Pokémon
It lives in dark forests and caves. Emits ultrasonic waves from its nose it learns about its surroundings. The two small eyes it has get covered by its own fur. It clings to trees and cave walls to sleep at night.

EVOLUTION: First Stage.
Evolves with Happiness.



#528 Swoobat

TYPE: Psychic / Flying



EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Confusion
8	Flying	Gust
15	Psychic	Heart Stamp
21	Flying	Air Cutter
29	Psychic	Amnesia
32	Flying	Air Slash
41	Psychic	Psychic
?	Flying	Roost
?	Fire	Heat Wave

EXPERIENCE COST	TYPE	MOVE NAME
4	Normal	Odor Sleuth
12	Dark	Assurance
19	Psychic	Imprison
25	Normal	Attract
29	Psychic	Calm Mind
36	Psychic	Future Sight
47	Normal	Endeavor
?	Grass	Giga Drain

STRENGTH ●●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 10kg / 23 lbs

BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES: Unaware & Klutz

Courting Pokémon
They communicate by emiting ultrasonic waves through their noses. This sound is not perceived by humans but it can affect their mood and emotions. It hunts Bug Pokémon and loves fresh fruit.

EVOLUTION: Final Form.



#529 Drilbur

TYPE: Ground



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
5	Normal	Rapid Spin
12	Normal	Fury Swipes
19	Ground	Dig
26	Normal	Slash
33	Ground	Earthquake
40	Rock	Sandstorm
47	Ground	Fissure
?	Normal	Rock Climb

EXPERIENCE COST	TYPE	MOVE NAME
5	Ground	Mud Sport
8	Ground	Mud Slap
15	Steel	Metal Claw
22	Dark	Hone Claws
29	Rock	Rock Slide
36	Normal	Swords Dance
43	Ground	Drill Run
?	Steel	Iron Defense
?	Fight	Submission

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 8kg / 18 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Sand Rush & Sand Force

Mole Pokémon
They can be found in caves and wreaking havoc on vegetable farms. It makes its way swiftly through the soil by putting both claws together and rotating at high speed. It is friendly and not afraid of humans.

EVOLUTION: First Stage.
Evolves by drilling hard stone regularly.



#530 Excadrill

TYPE: Ground / Steel



EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	Rototiller
0	Ground	Mud Sport
0	Ground	Mud Slap
15	Steel	Metal Claw
22	Dark	Hone Claws
29	Rock	Rock Slide
36	Ground	Earthquake
49	Rock	Sandstorm
62	Ground	Fissure
?	Normal	Crush Claw

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
0	Normal	Rapid Spin
12	Normal	Fury Swipes
19	Ground	Dig
26	Normal	Slash
31	Normal	Horn Drill
42	Normal	Swords Dance
55	Ground	Drill Run
?	Steel	Iron Defense
?	Steel	Iron Head

STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 40kg / 89 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Sand Rush & Sand Force

Subterrene Pokémon
They build maze-like nests deep underground. Humans make use of their drilling abilities to dig tunnels for subway trains. This Pokémon does not back out from foes and can be a formidable opponent.

EVOLUTION: Final Form.



#531 Audino

TYPE: Normal



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Play Nice
0	Normal	Growl
5	Normal	Refresh
15	Normal	Attract
25	Normal	Entrainment
35	Psychic	Heal Pulse
45	Normal	Simple Beam
55	Normal	Last Resort
?	Normal	Heal Bell
?	Fight	Drain Punch

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound
0	Normal	Helping Hand
10	Normal	Double Slap
20	Normal	Secret Power
30	Normal	Take Down
40	Normal	After You
50	Normal	Double-Edge
?	Fairy	Draining Kiss
?	Normal	Wish

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●●○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 31kg / 68 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Healer & Regenerator

Hearing Pokémon
Its auditory sense is astounding, using the feelers on it's ears it can know the health state of others.
It is a caring Pokémon with a sweet disposition to help, but it is not too common to see in the wild.

EVOLUTION: Final Form.



#532 Timburr

TYPE: Fight



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound
4	Normal	Focus Energy
12	Fight	Low Kick
20	Fight	Wake-Up Slap
28	Fight	Bulk Up
34	Fight	Dynamic Punch
40	Fight	Hammer Arm
46	Fight	Focus Punch
?	Normal	Foresight
?	Fight	Detect

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
8	Normal	Bide
16	Rock	Rock Throw
24	Normal	Chip Away
31	Rock	Rock Slide
37	Normal	Scary Face
43	Rock	Stone Edge
49	Fight	Superpower
?	Fight	Mach Punch

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 12kg / 27 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Guts & Sheer Force

Muscular Pokémon
They carry a big log as a tool and as a weapon. You may see them helping with construction work as they strive to challenge their strength. When it can swing the log without problems it is close to evolve.

EVOLUTION: First Stage.
Evolves by increasing its Strength.



#533 Gurdurr

TYPE: Fight



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound
4	Normal	Focus Energy
12	Fight	Low Kick
20	Fight	Wake-Up Slap
29	Fight	Bulk Up
37	Fight	Dynamic Punch
45	Fight	Hammer Arm
53	Fight	Focus Punch
?	Normal	Foresight
?	Fight	Detect

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
8	Normal	Bide
16	Rock	Rock Throw
24	Normal	Chip Away
33	Rock	Rock Slide
41	Normal	Scary Face
49	Rock	Stone Edge
57	Fight	Superpower
?	Fight	Mach Punch

STRENGTH ●●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 1.2m / 3'11"
WEIGHT: 40kg / 88 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Guts & Sheer Force

Muscular Pokémon
This Pokémon is very muscular and strongly built. It likes to show off it's strength and muscles. Some years back a famous wrestler got defeated in just a few seconds by one of these Pokémon.

EVOLUTION: Second Stage.
Evolves after being Traded.



Unova Pokédex

#534 Conkeldurr

TYPE: Fight



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound	0	Normal	Leer
4	Normal	Focus Energy	8	Normal	Bide
12	Fight	Low Kick	16	Rock	Rock Throw
20	Fight	Wake-Up Slap	24	Normal	Chip Away
29	Fight	Bulk Up	33	Rock	Rock Slide
37	Fight	Dynamic Punch	41	Normal	Scary Face
45	Fight	Hammer Arm	49	Rock	Stone Edge
53	Fight	Focus Punch	57	Fight	Superpower
?	Normal	Foresight	?	Fight	Drain Punch
?	Rock	Wide Guard			

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 87kg / 191 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Guts & Sheer Force

Muscular Pokémon
They use concrete pillars as walking canes and swing the pillars freely in battle. Anthropology research says that this Pokémon may have taught humans how to make concret out of rocks thousands of years ago.

EVOLUTION: Final Form.



#535 Tympole

TYPE: Water



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Bubble	0	Normal	Growl
5	Normal	Supersonic	9	Normal	Round
12	Water	Bubble Beam	16	Ground	Mud Shot
20	Water	Aqua Ring	23	Normal	Uproar
27	Water	Muddy Water	31	Water	Rain Dance
34	Normal	Flail	38	Normal	Echoed Voice
42	Water	Hydro Pump	45	Normal	Hyper Voice
?	Ground	Earth Power	?	Normal	Refresh
?	Ice	Icy Wind			

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 4kg / 9 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Swift Swim & Hydration

Tadpole Pokémon
They appear in great numbers on marshes and ponds after a heavy rainfall. They warn others of danger and predators by vibrating their cheeks to create a high-pitched sound.

EVOLUTION: First Stage.
Evolves after reaching certain age.



#536 Palpitoad

TYPE: Water / Ground



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Bubble	0	Normal	Growl
0	Normal	Supersonic	0	Normal	Round
12	Water	Bubble Beam	16	Ground	Mud Shot
20	Water	Aqua Ring	23	Normal	Uproar
28	Water	Muddy Water	33	Water	Rain Dance
37	Normal	Flail	42	Normal	Echoed Voice
47	Water	Hydro Pump	51	Normal	Hyper Voice
?	Ground	Earth Power	?	Normal	Refresh
?	Ice	Icy Wind			

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 17kg / 37 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Swift Swim & Hydration

Vibration Pokémon
It lives both in water and land.
It uses its long, sticky tongue to capture prey. When they vibrate the bumps on their heads, they can make waves in the water and even earthquake-like vibrations on land.

EVOLUTION: Second Stage.
Evolves after reaching certain age.



#537 Seismitoad

TYPE: Water / Ground



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Bubble	0	Normal	Growl
0	Normal	Supersonic	0	Normal	Round
12	Water	Bubble Beam	16	Ground	Mud Shot
20	Water	Aqua Ring	23	Normal	Uproar
28	Water	Muddy Water	33	Water	Rain Dance
36	Poison	Acid	39	Normal	Flail
44	Fight	Drain Punch	49	Normal	Echoed Voice
53	Water	Hydro Pump	59	Normal	Hyper Voice
?	Ground	Earth Power	?	Flying	Bounce
?	Dark	Knock Off			

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 124kg /272 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Swift Swim & Poison Touch

Vibration Pokémon
It is only found in a few marshes, and rarely seen on clean water.
They shoot a paralyzing liquid from their head bumps and use the vibrations on their bumps to harm their foes.

EVOLUTION: Final Form.



#538 Throh

TYPE: Fight



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Bind	0	Normal	Leer
5	Normal	Bide	9	Normal	Focus Energy
13	Fight	Seismic Toss	17	Fight	Vital Throw
21	Fight	Revenge	25	Fight	Storm Throw
29	Normal	Body Slam	33	Fight	Bulk Up
37	Fight	Circle Throw	41	Normal	Endure
45	Rock	Wide Guard	48	Fight	Superpower
50	Fight	Reversal	?	Fire	Fire Punch
?	Ice	Ice Punch	?	Electric	Thunder Punch

STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 55kg / 122 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Guts & Inner Focus

Judo Pokémon
When they encounter foes bigger than themselves, they try to throw them away. In the wild they always travel in packs of five and make their clothes and belts out of plants and vines.

EVOLUTION: Final Form.



#539 Sawk

TYPE: Fight



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Rock Smash	0	Normal	Leer
5	Normal	Bide	9	Normal	Focus Energy
13	Fight	Double Kick	17	Fight	Low Sweep
21	Fight	Counter	25	Fight	Karate Chop
29	Fight	Brick Break	33	Fight	Bulk Up
37	Normal	Retaliate	41	Normal	Endure
45	Fight	Quick Guard	48	Fight	Close Combat
50	Fight	Reversal	?	Dragon	Dual Chop
?	Normal	Helping Hand	?	Normal	Block

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 2kg / 4 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Sturdy & Inner Focus

Karate Pokémon
This Pokémon is entirely dedicated to becoming stronger. Many have secluded in the mountains to train all day. Wild ones make their clothes out of plants and vines they find. Sawk and Throh train together.

EVOLUTION: Final Form.



#540 Sewaddle

TYPE: Bug / Grass



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Bug	String Shot
8	Bug	Bug Bite	15	Grass	Razor Leaf
22	Bug	Struggle Bug	29	Normal	Endure
31	Bug	Sticky Web	36	Bug	Bug Buzz
43	Normal	Flail	?	Normal	Baton Pass
?	Normal	Camouflage	?	Bug	Silver Wind

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 5 lbs

BASE HP: 3
DISOBEDIENCE: ●●●○○

ABILITIES: Swarm & Chlorophyll

Sewing Pokémon
It is a sweet Pokémon that loves its family. It hides its head in the leaf hood while it is sleeping. The silk they produce it's highly valued to make expensive clothing, this makes it a popular pet for fashion designers.

EVOLUTION: First Stage.
Evolves after reaching certain age.



#541 Swadloon

TYPE: Bug / Grass



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Grass Whistle	0	Normal	Tackle
0	Bug	String Shot	0	Bug	Bug Bite
0	Grass	Razor Leaf	20	Normal	Protect
?	Normal	Camouflage	?	Steel	Iron Defense
?	Grass	Seed Bomb			

STRENGTH ●●○○
DEXTERITY ●●○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

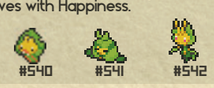
HEIGHT: 0.5m / 1'08"
WEIGHT: 7kg / 16 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Leaf Guard & Chlorophyll

Leaf-Wrapped Pokémon
Preferring dark and damp places, it spends the entire day inside rotting logs. It protects itself from the cold by wrapping up in leaves. It's kind of moody and it likes to remain undisturbed.

EVOLUTION: Second Stage.
Evolves with Happiness.



#542 Leavanny

TYPE: Bug / Grass

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	False Swipe
0	Bug	String Shot
0	Grass	Razor Leaf
29	Normal	Slash
34	Bug	Fell Stinger
39	Bug	X-Scissor
46	Normal	Swords Dance
?	Psychic	Agility
?	Normal	Screech

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Bug	Bug Bite
22	Bug	Struggle Bug
32	Normal	Helping Hand
36	Grass	Leaf Blade
43	Normal	Entrainment
50	Grass	Leaf Storm
?	Grass	Synthesis



HEIGHT: 1.2m / 4'00"
WEIGHT: 20kg / 45 lbs

Nurturing Pokémon
It is a gentle and caring Pokémon. Mostly known for making clothes out of leaves and silk for any small pokémon it finds. It warms and protects its eggs making nests of fermenting leaves.

STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 5
DISOBEDIENCE: ○○○○○

ABILITIES:
Swarm & Chlorophyll

EVOLUTION: Final Form.


#540 #541 #542

#543 Venipede

TYPE: Bug / Poison



HEIGHT: 0.4m / 1'04"
WEIGHT: 5kg / 11 lbs

Centipede Pokémon
Incredibly aggressive for a Pokémon that size. It uses the feelers on it's front and back to locate things around. Its bite injects a potent venom, enough to deter the large bird Pokémon that try to prey on it.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●○○○○
INSIGHT ●○○○○

BASE HP: 3
DISOBEDIENCE: ●●●○○

ABILITIES:
Poison Point & Swarm

EVOLUTION: First Stage.
Evolves when its Poison becomes Deadly.


#543 #544 #545

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Defense Curl
5	Poison	Poison Sting
12	Dark	Pursuit
19	Poison	Poison Tail
26	Poison	Venoshock
33	Bug	Steamroller
40	Normal	Rock Climb
?	Poison	Toxic Spikes
?	Bug	Pin Missile

EXPERIENCE COST	TYPE	MOVE NAME
0	Rock	Rollout
8	Normal	Screech
15	Normal	Protect
22	Bug	Bug Bite
29	Psychic	Agility
36	Poison	Toxic
43	Normal	Double-Edge
?	Ground	Spikes

#544 Whirlpede

TYPE: Bug / Poison



HEIGHT: 1.2m / 3'11"
WEIGHT: 58kg / 129 lbs

Curlipede Pokémon
It is usually motionless, when it is attacked, it rotates at high speed and then crashes into its opponent with its body full of poison spikes. Inside it is storing energy for evolving, which normaly takes a few months.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●○○
INSIGHT ●●○○○

BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES:
Poison Point & Swarm

EVOLUTION: Second Stage.
Evolves after a couple of months.


#543 #544 #545

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Defense Curl
0	Poison	Poison Sting
12	Dark	Pursuit
19	Poison	Poison Tail
23	Bug	Bug Bite
32	Psychic	Agility
41	Poison	Toxic
46	Normal	Rock Climb
?	Poison	Toxic Spikes
?	Bug	Pin Missile

EXPERIENCE COST	TYPE	MOVE NAME
0	Rock	Rollout
0	Normal	Screech
15	Normal	Protect
22	Steel	Iron Defense
28	Poison	Venoshock
37	Bug	Steamroller
43	Poison	Venom Drench
50	Normal	Double-Edge
?	Ground	Spikes

#545 Scolipede

TYPE: Bug / Poison



HEIGHT: 2.5m / 8'02"
WEIGHT: 200kg /442 lbs

Megapede Pokémon
Highly aggressive, it uses the claws on its neck to immobilize its prey and then inject them with poison to finish them off. Be very careful around this Pokémon as it will chase you relentlessly until it gets you.

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○○

BASE HP: 8
DISOBEDIENCE: ●●●●○

ABILITIES:
Poison Point & Swarm

EVOLUTION: Final Form.


#543 #544 #545

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Defense Curl
0	Poison	Poison Sting
12	Dark	Pursuit
19	Poison	Poison Tail
28	Poison	Venoshock
33	Psychic	Agility
44	Poison	Toxic
50	Normal	Rock Climb
65	Bug	Megahorn
?	Water	Aqua Tail

EXPERIENCE COST	TYPE	MOVE NAME
0	Rock	Rollout
0	Normal	Screech
15	Normal	Protect
23	Bug	Bug Bite
30	Normal	Baton Pass
39	Bug	Steamroller
47	Poison	Venom Drench
55	Normal	Double-Edge
?	Poison	Toxic Spikes
?	Fight	Superpower

#546 Cottonee

TYPE: Grass / Fairy

EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Absorb
4	Normal	Growth
10	Grass	Stun Spore
17	Grass	Cotton Spore
22	Poison	Poison Powder
28	Fairy	Charm
35	Grass	Energy Ball
40	Fire	Sunny Day
46	Grass	Solar Beam
?	Dark	Fake Tears

EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Fairy Wind
8	Grass	Leech Seed
13	Grass	Mega Drain
19	Grass	Razor Leaf
26	Grass	Giga Drain
31	Normal	Helping Hand
37	Grass	Cotton Guard
44	Normal	Endeavor
?	Dark	Beat Up
?	Normal	Encore



HEIGHT: 0.3m / 1'00"
WEIGHT: 0.6kg / 1 lbs

Cotton Puff Pokémon
They go wherever the wind takes them. On rainy days they can't float, so they take shelter beneath big trees. To defend from predators they shed their cotton and leave it as a decoy while they escape.

STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES:
Prankster & Infiltrator

EVOLUTION: First Stage.
Evolves with a Sun Stone.


#546 #547

#547 Whimsicott

TYPE: Grass / Fairy



HEIGHT: 0.7m / 2'04"
WEIGHT: 6kg / 14 lbs

Windveiled Pokémon
Riding whirlwinds, they appear and disappear. These Pokémon sneak through even the smallest gaps into houses and cause all sorts of mischief the balls of white fluff it leaves behind reveal its presence.

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES:
Prankster & Infiltrator

EVOLUTION: Final Form.


#546 #547

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growth
0	Grass	Mega Drain
10	Flying	Gust
46	Flying	Hurricane
?	Dark	Fake Tears
?	Normal	Encore

EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Leech Seed
0	Grass	Cotton Spore
28	Flying	Tailwind
50	Fairy	Moonblast
?	Dark	Memento

#548 Petilil

TYPE: Grass

EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Absorb
8	Grass	Leech Seed
13	Grass	Mega Drain
19	Grass	Magical Leaf
26	Grass	Giga Drain
31	Normal	Helping Hand
37	Normal	Entrainment
44	Normal	After You
?	Fairy	Charm
?	Grass	Grass Whistle

EXPERIENCE COST	TYPE	MOVE NAME
4	Normal	Growth
10	Grass	Sleep Powder
17	Grass	Synthesis
22	Grass	Stun Spore
28	Grass	Aromatherapy
35	Grass	Energy Ball
40	Fire	Sunny Day
46	Grass	Leaf Storm
?	Normal	Heal Bell



HEIGHT: 0.5m / 1'08"
WEIGHT: 6kg / 14 lbs

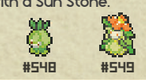
Bulb Pokémon
Since they prefer moist and nutritive soil, the areas where Petilil live are known to be good for growing plants. The leaves on its head can be used for medicinal purposes, but they are extra bitter.

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES:
Chlorophyll & Own Tempo

EVOLUTION: First Stage.
Evolves with a Sun Stone.


#548 #549

#549 Liligant

TYPE: Grass



HEIGHT: 1.1m / 3'07"
WEIGHT: 16kg / 35 lbs

Flowering Pokémon
Even veteran gardeners face a challenge in getting its beautiful flower to bloom as it withers with ease. This Pokémon is popular among celebrities due to it's grace, ellegance and delicious aroma.

STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES:
Chlorophyll & Own Tempo

EVOLUTION: Final Form.


#548 #549

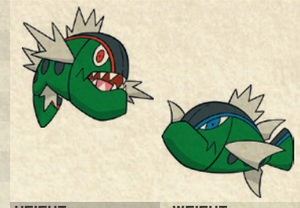
EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growth
0	Grass	Mega Drain
10	Normal	Teeter Dance
46	Grass	Petal Dance
?	Normal	Sweet Scent
?	Grass	Ingrain

EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Leech Seed
0	Grass	Synthesis
28	Bug	Quiver Dance
50	Grass	Petal Blizzard
?	Psychic	Healing Wish

#550 Basculin

TYPE: Water

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tail Whip	0	Normal	Tackle
0	Water	Water Gun	4	Normal	Uproar
7	Normal	Headbutt	10	Dark	Bite
13	Water	Aqua Jet	16	Normal	Chip Away
20	Normal	Take Down	24	Dark	Crunch
28	Water	Aqua Tail	32	Water	Soak
36	Normal	Double-Edge	41	Normal	Scary Face
46	Normal	Flail	50	Fight	Final Gambit
56	Normal	Thrash	?	Psychic	Agility
?	Water	Muddy Water	?	Fight	Superpower



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1m / 3'00"
WEIGHT: 18kg / 39 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●○

ABILITIES: Adaptability & Reckless

Hostile Pokémon
Two variants exist of the same Pokémon, a blue one and a red one but they don't get along as they compete for territory and prey.
These Pokémon are very hostile, but also delicious when grilled.

EVOLUTION: Final Form.


#550

#551 Sandile

TYPE: Ground / Dark



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.7m / 2'04"
WEIGHT: 15kg / 33 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Intimidate & Moxie

Desert Croc Pokémon
They live hidden under the desert sands with only their eyes and nostrils visible. They don't prey on anything bigger than themselves but can be troublesome if they are being leaded by one of it's evolved forms.

EVOLUTION: First Stage.
Evolves after reaching certain age.


#551 #552 #553

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer	0	Normal	Rage
4	Dark	Bite	7	Ground	Sand Attack
10	Dark	Torment	13	Ground	Sand Tomb
16	Dark	Assurance	19	Ground	Mud Slap
22	Dark	Embargo	25	Normal	Swagger
28	Dark	Crunch	31	Ground	Dig
34	Normal	Scary Face	37	Dark	Foul Play
40	Rock	Sandstorm	43	Ground	Earthquake
46	Normal	Thrash	?	Dark	Beat Up
?	Electric	Thunder Fang	?	Water	Aqua Tail

#552 Krokorok

TYPE: Ground / Dark



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'00"
WEIGHT: 33kg / 73 lbs

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Intimidate & Moxie

Desert Croc Pokémon
The protective membranes shield their eyes from sandstorms and allow them to see in the dark. They can be aggressive and territorial and love to destroy things with their fangs.

EVOLUTION: Second Stage.
Evolves by doing evil deeds.


#551 #552 #553

#553 Krookodile

TYPE: Ground / Dark



STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 96kg / 212 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Intimidate & Moxie

Intimidation Pokémon
A very violent Pokémon. They try to clamp down on anything that moves in front of their eyes and once grasped they never let the prey escape. It can be very dangerous if it's not tamed correctly.

EVOLUTION: Final Form.


#551 #552 #553

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer	0	Normal	Rage
4	Dark	Bite	7	Ground	Sand Attack
10	Dark	Torment	13	Ground	Sand Tomb
16	Dark	Assurance	19	Ground	Mud Slap
22	Dark	Embargo	25	Normal	Swagger
28	Dark	Crunch	32	Ground	Dig
36	Normal	Scary Face	42	Dark	Foul Play
48	Rock	Sandstorm	54	Ground	Earthquake
60	Dragon	Outrage	?	Fire	Fire Fang
?	Steel	Iron Tail	?	Fight	Superpower

#554 Darumaka

TYPE: Fire

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	3	Rock	Rollout
6	Fire	Incinerate	9	Normal	Rage
11	Fire	Fire Fang	14	Normal	Headbutt
17	Normal	Uproar	19	Normal	Facade
22	Fire	Fire Punch	25	Normal	Work Up
27	Normal	Thrash	30	Normal	Belly Drum
33	Fire	Flare Blitz	35	Dark	Taunt
39	Fight	Superpower	42	Fire	Overheat
?	Normal	Yawn	?	Normal	Focus Energy
?	Fire	Heat Wave			



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 37kg / 82 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Hustle

Zen Charm Pokémon
Lives on deserts and arid terrains. It has a flame inside its body. When the flame burns brightly it becomes very active running around, when the flame is low it falls asleep. Their droppings double as a bonfire.

EVOLUTION: First Stage.
Evolves after reaching certain age.


#554 #555

#555 Darmanitan

TYPE: Fire



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 92kg / 204 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Sheer Force

Blazing Pokémon
This Pokémon is shrouded in mystery as old writtings and mural paintings describe it as being blue and using psychic powers, but years of study have not seen those traits on this Pokémon that relies on brute force.

EVOLUTION: Final Form.


#554 #555

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	3	Rock	Rollout
6	Fire	Incinerate	9	Normal	Rage
11	Fire	Fire Fang	14	Normal	Headbutt
17	Normal	Swagger	19	Normal	Facade
22	Fire	Fire Punch	25	Normal	Work Up
27	Normal	Thrash	30	Normal	Belly Drum
33	Fire	Flare Blitz	35	Fight	Hammer Arm
39	Dark	Taunt	47	Fight	Superpower
54	Fire	Overheat	?	Fire	Heat Wave
?	Psychic	Zen Headbutt	?	Psychic	Psychic

#555 Darmanitan

TYPE: Fire / Psychic



STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●●○○
INSIGHT ●●●○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 92kg / 204 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Zen Mode

Blazing Pokémon
Apparently this Darmanitan just became a statue after recieving a lot of damage. It remained immobile, but as soon as it's health recovered it returned to it's original state and lost its psychic powers.

EVOLUTION: Final Form.


#554 #555

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	3	Rock	Rollout
6	Fire	Incinerate	9	Normal	Rage
11	Fire	Fire Fang	14	Normal	Headbutt
17	Normal	Swagger	19	Normal	Facade
22	Fire	Fire Punch	25	Normal	Work Up
27	Normal	Thrash	30	Normal	Belly Drum
33	Fire	Flare Blitz	35	Fight	Hammer Arm
39	Dark	Taunt	47	Fight	Superpower
54	Fire	Overheat	0	Psychic	Psychic

#556 Maractus

TYPE: Grass

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Peck	0	Grass	Absorb
3	Normal	Sweet Scent	6	Normal	Growth
10	Bug	Pin Missile	13	Grass	Mega Drain
15	Grass	Synthesis	18	Grass	Cotton Spore
22	Grass	Needle Arm	26	Grass	Giga Drain
29	Normal	Acupressure	33	Grass	Ingrain
38	Grass	Petal Dance	42	Dark	Sucker Punch
45	Fire	Sunny Day	48	Grass	Petal Blizzard
50	Grass	Solar Beam	55	Grass	Cotton Guard
57	Normal	After You	?	Fight	Drain Punch
?	Ground	Spikes	?	Grass	Worry Seed



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 28kg / 61 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Water Absorb & Chlorophyll

Cactus Pokémon
If you see a Maractus on the desert, follow it, as they make their nests on water oasis. This pacific Pokémon makes a sound similar to a maraca to drive away bird Pokémon that prey on it's seeds and fruit.

EVOLUTION: Final Form.


#556

#557 Dwebble

TYPE: Bug / Rock



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●○○○○
INSIGHT ●○○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 14kg / 32 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Sturdy & Shell Armor

EVOLUTION: First Stage.
Evolves after reaching certain size.


#557 #558

Rock Inn Pokémon
Their saliva is corrosive and it uses it to slowly cut pieces of rock. The rock becomes a shelter until it grows too large for it. If the rock breaks, it stays anxious and agitated until it finds a replacement.

EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Fury Cutter
7	Water	Withdraw
13	Dark	Feint Attack
19	Rock	Rock Polish
24	Rock	Stealth Rock
31	Normal	Slash
37	Normal	Shell Smash
43	Rock	Rock Wrecker
?	Ground	Spikes

EXPERIENCE COST	TYPE	MOVE NAME
5	Rock	Rock Blast
11	Ground	Sand Attack
17	Rock	Smack Down
23	Bug	Bug Bite
29	Rock	Rock Slide
35	Bug	X-Scissor
41	Normal	Flail
?	Steel	Iron Defense
?	Dark	Night Slash

#558 Crustle

TYPE: Bug / Rock



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○○○
SPECIAL ●●○○○
INSIGHT ●●○○○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 200kg /449 lbs

BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES: Sturdy & Shell Armor

EVOLUTION: Final Form.


#557 #558

Stone Home Pokémon
They carry enormous boulders as a protective shell. When competing for territory, Crustle fight viciously. The one whose boulder is broken is the loser of the battle. They feed on the moss that grows in their rock.

EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Fury Cutter
0	Water	Withdraw
13	Dark	Feint Attack
19	Rock	Rock Polish
24	Rock	Stealth Rock
31	Normal	Slash
43	Normal	Shell Smash
55	Rock	Rock Wrecker
?	Rock	Wide Guard

EXPERIENCE COST	TYPE	MOVE NAME
0	Rock	Rock Blast
0	Ground	Sand Attack
17	Rock	Smack Down
23	Bug	Bug Bite
29	Rock	Rock Slide
38	Bug	X-Scissor
50	Normal	Flail
?	Steel	Iron Defense
?	Dark	Night Slash

#559 Scraggy

TYPE: Dark / Fight



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 11kg / 26 lbs

BASE HP: 3
DISOBEDIENCE: ●●○○○

ABILITIES: Shed Skin & Moxie

EVOLUTION: First Stage.
Evolves by doing evil deeds.


#559 #560

Shedding Pokémon
It sheds skin constantly, but keeps wearing it since the old skin has a rubber-like texture and it can pull it all the way up to its head. It bashes foes with headbutts and is known for making dirty moves on fights.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
4	Ground	Sand Attack
12	Normal	Headbutt
20	Fight	Brick Break
27	Normal	Chip Away
34	Normal	Scary Face
42	Normal	Facade
48	Fight	Focus Punch
?	Normal	Fake Out
?	Fire	Fire Punch

EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Low Kick
9	Dark	Feint Attack
16	Normal	Swagger
23	Dark	Payback
31	Fight	High Jump Kick
38	Dark	Crunch
45	Normal	Rock Climb
50	Rock	Head Smash
?	Electric	Thunder Punch

#560 Scrafty

TYPE: Dark / Fight



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 30kg / 66 lbs

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Shed Skin & Moxie

EVOLUTION: Final Form.


#559 #560

Hoodlum Pokémon
They form gangs and beat anyone who tresspases their territory.
The one with the biggest crest is the leader. They throw powerful kicks and their skin is an excellent shield. Be careful around them.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
0	Ground	Sand Attack
12	Normal	Headbutt
20	Fight	Brick Break
27	Normal	Chip Away
34	Normal	Scary Face
45	Normal	Facade
58	Fight	Focus Punch
?	Dragon	Dragon Dance
?	Steel	Iron Defense

EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Low Kick
0	Dark	Feint Attack
16	Normal	Swagger
23	Dark	Payback
31	Fight	High Jump Kick
38	Dark	Crunch
51	Normal	Rock Climb
65	Rock	Head Smash
?	Fight	Drain Punch

#561 Sigilyph

TYPE: Psychic / Flying



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 14kg / 30 lbs

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Wonder Skin & Magic Guard

EVOLUTION: Final Form.


#561

Avianoid Pokémon
It is known that they worked as guards for an acient civilization and a few can still be seen patroling its borders, following the same route for centuries. They attack people that sneak through their barriers.

EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Gust
4	Psychic	Hypnosis
11	Flying	Tailwind
18	Psychic	Psybeam
24	Psychic	Light Screen
31	Psychic	Synchronoise
38	Psychic	Gravity
44	Psychic	Psychic
50	Flying	Sky Attack
?	Psychic	Telekinesis

EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Miracle Eye
8	Psychic	Psywave
14	Normal	Whirlwind
21	Flying	Air Cutter
28	Psychic	Reflect
34	Flying	Mirror Move
41	Flying	Air Slash
48	Psychic	Cosmic Power
?	Psychic	Stored Power
?	Psychic	Psycho Shift

#562 Yamask

TYPE: Ghost



STRENGTH ●○○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 1kg / 3 lbs

BASE HP: 3
DISOBEDIENCE: ●○○○○

ABILITIES: Mummy

EVOLUTION: First Stage.
Evolves when it finds its own tomb.


#562 #563

Spirit Pokémon
This Pokémon arose from the spirit of a human or a Pokémon that died in the past and was buried with special ceremonies. Each one carries a mask that looks like the face it had in life. A sad Pokémon that weeps often.

EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Astonish
5	Normal	Disable
13	Ghost	Night Shade
21	Fire	Will-O-Wisp
29	Ghost	Curse
33	Psychic	Guard Split
39	Ghost	Shadow Ball
51	Normal	Mean Look
?	Psychic	Imprison
?	Psychic	Heal Block

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Protect
9	Ice	Haze
17	Ghost	Hex
25	Ghost	Ominous Wind
33	Psychic	Power Split
34	Normal	Scary Face
45	Ghost	Grudge
57	Ghost	Destiny Bond
?	Steel	Iron Defense

#563 Cofagrigus

TYPE: Ghost



STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●●●○○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 76kg / 168 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Mummy

EVOLUTION: Final Form.


#562 #563

Coffin Pokémon
This Pokémon has only been seen few times in the ruins and tombs of ancient civilizations. It curses and transforms people and Pokémon into mummy-like creatures. It is said it feeds on pure gold.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Bide
0	Water	Water Gun
8	Dark	Bite
15	Water	Aqua Jet
21	Dark	Crunch
28	Water	Brine
35	Ghost	Curse
41	Water	Aqua Tail
48	Water	Rain Dance
?	Rock	Stealth Rock
?	Normal	Body Slam

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Withdraw
5	Rock	Rollout
11	Normal	Protect
18	Rock	Ancient Power
25	Rock	Wide Guard
31	Rock	Smack Down
38	Normal	Shell Smash
45	Rock	Rock Slide
59	Water	Hydro Pump
?	Steel	Iron Defense

#564 Tirtouga

TYPE: Water / Rock



STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 11kg / 25 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Solid Rock & Sturdy

EVOLUTION: First Stage.
Evolves after reaching maturity.


#564 #565

Prototurtle Pokémon
About 100 million years ago, these Pokémon swam in oceans. It is thought they also went on land to attack prey. One has been clonned from a fossil that was found a mile deep underwater.

#565 Carracosta



TYPE: Water / Rock

STRENGTH ●●●○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 162kg /356 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●○

ABILITIES: Solid Rock & Sturdy

EVOLUTION: Final Form.

#564 #565

Prototurtle Pokémon
They can live both in ocean and land. It can knock out a foe with a slap from one of its powerful front fins and chew it up whole.
Fortunately, only one specimen on captivity remains.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Bide	0	Water	Withdraw
0	Water	Water Gun	0	Rock	Rollout
8	Dark	Bite	11	Normal	Protect
15	Water	Aqua Jet	18	Rock	Ancient Power
21	Dark	Crunch	25	Rock	Wide Guard
28	Water	Brine	31	Rock	Smack Down
35	Ghost	Curse	40	Normal	Shell Smash
45	Water	Aqua Tail	51	Rock	Rock Slide
56	Water	Rain Dance	61	Water	Hydro Pump
?	Steel	Iron Defense	?	Psychic	Guard Split
?	Steel	Iron Head			

#566 Archen



TYPE: Rock / Flying

STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○
SPECIAL ●●○○
INSIGHT ●●○

HEIGHT: 0.5m / 1'04"
WEIGHT: 9kg / 20 lbs

BASE HP: 3
DISOBEDIENCE: ●●○○○

ABILITIES: Defeatist

EVOLUTION: First Stage.
Evolves after reaching certain age.

#566 #567

First Bird Pokémon
Revived from a fossil, this Pokémon is thought to be the ancestor of all bird Pokémon. Its flight abilities are poor so it just hops up by jumping. They are ill tempered and will not eat processed Pokémon food.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Quick Attack	0	Normal	Leer
0	Flying	Wing Attack	5	Rock	Rock Throw
8	Normal	Double Team	11	Normal	Scary Face
15	Flying	Pluck	18	Rock	Ancient Power
21	Psychic	Agility	25	Fight	Quick Guard
28	Flying	Acrobatics	31	Dragon	Dragon Breath
35	Dark	Crunch	38	Normal	Endeavor
41	Bug	U-Turn	45	Rock	Rock Slide
48	Dragon	Dragon Claw	50	Normal	Thrash
?	Steel	Steel Wing	?	Flying	Bounce
?	Dark	Knock Off			

#567 Archeops



TYPE: Rock / Flying

STRENGTH ●●●○○○
DEXTERITY ●●●○○
VITALITY ●●○
SPECIAL ●●●○○
INSIGHT ●●○

HEIGHT: 1.4m / 4'07"
WEIGHT: 32kg / 70 lbs

BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES: Defeatist

EVOLUTION: Final Form.

#566 #567

First Bird Pokémon
They used to form groups that cooperated to catch prey. From the ground, they used a running start to take flight. It is believed that they got extinct due to their poor tolerance to pain.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Quick Attack	0	Normal	Leer
0	Flying	Wing Attack	5	Rock	Rock Throw
8	Normal	Double Team	11	Normal	Scary Face
15	Flying	Pluck	18	Rock	Ancient Power
21	Psychic	Agility	25	Fight	Quick Guard
28	Flying	Acrobatics	31	Dragon	Dragon Breath
35	Dark	Crunch	40	Normal	Endeavor
45	Bug	U-Turn	51	Rock	Rock Slide
56	Dragon	Dragon Claw	61	Normal	Thrash
?	Steel	Iron Defense	?	Flying	Sky Attack
?	Rock	Head Smash			

#568 Trubbish



TYPE: Poison

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 31kg / 68 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Stench & Sticky Hold

EVOLUTION: First Stage.
Evolves after reaching certain size.

#568 #569

Trash Bag Pokémon
The combination of garbage bags and industrial waste caused the chemical reaction that created this Pokémon. It belches a poison gas, breathing it will leave you sick in bed for a week. It loves filthy places.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound	0	Poison	Poison Gas
3	Normal	Recycle	7	Poison	Toxic Spikes
12	Poison	Acid Spray	14	Normal	Double Slap
18	Poison	Sludge	23	Normal	Stockpile
23	Normal	Swallow	25	Normal	Take Down
29	Poison	Sludge Bomb	34	Poison	Clear Smog
36	Poison	Toxic	40	Psychic	Amnesia
42	Poison	Belch	45	Poison	Gunk Shot
47	Normal	Explosion	?	Fight	Drain Punch
?	Ground	Spikes	?	Rock	Rollout

#569 Garbodor



TYPE: Poison

STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○
INSIGHT ●●○○

HEIGHT: 1.9m / 6'03"
WEIGHT: 107kg /236 lbs

BASE HP: 6
DISOBEDIENCE: ○○○○○

ABILITIES: Stench & Weak Armor

EVOLUTION: Final Form.

#568 #569

Trash Heap Pokémon
They absorb garbage to make it part of their bodies and use it to produce toxic substances from their finger tips. They like to remain undisturbed and produce a terrible smell to repel others.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound	0	Poison	Poison Gas
0	Normal	Recycle	0	Poison	Toxic Spikes
12	Poison	Acid Spray	14	Normal	Double Slap
18	Poison	Sludge	23	Normal	Stockpile
23	Normal	Swallow	25	Normal	Body Slam
29	Poison	Sludge Bomb	34	Poison	Clear Smog
39	Poison	Toxic	46	Psychic	Amnesia
49	Poison	Belch	54	Poison	Gunk Shot
59	Normal	Explosion	?	Fight	Drain Punch
?	Ground	Spikes	?	Rock	Rollout

#570 Zorua



TYPE: Dark

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○○○
INSIGHT ●○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 12kg / 27 lbs

BASE HP: 3
DISOBEDIENCE: ●●○○○

ABILITIES: Illusion

EVOLUTION: First Stage.
Evolves by doing evil deeds.

#570 #571

Tricky Fox Pokémon
They are very hard to find as they can transform into people and other Pokémon. They cannot speak when transformed and their tail remains visible. They ruin reputations by creating michief in disguise.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch	0	Normal	Leer
5	Dark	Pursuit	9	Dark	Fake Tears
13	Normal	Fury Swipes	17	Dark	Feint Attack
21	Normal	Scary Face	25	Dark	Taunt
29	Dark	Foul Play	33	Dark	Torment
37	Psychic	Agility	41	Dark	Embargo
45	Dark	Punishment	49	Dark	Nasty Plot
53	Psychic	Imprison	57	Dark	Night Daze
?	Psychic	Extrasensory	?	Fight	Detect
?	Dark	Sucker Punch			

#571 Zoroak



TYPE: Dark

STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 81kg / 178 lbs

BASE HP: 5
DISOBEDIENCE: ●●●○○

ABILITIES: Illusion

EVOLUTION: Final Form.

#570 #571

Illusion Fox Pokémon
They live in groups, their lair's entrace is protected with their illusions and mirages. They have been known to fool entire towns with their tricks. Their illusions can hide their tails now but they remain mute.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Night Daze	0	Psychic	Imprison
0	Bug	U-Turn	0	Normal	Scratch
0	Normal	Leer	0	Dark	Pursuit
0	Dark	Hone Claws	13	Normal	Fury Swipes
17	Dark	Feint Attack	21	Normal	Scary Face
25	Dark	Taunt	29	Dark	Foul Play
30	Dark	Night Slash	34	Dark	Torment
39	Psychic	Agility	44	Dark	Embargo
49	Dark	Punishment	54	Dark	Nasty Plot
?	Psychic	Extrasensory	?	Fight	Detect
?	Dark	Sucker Punch			

#572 Minccino



TYPE: Normal

STRENGTH ●●○○
DEXTERITY ●●●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●●○

HEIGHT: 0.4m / 1'04"
WEIGHT: 5kg / 12 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Cute Charm & Technician

EVOLUTION: First Stage.
Evolves with a Shiny Stone.

#572 #573

Chinchilla Pokémon
They greet one another by rubbing their tails, which are always kept well groomed and clean.
Housewives love to keep them as pets because they eagerly help to clean the house.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound	0	Fairy	Baby-Doll Eyes
7	Normal	Helping Hand	9	Normal	Tickle
13	Normal	Double Slap	15	Normal	Encore
19	Normal	Swift	21	Normal	Sing
25	Normal	Tail Slap	27	Fairy	Charm
31	Fight	Wake-Up Slap	33	Normal	Echoed Voice
37	Normal	Slam	39	Normal	Captivate
43	Normal	Hyper Voice	45	Normal	Last Resort
49	Normal	After You	?	Water	Aqua Tail
?	Steel	Iron Tail	?	Grass	Seed Bomb

#573 Cinccino

TYPE: Normal



STRENGTH ●●●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 7kg / 16 lbs
BASE HP: 4
DISOBEDIENCE: ●○○○○
ABILITIES: Cute Charm & Technician

Scarf Pokémon
Their fur feels amazing to the touch. It produces an oil that repels dust and prevents static electricity from building up. It loves to be groomed and pampered. The fur it sheds is highly valued.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Bullet Seed	0	Rock	Rock Blast
0	Normal	Helping Hand	0	Normal	Tickle
0	Normal	Sing	0	Normal	Tail Slap
?	Water	Aqua Tail	?	Steel	Iron Tail
?	Dark	Fake Tears			

#574 Gothita

TYPE: Psychic



STRENGTH ●●○
DEXTERITY ●●●
VITALITY ●●●
SPECIAL ●●●
INSIGHT ●●○

HEIGHT: 0.4m / 1'04"
WEIGHT: 5kg / 12 lbs
BASE HP: 3
DISOBEDIENCE: ●○○○○
ABILITIES: Frisk & Competitive

Fixation Pokémon
They continuosuly observe both Trainers and Pokémon. Apparently, they are looking at something that only they can see. The ribbon-like feelers on their body increase their psychic power.

EVOLUTION: First Stage.
Evolves after reaching certain age.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound	3	Psychic	Confusion
7	Normal	Tickle	8	Normal	Play Nice
10	Dark	Fake Tears	14	Normal	Double Slap
16	Psychic	Psybeam	19	Dark	Embargo
24	Dark	Feint Attack	25	Psychic	Psyshock
28	Dark	Flatter	31	Psychic	Future Sight
33	Psychic	Heal Block	37	Psychic	Psychic
40	Psychic	Telekinesis	46	Fairy	Charm
48	Psychic	Magic Room	?	Psychic	Role Play
?	Bug	Signal Beam	?	Dark	Snatch

#575 Gothorita

TYPE: Psychic



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 18kg / 39 lbs
BASE HP: 4
DISOBEDIENCE: ●●○○○
ABILITIES: Frisk & Competitive

Manipulate Pokémon
Starlight is the source of their power. At night, they mark star positions by using floating stones. According to many old tales, it creates friends for itself by controlling sleeping children on starry nights.

EVOLUTION: Second Stage.
Evolves after reaching certain age.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound	0	Psychic	Confusion
0	Normal	Tickle	0	Normal	Play Nice
10	Dark	Fake Tears	14	Normal	Double Slap
16	Psychic	Psybeam	19	Dark	Embargo
24	Dark	Feint Attack	25	Psychic	Psyshock
28	Dark	Flatter	31	Psychic	Future Sight
34	Psychic	Heal Block	39	Psychic	Psychic
43	Psychic	Telekinesis	50	Fairy	Charm
53	Psychic	Magic Room	?	Psychic	Role Play
?	Bug	Signal Beam	?	Dark	Snatch

#576 Gothitelle

TYPE: Psychic



STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●●○○
SPECIAL ●●●○○
INSIGHT ●●●○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 44kg / 97 lbs
BASE HP: 5
DISOBEDIENCE: ●●●○○
ABILITIES: Frisk & Competitive

Astral Body Pokémon
They can predict the future from the placement and movement of the stars. They get restless if someone they know will be in danger. They are empathic creatures that can understand human emotion.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound	0	Psychic	Confusion
0	Normal	Tickle	0	Normal	Play Nice
10	Dark	Fake Tears	14	Normal	Double Slap
16	Psychic	Psybeam	19	Dark	Embargo
24	Dark	Feint Attack	25	Psychic	Psyshock
28	Dark	Flatter	31	Psychic	Future Sight
34	Psychic	Heal Block	39	Psychic	Psychic
45	Psychic	Telekinesis	54	Fairy	Charm
59	Psychic	Magic Room	?	Psychic	Heal Pulse
?	Normal	Helping Hand	?	Dark	Dark Pulse

#577 Solosis

TYPE: Psychic



STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 1kg / 2 lbs
BASE HP: 3
DISOBEDIENCE: ●○○○○
ABILITIES: Overcoat & Magic Guard

Cell Pokémon
Because their bodies are enveloped in a special liquid, they can survive in any environment. They drive away attackers by unleashing their psychic power. They communicate with their minds.

EVOLUTION: First Stage.
Evolves after reaching certain size.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Psywave	3	Psychic	Reflect
7	Rock	Rollout	10	Dark	Snatch
14	Normal	Hidden Power	16	Psychic	Light Screen
19	Fairy	Charm	24	Normal	Recover
25	Psychic	Psyshock	28	Normal	Endeavor
31	Psychic	Future Sight	33	Normal	Pain Split
37	Psychic	Psychic	40	Psychic	Skill Swap
46	Psychic	Heal Block	48	Psychic	Wonder Room
?	Poison	Acid Armor	?	Ghost	Night Shade
?	Ghost	Confuse Ray			

#578 Duosion

TYPE: Psychic



STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 8kg / 17 lbs
BASE HP: 4
DISOBEDIENCE: ●●○○○
ABILITIES: Overcoat & Magic Guard

Mitosis Pokémon
It developed two brains when it evolved, due to this it has a split personality. At times it may suddenly try to take two different actions at once. When the two brains finally synchronize it shows it's max power.

EVOLUTION: Second Stage.
Evolves when its two brains synchronize.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Psywave	0	Psychic	Reflect
0	Rock	Rollout	0	Dark	Snatch
14	Normal	Hidden Power	16	Psychic	Light Screen
19	Fairy	Charm	24	Normal	Recover
25	Psychic	Psyshock	28	Normal	Endeavor
31	Psychic	Future Sight	34	Normal	Pain Split
39	Psychic	Psychic	43	Psychic	Skill Swap
50	Psychic	Heal Block	53	Psychic	Wonder Room
?	Poison	Acid Armor	?	Ghost	Night Shade
?	Ghost	Confuse Ray			

#579 Reuniclus

TYPE: Psychic



STRENGTH ●●○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 20kg / 44 lbs
BASE HP: 5
DISOBEDIENCE: ●●●○○
ABILITIES: Overcoat & Magic Guard

Multiplying Pokémon
These intelligent Pokémon fight by controlling their arms with psychic energy. They have been seen forming networks of many Reuniclus holding hands and unleashing an incredible psychic wave.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Psywave	0	Psychic	Reflect
0	Rock	Rollout	0	Dark	Snatch
14	Normal	Hidden Power	16	Psychic	Light Screen
19	Fairy	Charm	24	Normal	Recover
25	Psychic	Psyshock	28	Normal	Endeavor
31	Psychic	Future Sight	34	Normal	Pain Split
39	Psychic	Psychic	41	Normal	Dizzy Punch
45	Psychic	Skill Swap	54	Psychic	Heal Block
59	Psychic	Wonder Room	?	Poison	Acid Armor
?	Ghost	Night Shade	?	Ghost	Confuse Ray

#580 Ducklett

TYPE: Water / Flying



STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.5m / 1'08"
WEIGHT: 5kg / 12 lbs
BASE HP: 3
DISOBEDIENCE: ●○○○○
ABILITIES: Keen Eye & Big Pecks

Water Bird Pokémon
These bird Pokémon are excellent divers. They swim around in the water eating their favorite food, peat moss. They can shoot a spray mist with their feathers to protect from any predator that comes.

EVOLUTION: First Stage.
Evolves by becoming really beautiful.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Wate Gun	3	Water	Water Sport
6	Flying	Defog	9	Flying	Wing Attack
13	Water	Water Pulse	15	Flying	Aerial Ace
19	Water	Bubble Beam	21	Flying	Feather Dance
24	Water	Aqua Ring	27	Flying	Air Slash
30	Flying	Roost	34	Water	Rain Dance
37	Flying	Tailwind	41	Flying	Brave Bird
46	Flying	Hurricane	?	Ground	Mud Sport
?	Steel	Steel Wing	?	Flying	Mirror Move

#581 Swanna

TYPE: Water / Flying



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 24kg / 53 lbs

BASE HP: 4

DISOBEDIENCE: ○○○○○

ABILITIES: Keen Eye & Big Pecks

White Bird Pokémon
Swanna come out to dance at dusk. The one dancing in the middle is the leader of the flock. Despite their elegant and frail appearance, they can flap their wings strongly and fly for thousands of miles.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun
0	Flying	Defog
13	Water	Water Pulse
19	Water	Bubble Beam
24	Water	Aqua Ring
30	Flying	Roost
40	Flying	Tailwind
55	Flying	Hurricane
?	Normal	Lucky Chant

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Sport
0	Flying	Wing Attack
15	Flying	Aerial Ace
21	Flying	Feather Dance
27	Flying	Air Slash
34	Water	Rain Dance
47	Flying	Brave Bird
?	Ground	Mud Sport
?	Flying	Mirror Move

#582 Vanillite

TYPE: Ice



STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 5kg / 12 lbs

BASE HP: 3

DISOBEDIENCE: ○○○○○

ABILITIES: Ice Body

Fresh Snow Pokémon
This Pokémon were born from icicles that bathed in the energy of the morning sun. It uses snow to cover its head and protect it from melting. They are playful and love to make snow fall around them.

EVOLUTION: First Stage.
Evolves after a freezing winter.



EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Icicle Spear
7	Ghost	Astonish
13	Ice	Icy Wind
19	Ice	Avalanche
26	Steel	Mirror Shot
35	Ice	Ice Beam
44	Psychic	Mirror Coat
53	Ice	Sheer Cold
?	Steel	Autotomize

EXPERIENCE COST	TYPE	MOVE NAME
4	Normal	Harden
10	Normal	Uproar
16	Ice	Mist
22	Dark	Taunt
31	Poison	Acid Armor
40	Ice	Hail
49	Ice	Blizzard
?	Ice	Ice Shard
?	Water	Water Pulse

#583 Vanillish

TYPE: Ice



STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 41kg / 90 lbs

BASE HP: 4

DISOBEDIENCE: ○○○○○

ABILITIES: Ice Body

Icy Snow Pokémon
Snowy mountains are this Pokémon's habitat. It conceals itself from enemy eyes by creating many small ice bundles and hiding around them. It may attach itself to the ceiling of ice caves to hide around the ice.

EVOLUTION: Second Stage.
Evolves after a freezing winter.



EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Icicle Spear
0	Ghost	Astonish
13	Ice	Icy Wind
19	Ice	Avalanche
26	Steel	Mirror Shot
36	Ice	Ice Beam
47	Psychic	Mirror Coat
58	Ice	Sheer Cold
?	Steel	Autotomize

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Harden
0	Normal	Uproar
16	Ice	Mist
22	Dark	Taunt
31	Poison	Acid Armor
42	Ice	Hail
59	Ice	Blizzard
?	Steel	Autotomize
?	Ice	Ice Shard

#584 Vanilluxe

TYPE: Ice



STRENGTH ●●●○○○
DEXTERITY ●●○○○○
VITALITY ●●○○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 57kg / 126 lbs

BASE HP: 5

DISOBEDIENCE: ○○○○○

ABILITIES: Ice Body

Snowstorm Pokémon
It grew a new head with evolution, and they get along really well. They need to drink a lot of water in order to keep cool outside a gelid weather. If both heads get angry they will expel a terrible blizzard around.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Freeze-Dry
0	Normal	Harden
0	Normal	Uproar
16	Ice	Mist
22	Dark	Taunt
31	Poison	Acid Armor
42	Ice	Hail
59	Ice	Blizzard
?	Steel	Autotomize
?	Ice	Ice Shard

EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Icicle Spear
0	Normal	Astonish
13	Ice	Icy Wind
19	Ice	Avalanche
26	Steel	Mirror Shot
36	Ice	Ice Beam
50	Psychic	Mirror Coat
67	Ice	Sheer Cold
?	Steel	Iron Defense

#585 Deerling

TYPE: Normal / Grass



STRENGTH ●●○○○
DEXTERITY ●●○○○○
VITALITY ●●○○○
SPECIAL ●○○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 19kg / 43 lbs

BASE HP: 3

DISOBEDIENCE: ○○○○○

ABILITIES: Chlorophyll & Sap Sipper

Season Pokémon
They are born at the beginning of the spring. Their coloring changes according to the season and can be affected by temperature as well. It usually stays hidden in tall grass while its mother is away.

EVOLUTION: First Stage.
Evolves after going through four seasons.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
4	Normal	Growl
10	Fight	Double Kick
16	Dark	Feint Attack
24	Fight	Jump Kick
32	Grass	Energy Ball
41	Normal	Nature Power
51	Grass	Solar Beam
?	Flying	Bounce

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Camouflage
7	Ground	Sand Attack
13	Grass	Leech Seed
20	Normal	Take Down
28	Grass	Aromatherapy
36	Fairy	Charm
46	Normal	Double-Edge
?	Psychic	Agility
?	Grass	Grass Whistle

#586 Sawsbuck

TYPE: Normal / Grass



STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.9m / 6'03"
WEIGHT: 184kg /408 lbs

BASE HP: 6

DISOBEDIENCE: ○○○○○

ABILITIES: Chlorophyll & Sap Sipper

Season Pokémon
The plants growing on its horns change according to the season. They live in herds that migrate in search of grass. The leaders of the herd possess magnificent horns. They tend to be paceful creatures.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Megahorn
0	Normal	Camouflage
0	Ground	Sand Attack
13	Normal	Leech Seed
24	Normal	Take Down
28	Grass	Aromatherapy
36	Fairy	Charm
44	Normal	Nature Power
60	Grass	Solar Beam
?	Flying	Bounce

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Normal	Growl
10	Fight	Double Kick
16	Dark	Feint Attack
24	Fight	Jump Kick
32	Grass	Energy Ball
37	Grass	Horn Leech
52	Normal	Double-Edge
?	Psychic	Agility
?	Normal	Last Resort

#587 Emolga

TYPE: Electric / Flying



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 5kg / 11 lbs

BASE HP: 4

DISOBEDIENCE: ○○○○○

ABILITIES: Static

Sky Squirrel Pokémon
They live on treetops and glide using the inside of a cape-like membrane. They discharge electricity to defend from other Pokémon. They carry nuts and berries back to their nest to eat during the winter.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Thunder Shock
7	Normal	Tail Whip
13	Electric	Spark
16	Dark	Pursuit
22	Electric	Shock Wave
30	Flying	Acrobatics
38	Normal	Encore
46	Psychic	Agility
?	Flying	Air Slash
?	Fairy	Charm

EXPERIENCE COST	TYPE	MOVE NAME
4	Normal	Quick Attack
10	Electric	Charge
15	Electric	Nuzzle
19	Normal	Double Team
26	Electric	Electro Ball
34	Psychic	Light Screen
42	Electric	Volt Switch
50	Electric	Discharge
?	Flying	Roost

#588 Karrablast

TYPE: Bug



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 6kg / 13 lbs

BASE HP: 3

DISOBEDIENCE: ○○○○○

ABILITIES: Swarm & Shed Skin

Clamping Pokémon
When they feel threatened, they spit an acidic liquid to drive attackers away. This Pokémon targets Shelmet as they compete for food. It only evolves when it has a Shelmet's shell as its new home.

EVOLUTION: Final Form.
Evolves by stealing a Shelment's shell.



EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Peck
8	Normal	Endure
16	Normal	Fury Attack
25	Normal	False Swipe
32	Normal	Slash
40	Normal	Scary Face
49	Normal	Flail
56	Normal	Double-Edge
?	Normal	Horn Attack

EXPERIENCE COST	TYPE	MOVE NAME
4	Normal	Leer
13	Bug	Fury Cutter
20	Normal	Headbutt
28	Bug	Bug Buzz
37	Normal	Take Down
44	Bug	X-Scissor
52	Normal	Swords Dance
?	Dark	Feint Attack
?	Dark	Pursuit

#589 Escavalier

TYPE: Bug / Steel



STRENGTH ●●●○○○
DEXTERITY ●●○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 33kg / 72 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Swarm & Shell Armor

EVOLUTION: Final Form.

#588 #589

Cavalry Pokémon
Wearing the shell covering it stole from a Shelmet, it defends itself and attacks with two stings. It can fly to move around but its wings are too small to carry its weight to high altitudes.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Double-Edge	0	Bug	Fell Stinger
0	Flying	Peck	0	Normal	Leer
0	Fight	Quick Guard	0	Bug	Twineedle
16	Normal	Fury Attack	20	Normal	Headbutt
25	Normal	False Swipe	28	Bug	Bug Buzz
32	Normal	Slash	37	Steel	Iron Head
40	Steel	Iron Defense	44	Bug	X-Scissor
49	Fight	Reversal	52	Normal	Swords Dance
56	Normal	Giga Impact	?	Bug	Megahorn
?	Ground	Drill Run	?	Fight	Counter

#590 Foongus

TYPE: Grass / Poison



STRENGTH ●●○○
DEXTERITY ●○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.2m / 0'08"
WEIGHT: 1kg / 2 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Effect Spore

EVOLUTION: First Stage.
Evolves after reaching certain size.

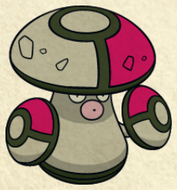
#590 #591

Mushroom Pokémon
The top of fungus takes a pattern that resembles a predator to protect itself. In recent times this pattern has started to look like a Pokéball.
It releases toxic spores in the air that help it move around safely.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Absorb	0	Normal	Growth
8	Ghost	Astonish	12	Normal	Bide
15	Grass	Mega Drain	18	Grass	Ingrain
20	Dark	Feint Attack	24	Normal	Sweet Scent
28	Grass	Giga Drain	32	Poison	Toxic
35	Grass	Synthesis	34	Poison	Clear Smog
43	Grass	Solar Beam	45	Bug	Rage Powder
50	Grass	Spore	?	Grass	Seed Bomb
?	Normal	Body Slam	?	Poison	Gastro Acid

#591 Amoongus

TYPE: Grass / Poison



STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 10kg / 23 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Effect Spore

EVOLUTION: Final Form.

#590 #591

Mushroom Pokémon
In ancient times the tip of their caps had two eye-like patterns and it made a swaying motion to lure prey to itself, but as they became Pokéball-looking few Pokémon fall for it. It is still very venomous, though.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Absorb	0	Normal	Growth
8	Ghost	Astonish	12	Normal	Bide
15	Grass	Mega Drain	18	Grass	Ingrain
20	Dark	Feint Attack	24	Normal	Sweet Scent
28	Grass	Giga Drain	32	Poison	Toxic
35	Grass	Synthesis	43	Poison	Clear Smog
49	Grass	Solar Beam	54	Bug	Rage Powder
62	Grass	Spore	?	Poison	Gastro Acid
?	Dark	Foul Play	?	Normal	Endure

#592 Frillish

TYPE: Water / Ghost



STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 33kg / 72 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Water Absorb & Cursed Body

EVOLUTION: First Stage.
Evolves by becoming king of the sea.

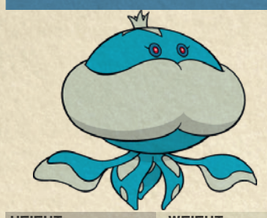
#592 #593

Floating Pokémon
If a Frillish is spotted, all beaches nearby will be closed for the day.
This Pokémon paralizes a swimming victim and wraps them, dragging them to the bottom of the sea.
Females have pink shade.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Bubble	0	Water	Water Sport
5	Grass	Absorb	9	Ghost	Night Shade
13	Water	Bubble Beam	17	Normal	Recover
22	Water	Water Pulse	27	Ghost	Ominous Wind
32	Water	Brine	37	Water	Rain Dance
43	Ghost	Hex	49	Water	Hydro Pump
55	Normal	Wring Out	61	Water	Water Spout
?	Poison	Acid Armor	?	Grass	Giga Drain
?	Ghost	Confuse Ray			

#593 Jellicent

TYPE: Water / Ghost



STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 2.2m / 7'03"
WEIGHT: 135kg /297 lbs

BASE HP: 7
DISOBEDIENCE: ●●●●●

ABILITIES: Water Absorb & Cursed Body

EVOLUTION: Final Form.

#592 #593

Floating Pokémon
Its body is mostly seawater. It feeds on the life energy of its victims. It is regal, pompous, and hates orders. The fate of the ships and crew that wander into Jellicent's territory:
All sunken, all lost, all vanished.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Wring Out	0	Water	Water Spout
0	Water	Bubble	0	Water	Water Sport
0	Grass	Absorb	0	Ghost	Night Shade
13	Water	Bubble Beam	17	Normal	Recover
22	Water	Water Pulse	27	Ghost	Ominous Wind
32	Water	Brine	37	Water	Rain Dance
45	Ghost	Hex	53	Water	Hydro Pump
?	Poison	Acid Armor	?	Ghost	Spite
?	Ghost	Confuse Ray			

#594 Alomomola

TYPE: Water



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 31kg / 69 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Healer & Hydration

EVOLUTION: Final Form.

#594

Caring Pokémon
Floating in the open sea is how they live. When they find a wounded Pokémon, they embrace it and use their special membrane to heal their wounds. A caring, noble and selfless Pokémon.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Hydro Pump	0	Normal	Pound
0	Water	Water Sport	5	Water	Aqua Ring
9	Water	Aqua Jet	13	Normal	Double Slap
17	Psychic	Heal Pulse	21	Normal	Protect
25	Water	Water Pulse	29	Fight	Wake-Up Slap
33	Water	Soak	37	Normal	Wish
41	Water	Brine	45	Normal	Safeguard
53	Rock	Wide Guard	57	Psychic	Healing Wish
?	Normal	Refresh	?	Normal	Pain Split
?	Normal	Endure			

#595 Joltik

TYPE: Bug / Electric



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.1m / 0'04"
WEIGHT: 0.6kg / 1 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Compoundeyes & Unnerve

EVOLUTION: First Stage. Evolves after learing to produce its own Electricity.

#595 #596

Attaching Pokémon
Since it can't generate its own charge, it sticks into larger Pokémon and absorbs the static electricity of their fur. In the cities they suck electricity from the outlets they find, skyrocketting the power bill.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	String Shot	0	Bug	Leech Life
0	Bug	Spider Web	4	Electric	Thunder Wave
7	Normal	Screech	12	Bug	Fury Cutter
15	Electric	Electro Web	18	Bug	Bug Bite
23	Poison	Gastro Acid	26	Normal	Slash
29	Electric	Electro Ball	34	Bug	Signal Beam
37	Psychic	Agility	40	Dark	Sucker Punch
45	Electric	Discharge	48	Bug	Bug Buzz
?	Poison	Poison Sting	?	Flying	Bounce
?	Grass	Giga Drain			

#596 Galvantula

TYPE: Bug / Electric



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 14kg / 31 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Compoundeyes & Unnerve

EVOLUTION: Final Form.

#595 #596

EleSpider Pokémon
They employ an electrically charged web to trap their prey. While it is immobilized by shock, they leisurely consume it. They usually live alone but there have been cases of large swarms living together in caves.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Sticky Web	0	Bug	String Shot
0	Bug	Leech Life	5	Bug	Spider Web
9	Electric	Thunder Wave	13	Normal	Screech
17	Bug	Fury Cutter	20	Electric	Electro Web
25	Bug	Bug Bite	29	Poison	Gastro Acid
33	Normal	Slash	37	Electric	Electro Ball
41	Bug	Signal Beam	45	Psychic	Agility
46	Dark	Sucker Punch	54	Electric	Discharge
60	Bug	Bug Buzz	?	Poison	Cross Poison
?	Electric	Magnet Rise	?	Grass	Giga Drain

#597 Ferroseed

TYPE: Grass / Steel



STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●○○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 18kg / 41 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Iron Barbs

EVOLUTION: First Stage.
Evolves after reaching certain size.



Thorn Seed Pokémon
They stick their thorns into cave walls and absorb the minerals from the rocks. When threatened, they attack by shooting a barrage of spikes, which gives them a chance to escape by rolling away.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Harden
6	Rock	Rollout	9	Ghost	Curse
14	Steel	Metal Claw	18	Bug	Pin Missile
21	Steel	Gyro Ball	26	Steel	Iron Defense
30	Steel	Mirror Shot	35	Grass	Ingrain
38	Normal	Self Destruct	43	Steel	Iron Head
47	Dark	Payback	52	Steel	Flash Cannon
55	Normal	Explosion	?	Grass	Leech Seed
?	Ground	Spikes	?	Grass	Seed Bomb

#598 Ferrothorn

TYPE: Grass / Steel



STRENGTH ●●●○○
DEXTERITY ●○○○○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 110kg /242 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Iron Barbs

EVOLUTION: Final Form.



Thorn Pod Pokémon
It attaches itself to cave ceilings by swinging around its spiky feelers.
It shoots spikes at targets passing beneath. It is incredibly resilient and stubborn, it will whip you if you try to take its spot in the cave walls..

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Rock Climb	0	Normal	Tackle
0	Normal	Harden	0	Rock	Rollout
0	Ghost	Curse	14	Steel	Metal Claw
18	Bug	Pin Missile	21	Steel	Gyro Ball
26	Steel	Iron Defense	30	Steel	Mirror Shot
35	Grass	Ingrain	38	Normal	Self Destruct
40	Grass	Power Whip	46	Steel	Iron Head
53	Dark	Payback	61	Steel	Flash Cannon
67	Normal	Explosion	?	Grass	Leech Seed
?	Rock	Stealth Rock	?	Grass	Seed Bomb

#599 Klink

TYPE: Steel



STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 21kg / 46 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Plus & Minus

EVOLUTION: First Stage.
Evolves around a strong Magnetic Field.



Gear Pokémon
This two strange Pokémon are merged into one. Interlocking their bodies and spinning around will generate the energy they need to live. Their only way to comunicate is through their eyes.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Vice Grip	6	Electric	Charge
11	Electric	Thunder Shock	16	Steel	Gear Grind
21	Normal	Bind	26	Electric	Charge Beam
31	Steel	Autotomize	36	Steel	Mirror Shot
39	Normal	Screech	42	Electric	Discharge
45	Steel	Metal Sound	48	Steel	Shift Gear
50	Normal	Lock-On	54	Electric	Zap Cannon
57	Normal	Hyper Beam	?	Steel	Iron Defense
?	Electric	Magnet Rise	?	Psychic	Gravity

#600 Klang

TYPE: Steel



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 51kg / 112 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Plus & Minus

EVOLUTION: Second Stage.
Evolves around a strong Magnetic Field.

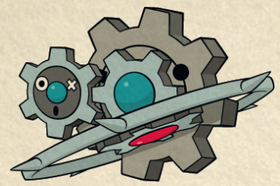


Gear Pokémon
Minigear and big gear comprise its body. If the minigear is deattached it will turn off both gears.
It communicates with others by rotating. When its angry or afraid, it rotates faster.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Crush Claw	0	Electric	Ion Deluge
0	Normal	Headbutt	0	Poison	Acid
0	Electric	Discharge	0	Dark	Crunch
0	Poison	Coil	0	Poison	Gastro Acid
75	Electric	Zap Cannon	80	Normal	Thrash
?	Normal	Super Fang	?	Fight	Drain Punch
?	Fire	Fire Punch			

#601 Klinklang

TYPE: Steel



STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 81kg / 178 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Plus & Minus

EVOLUTION: Final Form.



Gear Pokémon
The gear with the red core rotates at high speed for a quick energy charge. The mini gears shoot rays through the spikes around it.
This inorganic Pokémon will trap and crush foes between its gears.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Magnetic Flux	0	Normal	Vice Grip
6	Electric	Charge	11	Electric	Thunder Shock
16	Steel	Gear Grind	21	Normal	Bind
25	Electric	Charge Beam	31	Steel	Autotomize
36	Steel	Mirror Shot	40	Normal	Screech
44	Electric	Discharge	48	Steel	Metal Sound
54	Steel	Shift Gear	60	Normal	Lock-On
66	Electric	Zap Cannon	72	Normal	Hyper Beam
?	Steel	Iron Defense	?	Psychic	Gravity
?	Electric	Magnet Rise			

#602 Tynamo

TYPE: Electric



STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●○○○○

HEIGHT: 0.2m / 0'08"
WEIGHT: 0.3kg / 0.7lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Levitate

EVOLUTION: First Stage. Evolves after learing to produce its own Electricity.



EleFish Pokémon
These Pokémon move in schools. They have an electricity-storing organ at their sides but they can't generate their own power. They only discharge electricity if they are in danger.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Headbutt	0	Electric	Thunder Wave
0	Electric	Spark	0	Electric	Charge Beam
9	Normal	Bind	19	Poison	Acid
29	Electric	Discharge	39	Dark	Crunch
44	Electric	Thunderbolt	49	Poison	Acid Spray
54	Poison	Coil	59	Electric	Wild Charge
64	Poison	Gastro Acid	69	Electric	Zap Cannon
74	Normal	Thrash	?	Grass	Giga Drain
?	Water	Aqua Tail	?	Steel	Iron Tail

#603 Eelektrik

TYPE: Electric



STRENGTH ●●○○○
DEXTERITY ●○○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 22kg / 48 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Levitate

EVOLUTION: Second Stage.
Evolves with a Thunder Stone.



EleFish Pokémon
These Pokémon have a really big appetite. When they spot their prey, they coil around it and shock it with their electricity-generating organs, which are the yellow circles on it's skin.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Headbutt	0	Electric	Thunder Wave
0	Electric	Spark	0	Electric	Charge Beam
9	Normal	Bind	19	Poison	Acid
29	Electric	Discharge	39	Dark	Crunch
44	Electric	Thunderbolt	49	Poison	Acid Spray
54	Poison	Coil	59	Electric	Wild Charge
64	Poison	Gastro Acid	69	Electric	Zap Cannon
74	Normal	Thrash	?	Grass	Giga Drain
?	Water	Aqua Tail	?	Steel	Iron Tail

#604 Eelektross

TYPE: Electric



STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 2.1m / 7'00"
WEIGHT: 80kg / 177 lbs

BASE HP: 7
DISOBEDIENCE: ●●●●○

ABILITIES: Levitate

EVOLUTION: Final Form.



EleFish Pokémon
They crawl out of the water and attack anyone on shore by sucking them into their mouths, shoking them, and dragging them back into the ocean. They are aggressive and unpredictable, be very careful.

#605 Elgyem



TYPE: Psychic

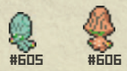
STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 9kg / 19 lbs

BASE HP: 3
DISOBEDIENCE: ●●●○○

ABILITIES: Telepathy & Synchronize

EVOLUTION: First Stage. It is not possible to know what makes it Evolve.


#605 #606

Cerebral Pokémon
This Pokémon was never seen until it appeared far in the desert about 50 years ago. Rumor has it that it came from space. It uses its strong psychic power to squeeze its foe's brain, causing awful headaches.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Confusion	4	Normal	Growl
8	Psychic	Heal Block	11	Psychic	Miracle Eye
15	Psychic	Psybeam	18	Normal	Headbutt
22	Normal	Hidden Power	25	Psychic	Imprison
29	Normal	Simple Beam	32	Psychic	Zen Headbutt
36	Normal	Psych Up	39	Psychic	Psychic
43	Psychic	Calm Mind	46	Normal	Recover
50	Psychic	Guard Split	50	Psychic	Power Split
53	Psychic	Synchronoise	56	Psychic	Wonder Room
?	Psychic	Cosmic Power	?	Dark	Nasty Plot
?	Psychic	Teleport			

#606 Beheeyem



TYPE: Psychic

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 34kg / 76 lbs

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Telepathy & Synchronize

EVOLUTION: Final Form.


#605 #606

Cerebral Pokémon
Apparently, it communicates by flashing its three fingers, but the patterns haven't been decoded. It uses psychic power to control an opponent's brain and tampers with its memories and personality.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Confusion	0	Normal	Growl
0	Psychic	Heal Block	0	Psychic	Miracle Eye
15	Psychic	Psybeam	18	Normal	Headbutt
22	Normal	Hidden Power	25	Psychic	Imprison
29	Normal	Simple Beam	32	Psychic	Zen Headbutt
36	Normal	Psych Up	39	Psychic	Psychic
45	Psychic	Calm Mind	50	Normal	Recover
56	Psychic	Guard Split	58	Psychic	Power Split
63	Psychic	Synchronoise	68	Psychic	Wonder Room
?	Psychic	Cosmic Power	?	Dark	Nasty Plot
?	Psychic	Teleport			

#607 Litwick



TYPE: Ghost Fire

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 6 lbs

BASE HP: 3
DISOBEDIENCE: ●●○○○

ABILITIES: Flash Fire & Flame Body

EVOLUTION: First Stage. Evolves when its flame grows too big.


#607 #608 #609

Candle Pokémon
Its flame is usually out, but it starts burning whenever it absorbs the life force from others. They trick lost people into thinking they are helping them find their way in the dark but those who follow them never return.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Ember	0	Ghost	Astonish
3	Normal	Minimize	5	Poison	Smog
7	Fire	Fire Spin	10	Ghost	Confuse Ray
13	Ghost	Night Shade	16	Fire	Will-O-Wisp
20	Fire	Flame Burst	24	Psychic	Imprison
28	Ghost	Hex	33	Dark	Memento
38	Fire	Inferno	43	Ghost	Curse
49	Ghost	Shadow Ball	55	Normal	Pain Split
61	Fire	Overheat	?	Poison	Clear Smog
?	Psychic	Trick	?	Ice	Haze

#608 Lampent



TYPE: Ghost Fire

STRENGTH ●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 13kg / 28 lbs

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Flash Fire & Flame Body

EVOLUTION: Second Stage. Evolves with a Dusk Stone.


#607 #608 #609

Lamp Pokémon
This ominous Pokémon is very feared. It always arrives at someone's final moments and steals their spirit.
It hangs close to hospitals and other places simply waiting. It is said that if it gets your soul you will never rest.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Ember	0	Ghost	Astonish
0	Normal	Minimize	0	Poison	Smog
7	Fire	Fire Spin	10	Ghost	Confuse Ray
13	Ghost	Night Shade	16	Fire	Will-O-Wisp
20	Fire	Flame Burst	24	Psychic	Imprison
28	Ghost	Hex	33	Dark	Memento
38	Fire	Inferno	45	Ghost	Curse
53	Ghost	Shadow Ball	61	Normal	Pain Split
69	Fire	Overheat	?	Poison	Clear Smog
?	Psychic	Power Split	?	Ice	Haze

#609 Chandelure



TYPE: Ghost Fire

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●●○○○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 34kg / 75 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●○

ABILITIES: Flash Fire & Flame Body

EVOLUTION: Final Form.


#607 #608 #609

Luring Pokémon
It consumes the spirits of the living, puts people in a hypnotic trance and consumes them with fire.
Being consumed in Chandelure's flame burns up the spirit, leaving only the body behind.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pain Split	0	Poison	Smog
0	Ghost	Confuse Ray	0	Fire	Flame Burst
0	Ghost	Hex	?	Psychic	Power Split
?	Poison	Acid Armor	?	Poison	Clear Smog

#610 Axew



TYPE: Dragon

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.6m / 2'00"
WEIGHT: 18kg / 39 lbs

BASE HP: 3
DISOBEDIENCE: ●●●○○

ABILITIES: Rivalry & Mold Breaker

EVOLUTION: First Stage. Evolves by proving its strength.


#610 #611 #612

Tusk Pokémon
They mark their territory by leaving gashes in trees with their tusks. If a tusk breaks, a new one grows back quickly. They fight eachother to see who's got the sharpest tusks. Only the strongest ever evolve.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch	4	Normal	Leer
7	Dark	Assurance	10	Dragon	Dragon Rage
13	Dragon	Dual Chop	16	Normal	Scary Face
20	Normal	Slash	24	Normal	False Swipe
28	Dragon	Dragon Claw	32	Dragon	Dragon Dance
36	Dark	Taunt	41	Dragon	Dragon Pulse
46	Normal	Swords Dance	50	Normal	Guillotine
56	Dragon	Outrage	61	Normal	Giga Impact
?	Normal	Focus Energy	?	Fight	Counter
?	Dark	Night Slash			

#611 Fraxure



TYPE: Dragon

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 36kg / 79 lbs

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Rivalry & Mold Breaker

EVOLUTION: Second Stage. Evolves by proving its strength.


#610 #611 #612

Axe Jaw Pokémon
Their tusks can shatter rocks. Territory battles between Fraxure can be intensely violent. The tusks don't grow back anymore, if you find a Fraxure with both tusks whole, it means it's one of the strongest.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch	0	Normal	Leer
0	Dark	Assurance	0	Dragon	Dragon Rage
13	Dragon	Dual Chop	16	Normal	Scary Face
20	Normal	Slash	24	Normal	False Swipe
28	Dragon	Dragon Claw	32	Dragon	Dragon Dance
36	Dark	Taunt	42	Dragon	Dragon Pulse
48	Normal	Swords Dance	54	Normal	Guillotine
60	Dragon	Outrage	66	Normal	Giga Impact
?	Normal	Focus Energy	?	Fight	Counter
?	Dark	Night Slash			

#612 Haxorus



TYPE: Dragon

STRENGTH ●●●●○○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 157kg /345 lbs

BASE HP: 6
DISOBEDIENCE: ●●●●●

ABILITIES: Rivalry & Mold Breaker

EVOLUTION: Final Form.


#610 #611 #612

Axe Jaw Pokémon
Their sturdy tusks will stay sharp even if they are used to cut steel. These Pokémon are covered in hard armor. They incredibly aggressive, if their territory is trespassed, they chase and slash mercilessly.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch	0	Normal	Leer
0	Dark	Assurance	0	Dragon	Dragon Rage
13	Dragon	Dual Chop	16	Normal	Scary Face
20	Normal	Slash	24	Normal	False Swipe
28	Dragon	Dragon Claw	32	Dragon	Dragon Dance
36	Dark	Taunt	42	Dragon	Dragon Pulse
50	Normal	Swords Dance	58	Normal	Guillotine
66	Dragon	Outrage	74	Normal	Giga Impact
?	Dark	Night Slash	?	Dragon	Draco Meteor
?	Fight	Superpower			

#613 Cubchoo



TYPE: Ice

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 8kg / 18 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Snow Cloak

EVOLUTION: First Stage.
Evolves after a freezing winter.


#613 #614

Chill Pokémon
They are born by the end of winter and stay with their mothers for a couple of seasons. Their running nose is used to practice their ice powers. In fact, when they get sick their nose is completely dry.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
9	Normal	Bide
15	Normal	Play Nice
21	Water	Brine
29	Fairy	Charm
36	Normal	Flail
45	Ice	Blizzard
53	Normal	Thrash
?	Fairy	Play Rough
?	Ice	Ice Punch

EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Powder Snow
13	Ice	Icy Wind
17	Normal	Fury Swipes
25	Normal	Endure
33	Normal	Slash
41	Psychic	Rest
49	Ice	Hail
57	Ice	Sheer Cold
?	Normal	Yawn

#614 Beartic



TYPE: Ice

STRENGTH ●●●○○
DEXTERITY ●●○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 2.6m / 8'06"
WEIGHT: 390kg /858 lbs

BASE HP: 8
DISOBEDIENCE: ●●●○○

ABILITIES: Snow Cloak

EVOLUTION: Final Form.

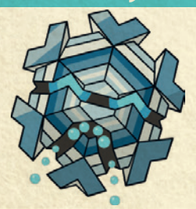

#613 #614

Freezing Pokémon
They love the cold seas if the north and create pathways across the ocean waters by freezing their own breath. They dive in cold waters to catch prey. They are not used to humans as they rarely see them.

EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Superpower
0	Normal	Growl
0	Normal	Bide
9	Normal	Play Nice
21	Water	Brine
33	Normal	Slash
37	Ice	Icicle Crash
45	Ice	Blizzard
59	Normal	Thrash
?	Ice	Avalanche
?	Fairy	Play Rough

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Aqua Jet
0	Ice	Powder Snow
0	Ice	Icy Wind
17	Normal	Fury Swipes
25	Normal	Endure
36	Normal	Flail
41	Psychic	Rest
53	Ice	Hail
66	Ice	Sheer Cold
?	Dark	Night Slash

#615 Cryogonal



TYPE: Ice

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 148kg /326 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Levitate

EVOLUTION: Final Form.


#615

Crystallizing Pokémon
They are born in snow clouds. Using chains made of ice crystals they capture prey. If their body temperature goes up, they turns into steam and vanish until it freezes and becomes ice again.

EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Ice Shard
0	Ice	Haze
9	Normal	Sharpen
17	Ice	Icy Wind
29	Poison	Acid Armor
37	Psychic	Light Screen
41	Normal	Slash
49	Normal	Recover
53	Grass	Solar Beam
61	Ice	Sheer Cold
?	Bug	Signal Beam

EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Mist
0	Normal	Bind
13	Normal	Rapid Spin
25	Ice	Aurora Beam
33	Ice	Ice Beam
37	Psychic	Reflect
45	Ghost	Confuse Ray
50	Ice	Freeze-Dry
57	Dark	Night Slash
?	Dark	Knock Off
?	Psychic	Magic Coat

#616 Shelmet



TYPE: Bug

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●●○

HEIGHT: 0.4m / 1'04"
WEIGHT: 7kg / 17 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Hydration & Shell Armor

EVOLUTION: First Stage.
Evolves by surviving without its shell.


#616 #617

Snail Pokémon
When attacked, it defends itself by closing the lid of its shell or spits a sticky, poisonous liquid. It competes with Karrablast for food and shelter. If it loses its shell the distress may kill it, only those who survive evolve.

EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Leech Life
8	Normal	Bide
16	Bug	Struggle Bug
25	Normal	Yawn
32	Poison	Acid Armor
40	Normal	Body Slam
49	Normal	Recover
56	Fight	Final Gambit
?	Poison	Gastro Acid

EXPERIENCE COST	TYPE	MOVE NAME
4	Poison	Acid
13	Ghost	Curse
20	Grass	Mega Drain
28	Normal	Protect
37	Grass	Giga Drain
44	Bug	Bug Buzz
50	Psychic	Guard Swap
?	Psychic	Guard Split
?	Normal	Endure

#617 Accelgor



TYPE: Bug

STRENGTH ●●○○○
DEXTERITY ●●●●○○○○
VITALITY ●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 25kg / 56 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Hydration & Sticky Hold

EVOLUTION: Final Form.


#616 #617

Shell Out Pokémon
Having removed its heavy shell, it becomes very light and swift. When its body dries out, it weakens. To prevent dehydration, it wraps itself in many layers of a thin membrane. It is very rare to see one in the wild.

EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Power Swap
0	Poison	Acid Spray
0	Normal	Quick Attack
20	Grass	Mega Drain
28	Normal	Me First
37	Grass	Giga Drain
44	Bug	Bug Buzz
56	Fight	Final Gambit
?	Normal	Feint

EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Leech Life
8	Normal	Double Team
16	Bug	Struggle Bug
25	Normal	Swift
32	Psychic	Agility
40	Bug	U-Turn
49	Normal	Recover
?	Normal	Baton Pass
?	Dark	Pursuit

#618 Stunfisk



TYPE: Ground Electric

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●●○○○

HEIGHT: 0.7m / 2'04"
WEIGHT: 11kg / 24 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Static & Limber

EVOLUTION: Final Form.


#618

Trap Pokémon
It conceals itself in the mud of the seashore, then it waits. When prey touch it, it delivers a jolt of electricity. Its skin is very hard and it can position itself to keep unhurt even if stepped on by a heavy Pokémon.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Ground	Mud Slap
5	Normal	Bide
13	Ground	Mud Shot
21	Ground	Mud Bomb
30	Normal	Endure
40	Water	Muddy Water
50	Fight	Revenge
61	Ground	Fissure
?	Ghost	Curse

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun
0	Ground	Mud Sport
9	Electric	Thunder Shock
17	Normal	Camouflage
25	Electric	Discharge
35	Flying	Bounce
45	Electric	Thunderbolt
55	Normal	Flail
?	Electric	Eerie Impulse
?	Normal	Pain Split

#619 Mienfoo



TYPE: Fight

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.9m / 3'00"
WEIGHT: 20kg / 44 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Inner Focus & Regenerator

EVOLUTION: First Stage.
Evolves by proving its strength.


#619 #620

Martial Arts Pokémon
They gather in small groups around the mountains to train and master new techniches. They use their sharp claws to damage their foes. Only those Mienfoo that excel at fighting in the group evolve.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound
9	Fight	Detect
17	Normal	Double Slap
25	Psychic	Calm Mind
33	Fight	Drain Punch
41	Bug	U-Turn
49	Flying	Bounce
57	Fight	Reversal
?	Psychic	Ally Switch
?	Normal	Endure

EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Meditate
13	Normal	Fake Out
21	Normal	Swift
29	Fight	Force Palm
37	Fight	Jump Kick
45	Fight	Quick Guard
50	Fight	High Jump Kick
61	Fight	Aura Sphere
?	Normal	Feint

#620 Mienshao



TYPE: Fight

STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 35kg / 78 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Inner Focus & Regenerator

EVOLUTION: Final Form.


#619 #620

Martial Arts Pokémon
By the time they evolve they already have many years of experience in fighting. They use the long fur on their arms as a whip to strike their opponents and will not stop until the foe is defeated.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound
0	Fight	Detect
17	Normal	Double Slap
25	Psychic	Calm Mind
33	Fight	Drain Punch
41	Bug	U-Turn
49	Flying	Bounce
56	Fight	High Jump Kick
63	Fight	Reversal
?	Dragon	Dual Chop
?	Normal	Endure

EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Meditate
0	Normal	Fake Out
21	Normal	Swift
29	Fight	Force Palm
37	Fight	Jump Kick
45	Rock	Wide Guard
56	Fight	High Jump Kick
70	Fight	Aura Sphere
?	Normal	Helping Hand

#621 Druddigon



TYPE: Dragon

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 139kg /306 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●○

ABILITIES: Rough Skin & Sheer Force

EVOLUTION: Final Form.


#621

Cave Pokémon
It runs through the narrow tunnels dug by Excadrill and Onix and uses its sharp claws to catch prey. It is cold blooded, and regularly takes sun baths to keep its energy. They are aggressive and territorial.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch	0	Normal	Leer
5	Dark	Hone Claws	9	Dark	Bite
13	Normal	Scary Face	18	Dragon	Dragon Rage
21	Normal	Slash	25	Dark	Crunch
27	Dragon	Dragon Claw	31	Normal	Chip Away
35	Fight	Revenge	40	Dark	Night Slash
45	Dragon	Dragon Tail	49	Normal	Rock Climb
55	Fight	Superpower	62	Dragon	Outrage
?	Fire	Fire Fang	?	Electric	Thunder Fang
?	Poison	Poison Tail			

#622 Golett



TYPE: Ground Ghost

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 92kg / 202 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Iron Fist & Klutz

EVOLUTION: First Stage. It is not possible to know what makes it Evolve.

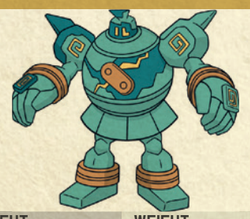

#622

#623

Automaton Pokémon
Very few have been seen in old ruins. These Pokémon are thought to have been created by the science of an ancient and mysterious civilization. The energy inside of it comes from an unkwown source.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound	0	Ghost	Astonish
0	Normal	Defense Curl	5	Ground	Mud Slap
9	Rock	Rollout	13	Ghost	Shadow Punch
17	Steel	Iron Defense	21	Normal	Mega Punch
25	Ground	Magnitude	36	Fight	Dynamic Punch
35	Ghost	Night Shade	40	Ghost	Curse
45	Ground	Earthquake	50	Fight	Hammer Arm
55	Fight	Focus Punch	?	Fire	Fire Punch
?	Electric	Thunder Punch	?	Ice	Ice Punch

#623 Golruk



TYPE: Ground Ghost

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 2.8m / 9'02"
WEIGHT: 660kg /1452 lbs

BASE HP: 9
DISOBEDIENCE: ●●●●●

ABILITIES: Iron Fist & Klutz

EVOLUTION: Final Form.


#622

#623

Automaton Pokémon
It is said that Golurk were ordered to protect people and Pokémon by the ancient people who created them. There are records of only one still alive found on the ruin, the rest are just statues now.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Phantom Phorce	0	Normal	Pound
0	Ghost	Astonish	0	Normal	Defense Curl
5	Ground	Mud Slap	9	Rock	Rollout
13	Ghost	Shadow Punch	17	Steel	Iron Defense
21	Normal	Mega Punch	25	Ground	Magnitude
30	Fight	Dynamic Punch	35	Ghost	Night Shade
40	Ghost	Curse	43	Steel	Heavy Slam
50	Ground	Earthquake	60	Fight	Hammer Arm
70	Fight	Focus Punch	?	Normal	Block
?	Psychic	Zen Headbutt	?	Fight	Drain Punch

#624 Pawniard



TYPE: Dark Steel

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 10kg / 22 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Defiant & Inner Focus

EVOLUTION: First Stage. Evolves after proving its strength.


#624

#625

Sharp Blade Pokémon
They live in groups commanded by Bisharp. They cling to their prey and inflict damage by sinking their blades. If battling dulls the blades, it sharpens them on stones by the river. It takes them years to evolve.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch	0	Normal	Leer
9	Bug	Fury Cutter	14	Dark	Torment
17	Dark	Feint Attack	22	Normal	Scary Face
25	Steel	Metal Claw	30	Normal	Slash
33	Dark	Assurance	38	Steel	Metal Sound
41	Dark	Embargo	46	Steel	Iron Defense
49	Dark	Night Slash	54	Steel	Iron Head
57	Normal	Swords Dance	62	Normal	Guillotine
?	Dark	Sucker Punch	?	Normal	Mean Look
?	Fight	Quick Guard			

#625 Bisharp



TYPE: Dark Steel

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 70kg / 154 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●○

ABILITIES: Defiant & Inner Focus

EVOLUTION: Final Form.


#624

#625

Sword Blade Pokémon
It leads a group of Pawniard. It battles to become the boss, but will be driven from the group if it loses. They are ruthless leaders and merciless with their foes. Weakness has no place among them.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Guillotine	0	Steel	Metal Burst
0	Normal	Scratch	0	Normal	Leer
0	Bug	Fury Cutter	0	Dark	Torment
17	Dark	Feint Attack	22	Normal	Scary Face
25	Steel	Metal Claw	30	Normal	Slash
33	Dark	Assurance	38	Steel	Metal Sound
41	Dark	Embargo	46	Steel	Iron Defense
49	Dark	Night Slash	57	Steel	Iron Head
63	Normal	Swords Dance	?	Dragon	Dual Chop
?	Psychic	Psycho Cut	?	Fight	Low Kick

#626 Bouffalant



TYPE: Normal

STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●○○
INSIGHT ●●●○○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 318kg /699 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Reckless & Sap Sipper

EVOLUTION: Final Form.


#626

Bash Buffalo Pokémon
They form herds on the coldest plains. They bash and headbutt to attack their foes. The fluffy fur on their heads absorbs damage to their skulls. Years ago, a Bouffalant derrailed a train with a bash.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Pursuit	0	Normal	Leer
6	Normal	Rage	11	Normal	Fury Attack
16	Normal	Horn Attack	21	Normal	Scary Face
26	Fight	Revenge	31	Normal	Head Charge
36	Normal	Focus Energy	41	Bug	Mega Horn
46	Fight	Reversal	50	Normal	Thrash
56	Normal	Swords Dance	61	Normal	Giga Impact
?	Normal	Skull Bash	?	Psychic	Zen Headbutt
?	Dragon	Outrage			

#627 Rufflet



TYPE: Normal Flying

STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 10kg / 23 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Keen Eye & Sheer Force

EVOLUTION: First Stage. Evolves after reaching maturity.


#627

#628

Eaglet Pokémon
This species only has males. They are independent from the moment they hatch. They will challenge even strong opponents, without fear. Their frequent fights help them become stronger.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Peck	0	Normal	Leer
5	Normal	Fury Attack	10	Flying	Wing Attack
14	Dark	Hone Claws	19	Normal	Scary Face
23	Flying	Aerial Ace	28	Normal	Slash
32	Flying	Defog	37	Flying	Tailwind
41	Flying	Air Slash	46	Normal	Crush Claw
50	Flying	Sky Drop	55	Normal	Whirlwind
59	Flying	Brave Bird	64	Normal	Thrash
?	Flying	Pluck	?	Fight	Superpower
?	Fire	Heat Wave			

#628 Braviary



TYPE: Normal Flying

STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 82kg / 182 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Keen Eye & Sheer Force

EVOLUTION: Final Form.


#627

#628

Valiant Pokémon
Brave, strong, loyal, and selfless; this Pokémon embodies the virtues of what a Pokémon companion should be. They are very rare and valued not only for their bravery but for their beautiful feathers.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Peck	0	Normal	Leer
0	Normal	Fury Attack	0	Flying	Wing Attack
14	Dark	Hone Claws	19	Normal	Scary Face
23	Flying	Aerial Ace	28	Normal	Slash
32	Flying	Defog	37	Flying	Tailwind
41	Flying	Air Slash	46	Normal	Crush Claw
50	Flying	Sky Drop	51	Fight	Superpower
57	Normal	Whirlwind	63	Flying	Brave Bird
70	Normal	Thrash	?	Flying	Sky Attack
?	Fire	Heat Wave	?	Fight	Superpower

#629 Vullaby

TYPE: Dark / Flying



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 9kg / 19 lbs

BASE HP: 3
DISOBEDIENCE: ●○○○○

ABILITIES: Big Pecks & Overcoat

Diapered Pokémon
This is a female-only species. They stay with their Mandibuzz mothers from birth until they can finally fly. They feed on the carrion meat the mothers bring back to the nest and keep the bones to make accessories.

EVOLUTION: First Stage.
Evolves after reaching maturity.



EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Gust
5	Normal	Fury Attack
14	Dark	Nasty Plot
23	Dark	Feint Attack
32	Flying	Defog
41	Flying	Air Slash
50	Dark	Embargo
59	Flying	Brave Bird
?	Normal	Scary Face
?	Steel	Iron Defense

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer
10	Flying	Pluck
19	Dark	Flatter
28	Dark	Punishment
37	Flying	Tailwind
46	Dark	Dark Pulse
55	Normal	Whirlwind
64	Flying	Mirror Move
?	Dark	Fake Tears

#630 Mandibuzz

TYPE: Dark / Flying



STRENGTH ●●○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 58kg / 127 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Big Pecks & Overcoat

Bone Vulture Pokémon
They fly in circles around the sky when they spot prey. They carry the carcass back to their nest with ease. They like to look beautiful and create ornaments and jewelry using bone pieces.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	Bone Rush
0	Flying	Gust
0	Normal	Fury Attack
14	Dark	Nasty Plot
23	Dark	Feint Attack
32	Flying	Defog
41	Flying	Air Slash
50	Dark	Embargo
63	Flying	Brave Bird
?	Dark	Fake Tears

EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Mirror Move
0	Normal	Leer
0	Flying	Pluck
19	Dark	Flatter
28	Dark	Punishment
37	Flying	Tailwind
46	Dark	Dark Pulse
57	Normal	Whirlwind
?	Normal	Scary Face
?	Steel	Iron Defense

#631 Heatmor

TYPE: Fire



STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.4m / 4'07"
WEIGHT: 58kg / 127 lbs

BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES: Gluttony & Flash Fire

Anteater Pokémon
It draws in air through its tail, then transforms it into fire and uses it like a tongue. You can see them defending Durant's colonies from predators so they can be the only ones who can eat them.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Hone Claws
0	Fire	Incinerate
6	Normal	Odor Sleuth
16	Fire	Fire Spin
26	Dark	Snatch
36	Bug	Bug Bite
44	Psychic	Amnesia
50	Normal	Stockpile
50	Normal	Spit Up
?	Dark	Night Slash
?	Fire	Fire Punch

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Ghost	Lick
11	Normal	Bind
21	Normal	Fury Swipes
31	Fire	Flame Burst
41	Normal	Slash
47	Fire	Flamethrower
50	Normal	Swallow
61	Fire	Inferno
?	Electric	Thunder Punch

#632 Durant

TYPE: Bug / Steel



STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 33kg / 72 lbs

BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES: Swarm & Hustle

Iron Ant Pokémon
Durant build complex mazes of tunnels in the mountains.
Each colony has hundreds of Durant, all playing different roles in driving Heatmor away from their nest as it is their only predator.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Steel	Metal Sound
0	Ground	Sand Attack
11	Dark	Bite
21	Steel	Metal Claw
31	Dark	Crunch
41	Ground	Dig
51	Bug	X-Scissor
61	Normal	Guillotine
?	Electric	Thunder Fang

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Vice Grip
6	Bug	Fury Cutter
16	Psychic	Agility
26	Bug	Bug Bite
36	Steel	Iron Head
46	Normal	Entrainment
56	Steel	Iron Defense
?	Normal	Screech
?	Fight	Superpower

#633 Deino

TYPE: Dark / Dragon



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 17kg / 38 lbs

BASE HP: 3
DISOBEDIENCE: ●●●○○

ABILITIES: Hustle

Irate Pokémon
This Pokémon is blind, It bites all it finds to be aware of its surroundings. It constantly bumps into things and attacks anything close to it. Their bodies are covered in wounds and they are very aggressive.

EVOLUTION: First Stage.
Evolves by overcoming its blindness.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
4	Normal	Focus Energy
12	Normal	Headbutt
20	Normal	Roar
28	Normal	Slam
38	Normal	Work Up
48	Normal	Body Slam
58	Normal	Hyper Voice
?	Rock	Head Smash
?	Fire	Fire Fang

EXPERIENCE COST	TYPE	MOVE NAME
0	Dragon	Dragon Rage
9	Dark	Bite
17	Dragon	Dragon Breath
25	Dark	Crunch
32	Dragon	Dragon Pulse
42	Dragon	Dragon Rush
50	Normal	Scary Face
62	Dragon	Outrage
?	Electric	Thunder Fang

#634 Zweilous

TYPE: Dark / Dragon



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

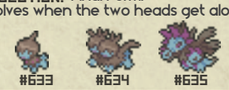
HEIGHT: 1.4m / 3'03"
WEIGHT: 50kg / 110 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●○

ABILITIES: Hustle

Hostile Pokémon
The two heads do not get along with eachother as they compete for food. For this reason , Zweilous usually eats more than it should. Touching it carelessly can get you attacked by one or both heads.

EVOLUTION: Final Form.
Evolves when the two heads get along.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Double Hit
0	Normal	Focus Energy
12	Normal	Headbutt
20	Normal	Roar
28	Normal	Slam
38	Normal	Work Up
48	Normal	Body Slam
64	Normal	Hyper Voice
?	Rock	Head Smash
?	Fire	Fire Fang

EXPERIENCE COST	TYPE	MOVE NAME
0	Dragon	Dragon Rage
0	Dark	Bite
17	Dragon	Dragon Breath
25	Dark	Crunch
32	Dragon	Dragon Pulse
42	Dragon	Dragon Rush
55	Normal	Scary Face
71	Dragon	Outrage
?	Electric	Thunder Fang

#635 Hydreigon

TYPE: Dark / Dragon



STRENGTH ●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 160kg /352 lbs

BASE HP: 6
DISOBEDIENCE: ●●●●●

ABILITIES: Levitate

Brutal Pokémon
This brutal Pokémon flies in the sky. Anything that moves seems like a foe to it, triggering its aggression. The heads on its arms do not have brains. They use all three heads to consume and destroy everything.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Dragon	Outrage
0	Normal	Tri Attack
0	Normal	Focus Energy
12	Normal	Headbutt
20	Normal	Roar
28	Normal	Slam
38	Normal	Work Up
48	Normal	Body Slam
?	Dragon	Draco Meteor
?	Ground	Earth Power

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Hyper Voice
0	Dragon	Dragon Rage
0	Dark	Bite
17	Dragon	Dragon Breath
25	Dark	Crunch
32	Dragon	Dragon Pulse
42	Dragon	Dragon Rush
55	Normal	Scary Face
?	Fire	Heat Wave

#636 Larvesta

TYPE: Bug / Fire



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 28kg / 63 lbs

BASE HP: 3
DISOBEDIENCE: ●●○○○

ABILITIES: Flame Body

Torch Pokémon
Very Rare. The base of volcanoes is where they make their homes. They shoot fire from their horns to repel attacks from enemies. It becomes a flaming cocoon for months before it finally evolves.

EVOLUTION: First Stage.
Evolves after cocooning for months.



EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Ember
10	Bug	Leech Life
30	Fire	Flame Charge
50	Normal	Double-Edge
70	Bug	Bug Buzz
90	Normal	Thrash
?	Normal	Harden
?	Psychic	Zen Headbutt

EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	String Shot
20	Normal	Take Down
40	Bug	Bug Bite
60	Fire	Flame Wheel
80	Psychic	Amnesia
100	Fire	Flare Blitz
?	Grass	Giga Drain

#637 Volcarona

TYPE: Bug / Fire



STRENGTH	●●○○○
DEXTERITY	●●●○○○
VITALITY	●●○○○
SPECIAL	●●●○○○○○
INSIGHT	●●●○○○

HEIGHT: 1.6m / 5'03" WEIGHT: 46kg / 101 lbs

BASE HP: 5 DISOBEDIENCE: ●●●○○

ABILITIES: Flame Body

EVOLUTION: Final Form.

#636 #637

Sun Pokémon
A sea of fire engulfs the surroundings of its battles, since it uses six wings to scatter blazing scales. There are stories of how its fire saved villages during winter and how it shone like the sun over the mountains.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Quiver Dance	0	Bug	Rage Powder
0	Fire	Fiery Dance	0	Psychic	Amnesia
0	Fire	Ember	0	Bug	String Shot
10	Bug	Leech Life	20	Flying	Gust
30	Fire	Fire Spin	40	Normal	Whirlwind
50	Bug	Silver Wind	60	Fire	Heat Wave
70	Bug	Bug Buzz	80	Normal	Thrash
90	Flying	Hurricane	100	Fire	Flare Blitz
?	Flying	Tailwind	?	Normal	Morning Sun
?	Electric	Magnet Rise			

#638 Cobalion

TYPE: Steel / Fight



STRENGTH	●●●●●●●●●●
DEXTERITY	●●●●●●●●●●
VITALITY	●●●●●●●●●●
SPECIAL	●●●●●●●●●●
INSIGHT	●●●●●●●●●●

HEIGHT: ?m / ?'??" WEIGHT: ???kg / ??? lbs

BASE HP: ? DISOBEDIENCE: ●●●●●

ABILITIES: Justified
Plot Device

EVOLUTION: Unknown.

#638

Pokédex has no data.
There is a story in Unova about four Pokémon that brought justice to the wrongdoers. Their Leader was calm and composed but unforgiving. Its cold stare forced you to obey its law.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#639 Terrakion

TYPE: Rock / Fight



STRENGTH	●●●●●●●●●●
DEXTERITY	●●●●●●●●●●
VITALITY	●●●●●●●●●●
SPECIAL	●●●●●●●●●●
INSIGHT	●●●●●●●●●●

HEIGHT: ?m / ?'??" WEIGHT: ???kg / ??? lbs

BASE HP: ? DISOBEDIENCE: ●●●●●

ABILITIES: Justified
Plot Device

EVOLUTION: Unknown.

#639

Pokédex has no data.
Legends in Unova tell about four Pokémon that rebelled against the unfair ruler. One of them trampled through the castle walls, destroying the fortress to free the trapped Pokémon inside.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#640 Virizion

TYPE: Grass / Fight



STRENGTH	●●●●●●●●●●
DEXTERITY	●●●●●●●●●●
VITALITY	●●●●●●●●●●
SPECIAL	●●●●●●●●●●
INSIGHT	●●●●●●●●●●

HEIGHT: ?m / ?'??" WEIGHT: ???kg / ??? lbs

BASE HP: ? DISOBEDIENCE: ●●●●●

ABILITIES: Justified
Plot Device

EVOLUTION: Unknown.

#640

Pokédex has no data.
An old tale in Unova mentions four Pokémon that fought against an evil army. The most beautiful of them was also the most swift and graceful in combat, it created an army of trees that won the battle.

#641 Tornadus

TYPE: Flying



STRENGTH	●●●●●●●●●●
DEXTERITY	●●●●●●●●●●
VITALITY	●●●●●●●●●●
SPECIAL	●●●●●●●●●●
INSIGHT	●●●●●●●●●●

HEIGHT: ?m / ?'??" WEIGHT: ???kg / ??? lbs

BASE HP: ? DISOBEDIENCE: ●●●●●

ABILITIES: Prankster & Regenerator
Plot Device

EVOLUTION: Unknown.

#641

Pokédex has no data.
Unova suffers from terrible tornados and devastating wind currents that leave houses and buildings in ruins. Some people claim a Pokémon riding the winds is responsible for all the devastation.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#642 Thundurus

TYPE: Electric / Flying



STRENGTH	●●●●●●●●●●
DEXTERITY	●●●●●●●●●●
VITALITY	●●●●●●●●●●
SPECIAL	●●●●●●●●●●
INSIGHT	●●●●●●●●●●

HEIGHT: ?m / ?'??" WEIGHT: ???kg / ??? lbs

BASE HP: ? DISOBEDIENCE: ●●●●●

ABILITIES: Prankster & Volt Absorb
Plot Device

EVOLUTION: Unknown.

#642

Pokédex has no data.
There are constant forest fires all through the Unova region. These fires are always the result of a giant thunder storm. Forest rangers tell about a blue demon's shadow that was inside the storm clouds.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#643 Reshiram

TYPE: Dragon / Fire



STRENGTH	●●●●●●●●●●
DEXTERITY	●●●●●●●●●●
VITALITY	●●●●●●●●●●
SPECIAL	●●●●●●●●●●
INSIGHT	●●●●●●●●●●

HEIGHT: ???kg / ??? lbs WEIGHT: ???kg / ??? lbs

BASE HP: ? DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.

#643

Pokédex has no data.

An Incredibly old scroll written in an ancient language, tells about a world of truth built by purifying fire. It also tells about a big dispute. The rest of the scroll is burned...

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
NO DATA					

#644 Zekrom

TYPE: Dragon / Electric



STRENGTH	●●●●●●●●●●
DEXTERITY	●●●●●●●●●●
VITALITY	●●●●●●●●●●
SPECIAL	●●●●●●●●●●
INSIGHT	●●●●●●●●●●

HEIGHT: ???kg / ??? lbs WEIGHT: ???kg / ??? lbs

BASE HP: ? DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.

#644

Pokédex has no data.
An old rock tablet full of ancient symbols tells the story of two brothers. One of them wanted a world of ideals built with the energy of the young. The rest of the stone is broken as if struck by lightning.

#645 Landorus

TYPE: Ground / Flying



STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ?m / ?'??"
WEIGHT: ???kg / ??? lbs
BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES:
Sand Force & Intimidate
Plot Device

EVOLUTION: Unknown.

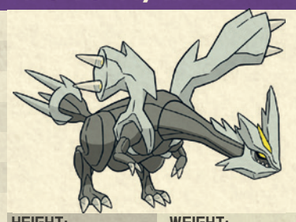

#645

Pokédex has no data.
Earthquakes and landslides raze Unova with frequency, but the places who suffer them are left with a plentiful harvest that year. Feared by some, revered by others who claim to have seen it.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	NO DATA				

#646 Kyurem

TYPE: Dragon / Ice



STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ?m / ?'??"
WEIGHT: ???kg / ??? lbs
BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES:
PLOT DEVICE

EVOLUTION: Unknown.


#646

Pokédex has no data.
Inside a remote and frozen cave there are some old paintings. They depict a giant dragon being thorn apart into a black shard and a white piece. The rest of the picture is now shattered fragments of ice.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	NO DATA				

#647 Keldeo

TYPE: Water / Fight



STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ?m / ?'??"
WEIGHT: ???kg / ??? lbs
BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES:
Justified
Plot Device

EVOLUTION: Unknown.


#647

Pokédex has no data.
Age-old fairy tales of Unova tell the story of four Pokémon that brought the land to a golden age. The young of the group was brave and naive. It could gallop on the water surface leaving a rainbow behind.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	NO DATA				

#648 Meloetta

TYPE: Normal / Psychic



STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ?m / ?'??"
WEIGHT: ???kg / ??? lbs
BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES:
Serene Grace
Plot Device

EVOLUTION: Unknown.


#648

Pokédex has no data.

There are old songs about a beautiful Pokémon that inspired the hearts of artists through its graceful dance and singing.

#649 Genesect

TYPE: Bug / Steel



STRENGTH ●●●●●●●●●●
DEXTERITY ●●●●●●●●●●
VITALITY ●●●●●●●●●●
SPECIAL ●●●●●●●●●●
INSIGHT ●●●●●●●●●●

HEIGHT: ?m / ?'??"
WEIGHT: ???kg / ??? lbs
BASE HP: ?
DISOBEDIENCE: ●●●●●

ABILITIES:
Download
Plot Device

EVOLUTION: Unknown.


#649

Pokédex has no data.
Fossil revival is now possible with our incredible technology.
Recently, some researchers sparked a controversial debate by altering the original forms of the revived Pokémon through artificial means.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	NO DATA				

Dedicate a part of your session to Trainers interacting with their Pokémon. Allow them to have fun and relax after a hard encounter or Gym battle.

Storyteller Note

Trainer Tips

To get the full experience of the world of Pokémon you must befriend your companions and create relationship with them.

Tips to befriend your Pokémon

1. Interact with them.
You should approach them, talk to them, feed them etc. They are not war machines, they are your pets and companions. If you ignore and neglect them they won't owe you any loyalty.

2. Fullfil their needs.
Not every Pokémon wants the same. Most Pokémon are simple creatures but they all want something to be happy. Try your best to help them attain it.

3. Allow them to roam and have fun.
Your Pokémon should not be held captive inside their Pokéballs all day, every day, only comming out to fight. Allow them to be out of the Pokéball and have fun.

4. Pamper them.
Regular grooming, delicious food, comfy beds and toys to play will make most of them wonder why were they living in a tree trunk or a burrow all this time?

5. Don't let them fight until they faint.
Fighting is dangerous but your Pokémon is willing to do it to protect you. You should take their safety into account and don't allow them to collapse in battle.

6. Teach them about the human world.
Pokémon do not understand the world the same way than you. You can teach them about it if you increase their Smart attribute so they can see what it has to offer.

Playing with your character's concept to interact with your Pokémon is always a wonderful idea. Take this example:

*Jeffery is the typical rebel young man, he plays a thug attitude to intimidate other's and they tend to keep out of his way. His Pokémon party consists on **Mighthyena**, **Koffing** and **Primeape**.*
Together they complement each other's attitude and form a great team of tough guys.

*One day, though, they come across an abandoned Pokémon Egg. Jeffery decides to take it home and after a few days it hatches. A baby **Igglybuff** is now a member of the team.*

*However, Jeffrey has a reputation to keep. He can't be seen around baby-sitting little **Igglybuff**! If he's going to make this work, little **Igglybuff** will need to learn a few things about attitude!*

*He gathers his party and through interacting with tough guys and learning their ways, little **Igglybuff** evolves into a strong, pink and kind of intimidating **Wigglytuff**.*

Jeffrey is still the bad boy in town, those who dare to look his way will now find two big and menacing blue eyes ready to chase them away.

#650 Chespin

TYPE: Grass



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
5	Grass	Vine Whip
11	Dark	Bite
18	Bug	Pin Missile
32	Grass	Seed Bomb
39	Fight	Bulk Up
45	Normal	Pain Split
?	Normal	Super Fang
?	Grass	Grass Pledge

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
8	Rock	Rollout
15	Grass	Leech Seed
27	Normal	Take Down
35	Ground	Mud Shot
42	Normal	Body Slam
48	Grass	Wood Hammer
?	Fight	Drain Punch

STRENGTH ●●○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.4m / 1'04"
WEIGHT: 9kg / 19 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Overgrow

Spiky Nut Pokémon
A small and curious Pokémon. They are rare to find but their nests have been found on chesnut trees. Their heads are covered by spikes and if there's a threat they roll into balls to protect themselves.

EVOLUTION: First Stage.
Evolves after reaching a certain age.



#651 Quilladin

TYPE: Grass



STRENGTH ●●○○
DEXTERITY ●●○
VITALITY ●●●○○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.7m / 2'04"
WEIGHT: 29kg / 63 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Overgrow

Spiny Armor Pokémon
It strengthens its lower body by running into sturdy things. It is a kind Pokémon that relies on its sturdy shell and sharp quills to deflect any foe trying to attack it. They never start a fight.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.

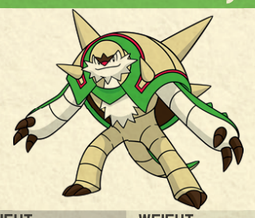


EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
5	Grass	Vine Whip
11	Dark	Bite
20	Bug	Pin Missile
30	Normal	Take Down
39	Ground	Mud Shot
48	Normal	Body Slam
55	Grass	Wood Hammer
?	Fight	Drain Punch

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
8	Rock	Rollout
15	Grass	Leech Seed
26	Grass	Needle Arm
35	Grass	Seed Bomb
44	Fight	Bulk Up
52	Normal	Pain Split
?	Steel	Iron Defense
?	Grass	Grass Pledge

#652 Chesnaught

TYPE: Grass / Fight



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Feint
0	Normal	Tackle
5	Grass	Vine Whip
11	Dark	Bite
20	Bug	Pin Missile
30	Normal	Take Down
39	Ground	Mud Shot
48	Normal	Body Slam
55	Grass	Wood Hammer
70	Normal	Giga Impact
?	Dragon	Dual Chop
?	Grass	Frenzy Plant

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Belly Drum
0	Normal	Growl
8	Rock	Rollout
15	Grass	Leech Seed
26	Grass	Needle Arm
35	Grass	Seed Bomb
44	Fight	Bulk Up
52	Normal	Pain Split
60	Fight	Hammer Arm
75	Grass	Spiky Shield
?	Grass	Synthesis

STRENGTH ●●●○○
DEXTERITY ●●○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 1.6m / 5'03"
WEIGHT: 90kg / 198 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Overgrow

Spiny Armor Pokémon
These Pokémon are known for taking defensive stances instead of charging into battle.
Many stories tell how during the old wars, Chesnaught protected their allies using their bodies.

EVOLUTION: Final Form.



#653 Fennekin

TYPE: Fire



STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●○○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.4m / 1'04"
WEIGHT: 9kg / 20 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Blaze

Fox Pokémon
This small and elusive Pokémon intimidates opponents by puffing hot air out of its ears. It likes to keep twigs and sticks nearby to munch them instead of snacks. They make good pets but they are pretty rare.

EVOLUTION: First Stage.
Evolves after reaching a certain age.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
5	Fire	Ember
14	Fire	Flame Charge
20	Fire	Fire Spin
27	Psychic	Light Screen
35	Fire	Flamethrower
41	Psychic	Psychic
46	Psychic	Magic Room
?	Psychic	Hypnosis
?	Fire	Fire Pledge

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tail Whip
11	Normal	Howl
17	Psychic	Psybeam
25	Normal	Lucky Chant
31	Psychic	Psyshock
38	Fire	Will-O-Wisp
43	Fire	Sunny Day
48	Fire	Fire Blast
?	Normal	Wish

#654 Braixen

TYPE: Fire



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
5	Fire	Ember
14	Fire	Flame Charge
22	Fire	Fire Spin
30	Psychic	Light Screen
41	Fire	Flamethrower
48	Psychic	Psychic
53	Psychic	Magic Room
?	Psychic	Wonder Room
?	Fire	Fire Pledge

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tail Whip
11	Normal	Howl
18	Psychic	Psybeam
27	Normal	Lucky Chant
34	Psychic	Psyshock
45	Fire	Will-O-Wisp
51	Fire	Sunny Day
55	Fire	Fire Blast
?	Normal	Wish

STRENGTH ●●○
DEXTERITY ●●○○
VITALITY ●●○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 14kg / 32 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Blaze

Fox Pokémon
Using friction from its tail fur, it sets the twig it carries on fire and launches into battle. The flame on the twig is used to send signals and to create patters out of the embers. It is said the twig is a magic wand.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.



#655 Delphox

TYPE: Fire / Psychic



STRENGTH ●●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●●○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 58kg / 127 lbs

BASE HP: 5
DISOBEDIENCE: ●○○○○

ABILITIES: Blaze

Fox Pokémon
It swirls its twig to create amazing flamethrowers. It gazes into the flame at the tip of its stick to achieve a focused state and rumor says that it can see the future within the glowing ember.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Role Play
0	Ghost	Shadow Ball
0	Normal	Scratch
5	Fire	Ember
14	Fire	Flame Charge
22	Fire	Fire Spin
30	Psychic	Light Screen
42	Fire	Flamethrower
51	Psychic	Psychic
56	Psychic	Magic Room
69	Psychic	Future Sight
?	Electric	Shock Wave

EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Switcheroo
0	Fire	Mystical Fire
0	Normal	Tail Whip
11	Normal	Howl
18	Psychic	Psybeam
27	Normal	Lucky Chant
34	Psychic	Psyshock
47	Fire	Will-O-Wisp
55	Fire	Sunny Day
61	Fire	Fire Blast
?	Fairy	Dazzling Gleam
?	Fire	Blast Burn

#656 Froakie

TYPE: Water



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound
5	Water	Bubble
10	Ghost	Lick
18	Normal	Smokescreen
25	Dark	Fling
35	Normal	Substitute
43	Normal	Double Team
?	Ground	Mud Sport
?	Water	Water Pledge

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
8	Normal	Quick Attack
14	Water	Water Pulse
21	Normal	Round
29	Rock	Smack Down
39	Flying	Bounce
48	Water	Hydro Pump
?	Poison	Toxic Spikes

STRENGTH ●●○
DEXTERITY ●●○○
VITALITY ●○○
SPECIAL ●●○
INSIGHT ●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 7kg / 15 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Torrent

Bubble Frog Pokémon
It protects its skin by covering its body in bubble foeam. Beneath its happy-go-lucky air, it keeps a watchful eye on its surroundings. It needs good discipline or it will be bad mannered with others.

EVOLUTION: First Stage.
Evolves after reaching a certain age.



#657 Frogadier

TYPE: Water



STRENGTH ●●○
DEXTERITY ●●●○○
VITALITY ●●○
SPECIAL ●●○○○
INSIGHT ●●○

HEIGHT: 0.6m / 2'00"
WEIGHT: 10kg / 24 lbs

BASE HP: 4
DISOBEDIENCE: ●●●○○

ABILITIES: Torrent

Bubble Frog Pokémon
It is incredibly hard to catch. It starts practicing its skills by throwing foam covered pebbles at foes. Many trainers find this rebelious stage very challenging to handle and end up being its targets of practice.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.



EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound
5	Water	Bubble
10	Ghost	Lick
20	Normal	Smokescreen
28	Dark	Fling
38	Normal	Substitute
48	Normal	Double Team
?	Ground	Mud Sport
?	Water	Water Pledge

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
8	Normal	Quick Attack
14	Water	Water Pulse
23	Normal	Round
33	Rock	Smack Down
44	Flying	Bounce
55	Water	Hydro Pump
?	Poison	Toxic Spikes

Kalos Pokédex

#658 Greninja

TYPE: Water / Dark

STRENGTH ●●●○○
DEXTERITY ●●●●○
VITALITY ●●○
SPECIAL ●●●○○
INSIGHT ●●○○○



HEIGHT: 1.5m / 5'00"
WEIGHT: 40kg / 88 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Torrent

Ninja Pokémon
It appears and vanishes with a ninja's grace. It toys with its enemies using swift movements, then slices them with throwing sharp water stars.
If it was not properly disciplined, it will never listen any master.

EVOLUTION: Final Form.


#656 #657 #658

EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Night Slash
0	Fight	Mat Block
0	Normal	Growl
8	Normal	Quick Attack
14	Water	Water Pulse
23	Ghost	Shadow Sneak
33	Dark	Feint Attack
43	Normal	Substitute
52	Normal	Double Team
60	Water	Hydro Pump
?	Poison	Gunk Shot

EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Role Play
0	Normal	Pound
5	Water	Bubble
10	Ghost	Lick
20	Normal	Smokescreen
28	Ground	Spikes
36	Water	Water Shuriken
49	Psychic	Extrasensory
56	Ice	Haze
?	Ice	Ice Punch
?	Water	Hydro Cannon

#659 Bunnelby

TYPE: Normal / Ground

STRENGTH ●○○
DEXTERITY ●●○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○



HEIGHT: 0.4m / 1'04"
WEIGHT: 5kg / 11 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Pick Up & Cheek Pouch

Digging Pokémon
It uses its ears as shovels, digging holes strengthens them so much that they can sever thick roots easily. They reproduce quickly and a handful of them can ravage a field of vegetables in just a few hours.

EVOLUTION: First Stage.
Evolves while still young.


#659 #660

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Normal	Leer
10	Normal	Double Slap
15	Normal	Take Down
20	Fight	Double Kick
29	Normal	Flail
38	Flying	Bounce
47	Normal	Facade
?	Normal	Defense Curl
?	Normal	Last Resort

EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Agility
7	Normal	Quick Attack
13	Ground	Mud Slap
18	Ground	Mud Shot
25	Normal	Odor Sleuth
33	Ground	Dig
42	Normal	Super Fang
49	Ground	Earthquake
?	Rock	Rollout

#660 Diggersby

TYPE: Normal / Ground

STRENGTH ●●○
DEXTERITY ●●●○
VITALITY ●●●○
SPECIAL ●●○
INSIGHT ●●○○



HEIGHT: 1m / 3'03"
WEIGHT: 42kg / 93 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Pick Up & Cheek Pouch

Digging Pokémon
A powerful excavator, its ears can reduce dense bedrock to rubble. After it has finished digging, it just lounges lazily. Some of them have been trained to work at construction sites with good results.

EVOLUTION: Final Form.


#659 #660

EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	Rototiller
0	Normal	Swords Dance
0	Psychic	Agility
7	Normal	Quick Attack
13	Ground	Mud Slap
18	Ground	Mud Shot
26	Normal	Odor Sleuth
37	Ground	Dig
48	Normal	Super Fang
57	Ground	Earthquake
?	Normal	Last Resort
?	Fire	Fire Punch

EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	Bulldoze
0	Normal	Tackle
0	Normal	Leer
10	Normal	Double Slap
15	Normal	Take Down
20	Fight	Double Kick
31	Normal	Flail
42	Flying	Bounce
53	Normal	Facade
60	Fight	Hammer Arm
?	Electric	Thunder Punch

#661 Fletchling

TYPE: Normal / Flying

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○



HEIGHT: 0.3m / 1'00"
WEIGHT: 1kg / 2 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Big Pecks

Tiny Robin Pokémon
These cute Pokémon send signals to one another with beautiful chirps and feather movements.
But despite the beauty of its lilting voice it is merciless to intruders that come close to its nest.

EVOLUTION: First Stage.
Evolves after reaching a certain age.


#661 #662 #663

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
6	Normal	Quick Attack
13	Psychic	Agility
21	Flying	Roost
29	Normal	Natural Gift
39	Flying	Acrobatics
45	Flying	Tailwind
?	Dark	Snatch
?	Flying	Air Cutter

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
10	Flying	Peck
16	Normal	Flail
25	Normal	Razor Wind
34	Fire	Flame Charge
41	Normal	Me First
48	Steel	Steel Wing
?	Fight	Quick Guard

#662 Fletchinder

TYPE: Fire / Flying

STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○



HEIGHT: 0.7m / 2'04"
WEIGHT: 16kg / 35 lbs

BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Flame Body

Ember Pokémon
From its beak, it expels embers to set tall grass on fire, then it pounces on the bewildered prey that pop out of the grass. Its body becomes engulfed in flames when it starts to battle. It is a fierce Pokémon.

EVOLUTION: Second Stage.
Evolves after reaching a certain age.


#661 #662 #663

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
6	Normal	Quick Attack
13	Psychic	Agility
17	Fire	Ember
27	Normal	Razor Wind
38	Fire	Flame Charge
46	Normal	Me First
55	Steel	Steel Wing
?	Fight	Quick Guard

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
10	Flying	Peck
16	Normal	Flail
25	Flying	Roost
31	Normal	Natural Gift
42	Flying	Acrobatics
51	Flying	Tailwind
?	Dark	Snatch
?	Fire	Heat Wave

#663 Talonflame

TYPE: Fire / Flying

STRENGTH ●●○○○
DEXTERITY ●●●○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○



HEIGHT: 1.2m / 4'00"
WEIGHT: 24kg / 54 lbs

BASE HP: 5
DISOBEDIENCE: ●●●○○

ABILITIES: Flame Body

Scorching Pokémon
They soar over desert canyons. If they spot prey they launch down at full speed to deliver a finishing blow. They are excellent hunters, with every wing flap they take, it leaves a trail of fire dust behind.

EVOLUTION: Final Form.


#661 #662 #663

EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Flare Blitz
0	Normal	Growl
0	Flying	Peck
17	Normal	Flail
25	Flying	Roost
33	Normal	Natural Gift
38	Flying	Acrobatics
50	Flying	Tailwind
62	Flying	Brave Bird
?	Fight	Quick Guard

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Normal	Quick Attack
13	Psychic	Agility
20	Fire	Ember
28	Normal	Razor Wind
36	Fire	Flame Charge
45	Normal	Me First
57	Steel	Steel Wing
?	Dark	Snatch
?	Fire	Heat Wave

#664 Scatterbug

TYPE: Bug

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●○○
INSIGHT ●○○



HEIGHT: 0.3m / 1'00"
WEIGHT: 2kg / 5 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Shield Dust & Compoundeyes

Scatterdust Pokémon
The powder that covers its body regulates its temperature so it is able to live in any region or climate. Whenever it is under attack it spews a black powder that causes paralysis on contact.

EVOLUTION: First Stage.
Evolves while still young.


#664 #665 #666

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
6	Grass	Stun Spore
?	Bug	Rage Powder

EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	String Shot
15	Bug	Bug Bite

#665 Spewpa

TYPE: Bug

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●○○



HEIGHT: 0.3m / 1'00"
WEIGHT: 8kg / 18 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Shed Skin

Scatterdust Pokémon
It remains hidden inside old logs. When predators attack, it quickly bristles the fur covering its body to scare them. Bird Pokémon have a hard time trying to eat it with all the dust it releases as protection.

EVOLUTION: Second Stage.
Evolves after 15 days.


#664 #665 #666

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Harden
?	Steel	Iron Defense

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Protect
?	Electric	Electro Web

#666 Vivillon



TYPE: Bug / Flying

STRENGTH ●●○
DEXTERITY ●●○○
VITALITY ●●○
SPECIAL ●●○○
INSIGHT ●●○

HEIGHT: 1.2m / 4'00"
WEIGHT: 17kg / 37 lbs
BASE HP: 5
DISOBEDIENCE: ●●●●●
ABILITIES: Shield Dust & Compoundeyes

Scale Pokémon
The patterns on this Pokémon's wings depend on the climate it grows and the flowers it feeds on. A famous Pokémon breeder made one develop a Pokéball pattern, it was sold for a million dollars.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Powder	0	Grass	Sleep Powder
0	Poison	Poison Powder	0	Grass	Stun Spore
0	Flying	Gust	0	Psychic	Light Screen
12	Bug	Struggle Bug	17	Psychic	Psybeam
21	Normal	Supersonic	25	Fairy	Draining Kiss
31	Grass	Aromatherapy	35	Bug	Bug Buzz
41	Normal	Safeguard	45	Bug	Quiver Dance
50	Flying	Hurricane	?	Grass	Giga Drain
?	Electric	Electro Web	?	Flying	Tailwind

#667 Litleo



TYPE: Fire / Normal

STRENGTH ●●○
DEXTERITY ●●○○
VITALITY ●●○
SPECIAL ●●○○
INSIGHT ●●○

HEIGHT: 0.6m / 2'00"
WEIGHT: 13kg / 29 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●
ABILITIES: Rivalry & Unnerve

Lion Cub Pokémon
Quick on temper and to take on a fight, they use their mane to scorch their enemies. Some of them set off from their pride to live alone. Only those who develop a full mane get to lead their own pride.

EVOLUTION: First Stage.
Evolves after reaching maturity.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Leer
5	Fire	Ember	8	Normal	Work Up
11	Normal	Headbutt	15	Normal	Noble Roar
20	Normal	Take Down	23	Fire	Fire Fang
28	Normal	Endeavor	33	Normal	Echoed Voice
36	Fire	Flamethrower	39	Dark	Crunch
43	Normal	Hyper Voice	46	Fire	Incinerate
50	Fire	Overheat	?	Fire	Heat Wave
?	Normal	Helping Hand	?	Normal	Endure

#668 Pyroar



TYPE: Fire / Normal

STRENGTH ●●○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●○

HEIGHT: 1.5m / 5'00"
WEIGHT: 162kg /356 lbs
BASE HP: 5
DISOBEDIENCE: ●●●○○
ABILITIES: Rivalry & Unnerve

Royal Pokémon
The male with the largest fire mane is the leader of the pride. The females have a long mane strip. Whenever they roar they also let out a fiery breath. Not many Pokémon dare to mess with them.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Hyper Beam	0	Normal	Tackle
0	Normal	Leer	5	Fire	Ember
8	Normal	Work Up	11	Normal	Headbutt
15	Normal	Noble Roar	20	Normal	Take Down
23	Fire	Fire Fang	28	Normal	Endeavor
33	Normal	Echoed Voice	38	Fire	Flamethrower
42	Dark	Crunch	48	Normal	Hyper Voice
51	Fire	Incinerate	57	Fire	Overheat
?	Fire	Heat Wave	?	Normal	Helping Hand
?	Normal	Endeavor			

#669 Flabébé



TYPE: Fairy

STRENGTH ●○○
DEXTERITY ●○○
VITALITY ●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.1m / 0'04"
WEIGHT: 0.1kg / 0.2 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●
ABILITIES: Flower Veil

Single Bloom Pokémon
This species is female only. They are so tiny it is difficult to spot them in the wild. They pick a flower as soon as they are born and it becomes a part of their body. These small Pokémon are shy but adorable.

EVOLUTION: First Stage.
Evolves with the energy of flowers.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Grass	Vine Whip
6	Fairy	Fairy Wind	10	Normal	Lucky Chant
15	Grass	Razor leaf	20	Normal	Wish
22	Grass	Magical Leaf	24	Grass	Grassy Terrain
28	Grass	Petal Blizzard	33	Grass	Aromatherapy
37	Fairy	Misty Terrain	41	Fairy	Moonblast
45	Grass	Petal Dance	48	Grass	Solar Beam
?	Normal	Heal Bell	?	Normal	Camouflage
?	Psychic	Magic Coat			

#670 Floette



TYPE: Fairy

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●○○
INSIGHT ●●●○○

HEIGHT: 0.2m / 0'08"
WEIGHT: 1kg / 2 lbs
BASE HP: 4
DISOBEDIENCE: ●●●●●
ABILITIES: Flower Veil

Fairy Pokémon
It flutters around flower meadows and takes care of buds that are starting to wilt. People who fill their gardens with their preferred flower recieve its visit every spring. They are loyal and caring Pokémon.

EVOLUTION: Second Stage.
Evolves with a Shiny Stone



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Grass	Vine Whip
6	Fairy	Fairy Wind	10	Normal	Lucky Chant
15	Grass	Razor leaf	20	Normal	Wish
25	Grass	Magical Leaf	27	Grass	Grassy Terrain
33	Grass	Petal Blizzard	38	Grass	Aromatherapy
43	Fairy	Misty Terrain	46	Fairy	Moonblast
51	Grass	Petal Dance	58	Grass	Solar Beam
?	Normal	Heal Bell	?	Normal	Camouflage
?	Psychic	Magic Coat			

#671 Florges



TYPE: Fairy

STRENGTH ●●○
DEXTERITY ●●●○
VITALITY ●●○
SPECIAL ●●●○○
INSIGHT ●●●○○

HEIGHT: 1.1m / 3'07"
WEIGHT: 10kg / 22 lbs
BASE HP: 5
DISOBEDIENCE: ●●●●●
ABILITIES: Flower Veil

Garden Pokémon
In times long past, castle rulers would invite Florges to create flower gardens to embellish their domains. Florges claim beautiful meadows as their territories but they are kind and merciful with visitors.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Disarming Voice	0	Fairy	Flower Shield
10	Normal	Lucky Chant	20	Normal	Wish
25	Grass	Magical Leaf	27	Grass	Grassy Terrain
33	Grass	Petal Blizzard	38	Grass	Aromatherapy
43	Fairy	Misty Terrain	46	Fairy	Moonblast
51	Grass	Petal Dance	58	Grass	Grass Knot
?	Normal	Heal Bell	?	Grass	Synthesis
?	Psychic	Magic Coat			

#672 Skiddo



TYPE: Grass

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.9m / 3'00"
WEIGHT: 31kg / 68 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●
ABILITIES: Sap Sipper

Mount Pokémon
It's thought to be one of the first Pokémon to live in harmony with humans. If it has sunshine and water it doesn't need to eat – the leaves on its back will produce the energy for it.

EVOLUTION: First Stage.
Evolves after reaching a certain age.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Growth
7	Grass	Vine Whip	9	Normal	Tail Whip
12	Grass	Leech Seed	13	Grass	Razor Leaf
16	Grass	Worry Seed	20	Grass	Synthesis
22	Normal	Take Down	26	Ground	Bulldoze
30	Grass	Seed Bomb	34	Fight	Bulk Up
38	Normal	Double-Edge	42	Grass	Horn Leech
45	Grass	Leaf Blade	50	Normal	Milk Drink
?	Psychic	Zen Headbutt	?	Normal	Endure
?	Normal	Defense Curl			

#673 Gogoat



TYPE: Grass

STRENGTH ●●●○○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●○○
INSIGHT ●●○

HEIGHT: 1.7m / 5'07"
WEIGHT: 182kg /400 lbs
BASE HP: 5
DISOBEDIENCE: ●●●●●
ABILITIES: Sap Sipper

Mount Pokémon
In the wild, they inhabit mountain regions with the leader of the herd decided by a battle of clashing horns. People rely on Gogoat to get them through harsh terrains as it always knows where you want to go.

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Growl
7	Grass	Vine Whip	9	Normal	Tail Whip
12	Grass	Leech Seed	13	Grass	Razor Leaf
16	Grass	Worry Seed	20	Grass	Synthesis
22	Normal	Take Down	26	Ground	Bulldoze
30	Grass	Seed Bomb	34	Fight	Bulk Up
40	Normal	Double-Edge	47	Grass	Horn Leech
55	Grass	Leaf Blade	58	Normal	Milk Drink
60	Ground	Earthquake	65	Flying	Aerial Ace
?	Psychic	Zen Headbutt	?	Flying	Bounce
?	Fight	Superpower			

#674 Pancham



TYPE: Fight

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.6m / 2'00"
WEIGHT: 8kg / 17 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Iron Fist & Mold Breaker

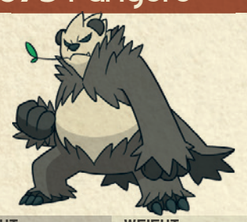
Playful Pokémon
It lives in bamboo forests. It is very energetic and playful, but wants to be taken seriously. It has a hard time due to its cute appearance, for this reason it may start hanging out with the wrong crowd.

EVOLUTION: First Stage. Evolves after hanging out with Dark Types.


#674 #675

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Leer
7	Fight	Arm Thurst	10	Normal	Work Up
12	Fight	Karate Chop	15	Normal	Comet Punch
20	Normal	Slash	25	Fight	Circle Throw
27	Fight	Vital Throw	33	Normal	Body Slam
39	Dark	Crunch	42	Normal	Entrainment
45	Dark	Parting Shot	48	Fight	Sky Upercut
?	Ice	Ice Punch	?	Electric	Thunder Punch
?	Fire	Fire Punch			

#675 Pangoro



TYPE: Fight / Dark

STRENGTH ●●●○○○
DEXTERITY ●●○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 2.1m / 2'00"
WEIGHT: 204kg /448 lbs

BASE HP: 7
DISOBEDIENCE: ●●○○○

ABILITIES: Iron Fist & Mold Breaker

Daunting Pokémon
Although this pokemon has a violent temperament, it won't put up with bullying. It charges ahead and slams its opponents like a berserker, totally disregarding its own safety.
Its migthy arms can send you flying.

EVOLUTION: Final Form.


#674 #675

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Leer
7	Fight	Arm Thurst	10	Normal	Work Up
12	Fight	Karate Chop	15	Normal	Comet Punch
20	Normal	Slash	25	Fight	Circle Throw
27	Fight	Vital Throw	35	Normal	Body Slam
42	Dark	Crunch	45	Normal	Entrainment
48	Dark	Parting Shot	52	Fight	Sky Upercut
57	Fight	Hammer Arm	65	Dark	Taunt
70	Fight	Low Sweep	?	Dragon	Outrage
?	Fight	Focus Punch	?	Fight	Drain Punch

#676 Furfrou



TYPE: Normal

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.2m / 4'00"
WEIGHT: 28kg / 61 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Fur Coat

Poodle Pokémon
Historically, these Pokémon were the designated guardians of the kings. They are popular pets now and people love to trim their fur into exotic hairstyles. But their protective nature has never been lost.

EVOLUTION: Final Form.


#676

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Growl
5	Ground	Sand Attack	9	Fairy	Baby-Doll Eyes
12	Normal	Headbutt	15	Normal	Tail Whip
22	Dark	Bite	27	Normal	Odor Sleuth
33	Normal	Retaliate	35	Normal	Take Down
38	Fairy	Charm	42	Dark	Sucker Punch
48	Grass	Cotton Guard	?	Normal	Hyper Voice
?	Normal	Last Resort	?	Normal	Work Up

#677 Espurr



TYPE: Psychic

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 7 lbs

BASE HP: 3
DISOBEDIENCE: ●○○○○

ABILITIES: Keen Eye & Infiltrator

Restraint Pokémon
The organs that emit its intense psychic power are tucked under its ears to keep energy from escaping. It still does not control its power and could destroy something without realizing it.

EVOLUTION: First Stage.
Evolves by learning to control its powers.


#677 #678

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch	0	Normal	Leer
5	Normal	Covet	9	Psychic	Confusion
13	Psychic	Light Screen	17	Psychic	Psybeam
19	Normal	Fake Out	22	Fairy	Disarming Voice
25	Psychic	Psyshock	?	Bug	Signal Beam
?	Psychic	Barrier	?	Normal	Yawn

#678 Meowstic



TYPE: Psychic

STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.6m / 2'07"
WEIGHT: 8kg / 18 lbs

BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES: Keen Eye & Infiltrator

Constraint Pokémon
The eye patterns on the interior of its ears emit psychic energy. It keeps them tightly covered because the power can be overwhelming.
Females are white in color and more aggressive than the males.

EVOLUTION: Final Form.


#677 #678

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Quick Guard	0	Normal	Mean Look
0	Normal	Helping Hand	0	Normal	Scratch
0	Normal	Leer	5	Normal	Covet
9	Psychic	Confusion	13	Psychic	Light Screen
17	Psychic	Psybeam	19	Normal	Fake Out
22	Fairy	Disarming Voice	25	Psychic	Psyshock
28	Fairy	Charm	31	Psychic	Miracle Eye
35	Psychic	Reflect	40	Psychic	Psychic
43	Psychic	Role Play	45	Psychic	Imprison
48	Dark	Sucker Punch	50	Fairy	Misty Terrain
?	Normal	Heal Bell	?	Electric	Shock Wave
?	Psychic	Barrier			

#679 Honedge



TYPE: Steel / Ghost

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●●○○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 2kg / 4 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●○

ABILITIES: No Guard

Sword Pokémon
During ancient war times this ruthless Pokémon was born from the spirits of warriors who died in battle. It is a cursed sword that seeks revenge and bloodshed. It will drain the life energy of anyone that wields it.

EVOLUTION: First Stage.
Evolves by the hand of a worthy weilder.


#679 #680 #681

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Swords Dance
5	Bug	Fury Cutter	8	Steel	Metal Sound
13	Dark	Pursuit	18	Steel	Autotomize
20	Ghost	Shadow Sneak	22	Flying	Aerial Ace
26	Normal	Retaliate	29	Normal	Slash
32	Steel	Iron Defense	35	Dark	Night Slash
39	Psychic	Power Trick	42	Steel	Iron Head
47	Fight	Sacred Sword	?	Ghost	Destiny Bond
?	Ghost	Spite	?	Rock	Wide Guard

#680 Doublade



TYPE: Steel / Ghost

STRENGTH ●●●○○○
DEXTERITY ●○○
VITALITY ●●●●○○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 5kg / 10 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●○

ABILITIES: No Guard

Sword Pokémon
Both swords share a telepathic link to coordinate attacks and slash their enemies to shreds. They feed on the rage of their wielder and promise to make him unbetable at the cost of his flesh and soul.

EVOLUTION: Second Stage.
Evolves with a Dusk Stone.


#679 #680 #681

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Swords Dance
5	Bug	Fury Cutter	8	Steel	Metal Sound
13	Dark	Pursuit	18	Steel	Autotomize
20	Ghost	Shadow Sneak	22	Flying	Aerial Ace
26	Normal	Retaliate	29	Normal	Slash
32	Steel	Iron Defense	36	Dark	Night Slash
41	Psychic	Power Trick	45	Steel	Iron Head
51	Fight	Sacred Sword	?	Ghost	Destiny Bond
?	Ghost	Spite	?	Rock	Wide Guard

#681 Aegislash



TYPE: Steel / Ghost

STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○○○○
SPECIAL ●●○○
INSIGHT ●●○○○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 53kg / 116 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●●

ABILITIES: Stance Change

Royal Sword Pokémon
The legend tells of how this Pokémon lead the first King of Kalos to victory. While in this form it can only use support moves and has its Strength switched to Vitality and its Special to Insight.

EVOLUTION: Final Form.


#679 #680 #681

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Fury Cutter	0	Dark	Pursuit
0	Steel	Autotomize	0	Ghost	Shadow Sneak
0	Flying	Aerial Ace	0	Normal	Slash
0	Steel	Iron Defense	0	Dark	Night Slash
0	Psychic	Power Trick	0	Steel	Iron Head
51	Rock	Head Smash	65	Fight	Sacred Sword
?	Electric	Magnet Rise	?	Ghost	Destiny Bond
?	Ghost	Spite			

#681 Aegislash

Steel / Ghost



HEIGHT: 1.7m / 5'07"
WEIGHT: 53kg / 116 lbs

Royal Sword Pokémon
Those who weild this sword hear whispers of bloodlust and power. While in this form it can only use support moves and has its Vitality switched to Strength and its Insight to Special.

STRENGTH ●●○○○○○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●●○○○○○
INSIGHT ●●○

BASE HP: 5
DISOBEDIENCE: ○○○○○

ABILITIES: Stance Change

EVOLUTION: Final Form.


#679 #680 #681

		MOVE NAME	EXPERIENCE COST		MOVE NAME
0	Bug	Fury Cutter	0	Dark	Pursuit
0	Steel	Autotomize	0	Ghost	Shadow Sneak
0	Flying	Aerial Ace	0	Normal	Slash
0	Steel	Iron Defense	0	Dark	Night Slash
0	Psychic	Power Trick	0	Steel	Iron Head
51	Rock	Head Smash	65	Fight	Sacred Sword
?	Electric	Magnet Rise	?	Ghost	Destiny Bond
?	Ghost	Spite			

#682 Spritzee

TYPE: Fairy



HEIGHT: 0.2m / 0'08"
WEIGHT: 0.5kg / 1 lbs

Perfume Pokémon
In the past, rather than using a perfume, royal ladies had a Spritzee that would waft a fragrance they liked. They are popular today for this same reason. They are said to attract the opposite gender to you.

STRENGTH ●●○
DEXTERITY ●○○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Healer

EVOLUTION: First Stage.
Evolves after being Traded holding an item.


#682 #683

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Sweet Scent	0	Fairy	Fairy Wind
6	Fairy	Sweet Kiss	8	Normal	Odor Sleuth
13	Normal	Echoed Voice	17	Psychic	Calm Mind
21	Fairy	Draining Kiss	25	Grass	Aromatherapy
29	Normal	Attract	31	Fairy	Moonblast
35	Fairy	Charm	38	Normal	Flail
42	Fairy	Misty Terrain	44	Psychic	Skill Swap
48	Psychic	Psychic	50	Fairy	Disarming Voice
?	Normal	Captivate	?	Normal	Disable
?	Normal	Covet			

#683 Aromatisse

TYPE: Fairy



HEIGHT: 0.8m / 2'07"
WEIGHT: 15kg / 34 lbs

Fragance Pokémon
Its scent is so overpowering that makes it difficult to simply be in close proximity to it. It emits scents that its foes dislike in order to gain an edge in battle. They can also produce pleasant and healing aromas.

STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●○○

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Healer

EVOLUTION: Final Form.
It was holding a very fragant item.


#682 #683

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Aromatic Mist	0	Psychic	Heal Pulse
0	Normal	Sweet Scent	0	Fairy	Fairy Wind
6	Fairy	Sweet Kiss	8	Normal	Odor Sleuth
13	Normal	Echoed Voice	17	Psychic	Calm Mind
21	Fairy	Draining Kiss	25	Grass	Aromatherapy
29	Normal	Attract	31	Fairy	Moonblast
35	Fairy	Charm	38	Normal	Flail
42	Fairy	Misty Terrain	44	Psychic	Skill Swap
48	Psychic	Psychic	53	Fairy	Disarming Voice
57	Psychic	Reflect	64	Normal	Psych Up
?	Normal	Captivate	?	Normal	Disable
?	Fight	Drain Punch			

#684 Swirlix

TYPE: Fairy



HEIGHT: 0.4m / 1'04"
WEIGHT: 3kg / 7 lbs

Cotton Candy Pokémon
Because it eats nothing but sweet fruit, honey and sugars, its fur is as sticky and sweet as cotton candy. To entangle its opponents in battle, it extrudes white and sticky threads but the foes end up eating them.

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Sweet Veil

EVOLUTION: First Stage.
Evolves after being Traded holding an item.


#684 #685

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Sweet Scent
5	Fairy	Fairy Wind	8	Normal	Play Nice
10	Dark	Fake Tears	13	Normal	Round
17	Grass	Cotton Spore	21	Normal	Endeavor
26	Grass	Aromatherapy	31	Fairy	Draining Kiss
36	Grass	Energy Ball	41	Grass	Cotton Guard
45	Normal	Wish	49	Fairy	Play Rough
58	Psychic	Light Screen	67	Normal	Safeguard
?	Poison	Gastro Acid	?	Normal	Helping Hand
?	Normal	Copycat			

#685 Slurpuff

TYPE: Fairy



HEIGHT: 0.8m / 2'07"
WEIGHT: 5kg / 11 lbs

Meringue Pokémon
This Pokémon lives in human cities and towns. It has an extremeley keen sense of smell.
It puts its sensitive nose to use by helping bakers and chefs to find the most delicious ingredients.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Sweet Veil

EVOLUTION: Final Form.
It was holding a delicious pastry.


#684 #685

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Sweet Scent
5	Fairy	Fairy Wind	8	Normal	Play Nice
10	Dark	Fake Tears	13	Normal	Round
17	Grass	Cotton Spore	21	Normal	Endeavor
26	Grass	Aromatherapy	31	Fairy	Draining Kiss
36	Grass	Energy Ball	41	Grass	Cotton Guard
45	Normal	Wish	49	Fairy	Play Rough
58	Psychic	Light Screen	67	Normal	Safeguard
?	Normal	Belly Drum	?	Fight	Drain Punch
?	Normal	Copycat			

#686 Inkay

TYPE: Dark / Psychic



HEIGHT: 0.4m / 1'04"
WEIGHT: 3kg / 7 lbs

Revolving Pokémon
It lives at the darkest parts of the sea. The spots on its body flash to confuse predators and give it the opportunity to scuttle away. From time to time it likes to float upside down, it means it's close to evolving.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Contrary & Suction Cups

EVOLUTION: Second Stage.
Evolves after reaching a certain age.


#686 #687

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Flying	Peck
0	Normal	Constrict	4	Psychic	Reflect
8	Dark	Foul Play	12	Normal	Swagger
13	Psychic	Psywave	15	Dark	Topsy-Turvy
18	Psychic	Hypnosis	21	Psychic	Psybeam
23	Dark	Switcheroo	27	Dark	Payback
31	Psychic	Light Screen	35	Flying	Pluck
39	Psychic	Psycho Cut	43	Normal	Slash
46	Dark	Night Slash	48	Fight	Superpower
?	Psychic	Power Split	?	Dark	Knock Off
?	Normal	Simple Beam			

#687 Malamar

TYPE: Dark / Psychic



HEIGHT: 1.5m / 5'00"
WEIGHT: 47kg / 103 lbs

Overturning Pokémon
It lures prey close with hypnotic motions, then wraps its tentacles around it before finishing it off to eat it. This Pokémon are difficult to handle as they use their psychic abilities to do evil.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○
INSIGHT ●●○○

BASE HP: 5
DISOBEDIENCE: ○○○○

ABILITIES: Contrary & Suction Cups

EVOLUTION: Final Form.


#686 #687

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Reversal	0	Normal	Tackle
0	Flying	Peck	0	Normal	Constrict
4	Psychic	Reflect	8	Dark	Foul Play
12	Normal	Swagger	13	Psychic	Psywave
15	Dark	Topsy-Turvy	18	Psychic	Hypnosis
21	Psychic	Psybeam	23	Dark	Switcheroo
27	Dark	Payback	31	Psychic	Light Screen
35	Flying	Pluck	39	Psychic	Psycho Cut
43	Normal	Slash	46	Dark	Night Slash
48	Fight	Superpower	?	Psychic	Power Split
?	Dark	Knock Off	?	Normal	Simple Beam

#688 Binacle

TYPE: Rock / Water



HEIGHT: 0.5m / 1'08"
WEIGHT: 31kg / 68 lbs

Two-Handed Pokémon
In the shallow sea, two Binacle live inside a hollow rock. If they don't get along, one of them will move to a different rock. They eat the sea weed that washes up on the shore and help eachother to survive.

STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●○○
INSIGHT ●●○○

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Tough Claws & Sniper

EVOLUTION: First Stage.
Evolves when the two heads reproduce.


#688 #689

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Shell Smash	0	Normal	Scratch
0	Ground	Sand Attack	4	Water	Water Gun
7	Water	Withdraw	10	Normal	Fury Swipes
13	Normal	Slash	16	Ground	Mud Slap
20	Water	Clamp	24	Rock	Rock Polish
28	Rock	Ancient Power	32	Dark	Hone Claws
37	Bug	Fury Cutter	41	Dark	Night Slash
45	Water	Razor Shell	49	Fight	Cross Chop
?	Normal	Helping Hand	?	Rock	Stealth Rock
?	Normal	Tickle			

#689 Barbaracle

TYPE: Rock / Water



STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 96kg / 211 lbs
BASE HP: 4
DISOBEDIENCE: ●○○○○

ABILITIES: Tough Claws & Sniper

EVOLUTION: Final Form.


#688 #689

Collective Pokémon
When they evolve, the two Binacle multiply into seven. They all defend the rock they live in but each one has a mind of their own and will move independently – They tend to follow the head's orders, though.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Shell Smash
0	Ground	Sand Attack
7	Water	Withdraw
13	Normal	Slash
20	Water	Clamp
28	Rock	Ancient Power
37	Bug	Fury Cutter
48	Water	Razor Shell
60	Rock	Stone Edge
?	Normal	Helping Hand
?	Steel	Iron Defense

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch
4	Water	Water Gun
10	Normal	Fury Swipes
16	Ground	Mud Slap
24	Rock	Rock Polish
32	Dark	Hone Claws
44	Dark	Night Slash
55	Fight	Cross Chop
65	Normal	Skull Bash
?	Dragon	Dual Chop

#690 Skrelp

TYPE: Poison / Water



STRENGTH ●●○○
DEXTERITY ●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 7kg / 16 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Poison Point & Poison Touch

EVOLUTION: First Stage.
Evolves after its poison becomes deadly.


#690 #691

Mock Kelp Pokémon
Camouflaged as rotten kelp they spray liquid poison on a prey that approaches unaware. It needs to store a lot of energy to be able to evolve so it takes them a long time. Touching one will give you a fever.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Water	Water Gun
9	Normal	Tail Whip
15	Poison	Acid
23	Poison	Poison Tail
28	Normal	Double Team
35	Water	Aqua Tail
42	Water	Hydro Pump
?	Poison	Acid Armor
?	Poison	Venom Drench

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Smokescreen
5	Dark	Feint Attack
12	Water	Bubble
19	Normal	Camouflage
25	Water	Water Pulse
32	Poison	Toxic
38	Poison	Slugde Bomb
49	Dragon	Dragon Pulse
?	Poison	Toxic Spikes

#691 Dragalgae

TYPE: Poison / Dragon



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●●○○○

HEIGHT: 1.8m / 6'00"
WEIGHT: 81kg / 180 lbs
BASE HP: 6
DISOBEDIENCE: ●●●●○

ABILITIES: Poison Point & Poison Touch

EVOLUTION: Final Form.


#690 #691

Mock Kelp Pokémon
Their poison is strong enough to eat through the hull of a tanker, and they spit it indiscriminately at anything that enters their territory. Touching them can be fatal if you are not treated within a few hours.

EXPERIENCE COST	TYPE	MOVE NAME
0	Dragon	Twister
0	Normal	Tackle
0	Water	Water Gun
9	Normal	Tail Whip
15	Poison	Acid
23	Poison	Poison Tail
28	Normal	Double Team
35	Water	Aqua Tail
42	Water	Hydro Pump
?	Poison	Acid Armor
?	Dragon	Outrage

EXPERIENCE COST	TYPE	MOVE NAME
0	Dragon	Dragon Tail
0	Normal	Smokescreen
5	Dark	Feint Attack
12	Water	Bubble
19	Normal	Camouflage
25	Water	Water Pulse
32	Poison	Toxic
38	Poison	Slugde Bomb
53	Dragon	Dragon Pulse
?	Poison	Gunk Shot

#692 Clauncher

TYPE: Water



STRENGTH ●●○○
DEXTERITY ●○○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 8kg / 18 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Mega Launcher

EVOLUTION: First Stage.
Evolves after reaching a certain size.


#692 #693

Water Gun Pokémon
They live in beaches and shallow waters. They can knock down a flying prey by shooting water from their massive claws. Their shell is very though but their meat is delicious.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Splash
7	Water	Water Sport
12	Water	Bubble
20	Water	Bubble Beam
30	Water	Crabhammer
39	Rock	Smack Down
48	Water	Muddy Water
?	Normal	Helping Hand

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun
9	Normal	Vice Grip
16	Normal	Flail
25	Normal	Swords Dance
34	Water	Water Pulse
43	Water	Aqua Jet
?	Ice	Icy Wind
?	Normal	Endure

#693 Clawitzer

TYPE: Water



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 35kg / 77 lbs
BASE HP: 4
DISOBEDIENCE: ●●○○○

ABILITIES: Mega Launcher

EVOLUTION: Final Form.


#692 #693

Howitzer Pokémon
They can be seen swimming backwards using their launcher as a propulsor, but they usually stay at the bottom of the sea. Their meat is tough and bitter so people don't use them as food anymore.

EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Heal Pulse
0	Normal	Splash
7	Water	Water Sport
12	Water	Bubble
20	Water	Bubble Beam
30	Water	Crabhammer
42	Rock	Smack Down
53	Water	Muddy Water
63	Dragon	Dragon Pulse
?	Normal	Helping Hand

EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Aura Sphere
0	Water	Water Gun
9	Normal	Vice Grip
16	Normal	Flail
25	Normal	Swords Dance
34	Water	Water Pulse
47	Water	Aqua Jet
57	Dark	Dark Pulse
?	Ice	Icy Wind
?	Normal	Endure

#694 Helioptile

TYPE: Electric / Normal



STRENGTH ●○○○
DEXTERITY ●●○○○
VITALITY ●○○○
SPECIAL ●●○○
INSIGHT ●○○○

HEIGHT: 0.5m / 1'08"
WEIGHT: 6kg / 13 lbs
BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Dry Skin & Sand Veil

EVOLUTION: First Stage.
Evolves with a Sun Stone.


#694 #695

Generator Pokémon
They make their home in deserts. Using the sun, they can generate their energy by basking their frills since food is scarce where they live. They run pretty fast as to not burn themselves with the hot sand.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound
6	Electric	Thunder Shock
13	Ground	Mud Slap
22	Normal	Razor Wind
31	Electric	Thunder Wave
40	Electric	Volt Switch
49	Electric	Thunderbolt
?	Electric	Electro Web

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tail Whip
11	Electric	Charge
17	Normal	Quick Attack
25	Electric	Parabolic Charge
35	Ground	Bulldoze
45	Electric	Electrify
?	Psychic	Agility
?	Electric	Magnet Rise

#695 Heliolisk

TYPE: Electric / Normal



STRENGTH ●●○○
DEXTERITY ●●●○○
VITALITY ●●○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 21kg / 46 lbs
BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Dry Skin & Sand Veil

EVOLUTION: Final Form.


#694 #695

Generator Pokémon
They flare their frills and generate energy. A single Heliolisk is able to generate enough power to light a skyscraper. Due to this, electricity companies are investing on breeding and research for this species.

EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Eerie Impulse
0	Normal	Quick Attack
25	Electric	Parabolic Charge
65	Electric	Thunder
?	Normal	Hyper Voice

EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Charge
0	Normal	Razor Wind
45	Electric	Electrify
?	Psychic	Agility
?	Fire	Fire Punch

#696 Tyrunt

TYPE: Rock / Dragon



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 26kg / 57 lbs
BASE HP: 3
DISOBEDIENCE: ●●●○○

ABILITIES: Strong Jaw

EVOLUTION: First Stage.
Evolves after a terrible temper tantrum.


#696 #697

Royal Heir Pokémon
This Pokémon was restored from a fossil. If something happens that it doesn't like, it throws a tantrum and runs wild. Many of the researchers that brought it back were attacked by its powerful jaws.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Normal	Roar
12	Normal	Bide
17	Dark	Bite
26	Rock	Ancient Power
34	Dark	Crunch
40	Normal	Thrash
49	Normal	Horn Drill
?	Electric	Thunder Fang

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tail Whip
10	Normal	Stomp
15	Rock	Stealth Rock
20	Fairy	Charm
30	Dragon	Dragon Tail
37	Dragon	Dragon Claw
44	Ground	Earthquake
?	Fire	Fire Fang
?	Ice	Ice Fang

#697 Tyrantrum

TYPE: Rock / Dragon



STRENGTH ●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 2.5m / 8'02"
WEIGHT: 405kg /891 lbs

BASE HP: 8
DISOBEDIENCE: ●●●●●

ABILITIES: Strong Jaw

EVOLUTION: Final Form.


#696 #697

Despot Pokémon
Nothing could stop this Pokémon 100 million years ago, it was a prehistoric king. Thanks to its giant jaws, which could shred thick metal plates as if they were paper, this Pokémon takes orders from no one.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Normal	Roar
12	Normal	Bide
17	Dark	Bite
26	Rock	Ancient Power
34	Dark	Crunch
42	Normal	Thrash
53	Normal	Horn Drill
68	Rock	Rock Slide
?	Dragon	Dragon Dance
?	Dragon	Outrage

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tail Whip
10	Normal	Stomp
15	Rock	Stealth Rock
20	Fairy	Charm
30	Dragon	Dragon Tail
37	Dragon	Dragon Claw
47	Ground	Earthquake
58	Rock	Head Smash
75	Normal	Giga Impact
?	Poison	Poison Fang

#698 Amaura

TYPE: Rock / Ice



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1.3m / 4'03"
WEIGHT: 50kg / 110 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Refrigerate

EVOLUTION: First Stage.
Evolves after reaching a certain age.


#698 #699

Tundra Pokémon
This ancient Pokémon was restored from part of its body that had been frozen for over 100 million years. This calm Pokémon lived in the cold lands where violent predators like Tyrantrum couldn't reach it.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
5	Electric	Thunder Wave
13	Ice	Icy Wind
18	Ice	Mist
26	Rock	Ancient Power
34	Ice	Avalanche
41	Normal	Nature Power
47	Psychic	Light Screen
57	Normal	Hyper Beam
?	Ground	Earth Power
?	Water	Water Pulse

EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Powder Snow
10	Rock	Rock Throw
15	Normal	Take Down
20	Ice	Aurora Beam
30	Normal	Round
38	Ice	Hail
44	Normal	Encore
50	Ice	Ice Beam
65	Ice	Blizzard
?	Rock	Stealth Rock

#699 Aurorus

TYPE: Rock / Ice



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●●○○○
INSIGHT ●●○○○

HEIGHT: 2.7m / 9'00"
WEIGHT: 900kg /1980 lbs

BASE HP: 9
DISOBEDIENCE: ●●●●●

ABILITIES: Refrigerate

EVOLUTION: Final Form.


#698 #699

Tundra Pokémon
It produced a freezing cold mist from the crystals on its sides and relied on size to deter predators. It also created tall walls of ice to block them. The one restored from the fossil is calm and has adapted well.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl
5	Electric	Thunder Wave
13	Ice	Icy Wind
18	Ice	Mist
26	Rock	Ancient Power
34	Ice	Avalanche
43	Normal	Nature Power
50	Psychic	Light Screen
63	Normal	Hyper Beam
77	Ice	Freeze-Dry
?	Electric	Discharge

EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Powder Snow
10	Rock	Rock Throw
15	Normal	Take Down
20	Ice	Aurora Beam
30	Normal	Round
38	Ice	Hail
46	Normal	Encore
56	Ice	Ice Beam
74	Ice	Blizzard
?	Steel	Iron Defense
?	Dragon	Outrage

#700 Sylveon

TYPE: Fairy



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●●○○○
INSIGHT ●●●○○○

HEIGHT: 1m / 3'03"
WEIGHT: 23kg / 51 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Cute Charm

EVOLUTION: Final Form.
Evolved with Loyalty.


#133 #700

Intertwining Pokémon
This rare and adorable Pokémon emanates a soothing aura to calm disturbances. It is said that only the Trainers who form an unbreakable bond with their Eevee can ever see this Pokémon.

EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Disarming Voice
0	Normal	Tackle
5	Ground	Sand Attack
13	Normal	Quick Attack
20	Fairy	Draining Kiss
29	Fairy	Misty Terrain
37	Fairy	Moonblast
45	Normal	Psych Up
?	Normal	Wish

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tail Whip
0	Normal	Helping Hand
9	Fairy	Fairy Wind
17	Normal	Swift
25	Psychic	Skill Swap
33	Psychic	Light Screen
41	Normal	Last Resort
?	Normal	Captivate
?	Normal	Hyper Voice

#701 Hawlucha

TYPE: Fight / Flying



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 21kg / 47 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Limber & Unburden

EVOLUTION: Final Form.


#701

Wrestling Pokémon
Although small in size, its proficient fighting skills enable it to keep up with big bruisers like Machamp and Hariyama. Using its wings to attack from above allows it to gain an edge in battle.

EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Detect
0	Dark	Hone Claws
8	Flying	Wing Attack
16	Flying	Aerial Ace
24	Dark	Fling
32	Flying	Bounce
40	Flying	Feather Dance
48	Flying	Sky Attack
60	Normal	Swords Dance
?	Dragon	Dual Chop

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
4	Fight	Karate Chop
12	Flying	Roost
20	Normal	Encore
28	Fight	Flying Press
36	Normal	Endeavor
44	Fight	High Jump Kick
55	Flying	Sky Drop
?	Electric	Thunder Punch
?	Flying	Tailwind

#702 Dedenne

TYPE: Electric / Fairy



STRENGTH ●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

HEIGHT: 0.2m / 0'08"
WEIGHT: 2kg / 4 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Cheek Pouch & Pick Up

EVOLUTION: Final Form.


#702

Antenna Pokémon
The tail is used to absorb electricity from power outlets.
They communicate with each other by feeling the static on their whiskers. Its cute and cuddly appearance make it a favourite pet.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
7	Electric	Thunder Shock
14	Fairy	Charm
20	Electric	Nuzzle
26	Electric	Volt Switch
31	Normal	Snore
39	Normal	Entrainment
45	Electric	Thunder
?	Normal	Super Fang
?	Electric	Eerie Impulse

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tail Whip
11	Electric	Charge
17	Electric	Parabolic Charge
23	Electric	Thunder Wave
30	Psychic	Rest
34	Electric	Charge Beam
42	Fairy	Play Rough
50	Electric	Discharge
?	Steel	Iron Tail

#703 Carbink

TYPE: Rock / Fairy



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 5kg / 12 lbs

BASE HP: 4
DISOBEDIENCE: ●●●●●

ABILITIES: Clear Body

EVOLUTION: Final Form.


#703

Jewel Pokémon
It's occasionally found at drilling zones and excavations in caves. Born from temperature and pressure deep underground, it shoots beams from the stone in its head. They can live for hundreds of years.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
5	Rock	Rock Throw
12	Rock	Smack Down
21	Rock	Stealth Rock
31	Rock	Ancient Power
40	Psychic	Skill Swap
49	Rock	Stone Edge
60	Psychic	Light Screen
?	Psychic	Gravity
?	Psychic	Magic Coat

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Harden
8	Normal	Sharpen
18	Psychic	Reflect
27	Psychic	Guard Split
35	Normal	Flail
46	Rock	Power Gem
50	Fairy	Moonblast
70	Normal	Safeguard
?	Steel	Iron Defense

#704 Goomy

TYPE: Dragon



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●●○○○

HEIGHT: 0.3m / 1'00"
WEIGHT: 3kg / 6 lbs

BASE HP: 3
DISOBEDIENCE: ●●●●●

ABILITIES: Sap Sipper & Hydration

EVOLUTION: First Stage.
Evolves after reaching a certain age.


#704 #705 #706

Soft Tissue Pokémon
The weakest but best tempered Dragon Pokémon known. It lives in damp and shady places, so its body doesn't dry out. It's covered in a slimy membrane that makes things slide off of it.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
5	Grass	Absorb
13	Normal	Bide
25	Water	Rain Dance
32	Normal	Body Slam
42	Dragon	Dragon Pulse
?	Poison	Acid Armor

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Bubble
9	Normal	Protect
18	Dragon	Dragon Breath
28	Normal	Flail
38	Water	Muddy Water
?	Water	Water Pulse
?	Fight	Counter

#705 Sliggoo

TYPE: Dragon



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 17kg / 38 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Sap Sipper & Hydration

EVOLUTION: Second Stage.
Evolves by becoming stronger in the rain.



Soft Tissue Pokémon
It drives away foes by releasing a sticky and corrosive liquid. Its eyes devolved and it became blind, now it uses its four horns to sense sounds and smells, rather than using its ears or nose.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
5	Grass	Absorb
13	Normal	Bide
25	Water	Rain Dance
32	Normal	Body Slam
47	Dragon	Dragon Pulse
?	Poison	Acid Armor

EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Bubble
9	Normal	Protect
18	Dragon	Dragon Breath
28	Normal	Flail
38	Water	Muddy Water
?	Water	Water Pulse
?	Fight	Counter

#706 Goodra

TYPE: Dragon



STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●●○○

HEIGHT: 2m / 6'07"
WEIGHT: 150kg /331 lbs

BASE HP: 6
DISOBEDIENCE: ○○○○○

ABILITIES: Sap Sipper & Hydration

EVOLUTION: Final Form.



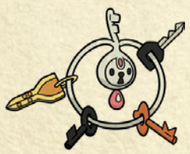
Dragon Pokémon
Definitely the friendliest of all Dragons. This Pokémon will hug its beloved Trainer, leaving them covered in sticky slime. In areas with heavy rainfall during the year, one or two may make an appearance.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Feint
0	Water	Bubble
9	Normal	Protect
18	Dragon	Dragon Breath
28	Normal	Flail
38	Water	Muddy Water
50	Water	Aqua Tail
63	Dragon	Outrage
?	Fight	Superpower

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
5	Grass	Absorb
13	Normal	Bide
25	Water	Rain Dance
32	Normal	Body Slam
47	Dragon	Dragon Pulse
55	Grass	Power Whip
?	Electric	Shock Wave
?	Dragon	Draco Meteor

#707 Klefki

TYPE: Steel Fairy



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●○○○
SPECIAL ●●○○○
INSIGHT ●●○○○

HEIGHT: 0.2m / 0'08"
WEIGHT: 3kg / 6 lbs

BASE HP: 4
DISOBEDIENCE: ○○○○○

ABILITIES: Prankster

EVOLUTION: Final Form.



Key Ring Pokémon
It adapted well to live with humans. Klefki jingle the objects they collect when they are distressed. People trust them with their keys to vaults and safes because they are very careful with their collection.

EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Fairy Lock
5	Fairy	Fairy Wind
12	Steel	Metal Sound
18	Fairy	Draining Kiss
27	Dark	Foul Play
34	Steel	Mirror Shot
40	Normal	Recycle
44	Psychic	Magic Room
?	Steel	Iron Defense
?	Electric	Magnet Rise

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
8	Ghost	Astonish
15	Ground	Spikes
23	Fairy	Crafty Shield
32	Dark	Torment
36	Psychic	Imprison
43	Fairy	Play Rough
50	Psychic	Heal Block
?	Dark	Switcheroo

#708 Phantump

TYPE: Ghost Grass



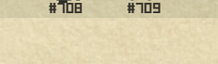
STRENGTH ●●○○○
DEXTERITY ●○○
VITALITY ●●○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.4m / 1'04"
WEIGHT: 7kg / 15 lbs

BASE HP: 3
DISOBEDIENCE: ●○○○○

ABILITIES: Natural Cure & Frisk

EVOLUTION: First Stage.
Evolves after being traded.



Stump Pokémon
According to the old tales, these Pokémon are stumps possessed by the spirits of children who were lost in the forest. They prefer to live in abandoned woods and lure people to the darkness to play with them.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
5	Ghost	Astonish
13	Grass	Ingrain
23	Grass	Leech Seed
31	Fire	Will-O-Wisp
39	Ghost	Destiny Bond
49	Grass	Wood Hammer
?	Grass	Seed Bomb
?	Grass	Worry Seed

EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Confuse Ray
8	Normal	Growth
19	Dark	Feint Attack
28	Ghost	Curse
35	Grass	Forest's Curse
45	Ghost	Phantom Force
54	Grass	Horn Leech
?	Poison	Venom Drench

#709 Trevenant

TYPE: Ghost Grass



STRENGTH ●●●○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 71kg / 156 lbs

BASE HP: 5
DISOBEDIENCE: ●●●○○

ABILITIES: Natural Cure & Frisk

EVOLUTION: Final Form.



Elder Tree Pokémon
Using its roots as a nervous system it controls the trees in the forest. It's kind to the Pokémon that reside inside its body but it is ruthless to anyone that harms its forest, turning them into haunted trees forever.

EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Horn Leech
0	Ghost	Confuse Ray
8	Normal	Growth
19	Dark	Feint Attack
28	Ghost	Curse
35	Grass	Forest's Curse
45	Ghost	Phantom Force
55	Ghost	Shadow Claw
?	Fight	Drain Punch

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
5	Ghost	Astonish
13	Grass	Ingrain
23	Grass	Leech Seed
31	Fire	Will-O-Wisp
39	Ghost	Destiny Bond
49	Grass	Wood Hammer
?	Ghost	Grudge
?	Psychic	Imprison

#710 Pumpkaboo

TYPE: Ghost Grass



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 0.8m / 2'07"
WEIGHT: 15kg / 33 lbs

BASE HP: 3
DISOBEDIENCE: ●○○○○

ABILITIES: Pick Up & Frisk

EVOLUTION: First Stage.
Evolves after being traded.



Pumpkin Pokémon
You can see them dwelling on farms during the autumn season. The pumpkin body is inhabited by a spirit trapped in this world. As the sun sets, it becomes restless and active. Don't ever follow their light at night.

EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Trick
0	Ghost	Confuse Ray
6	Ghost	Trick-or-Treat
16	Grass	Razor Leaf
26	Grass	Bullet Seed
36	Ghost	Shadow Ball
48	Grass	Seed Bomb
?	Grass	Synthesis

EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Astonish
4	Normal	Scary Face
11	Grass	Worry Seed
20	Grass	Leech Seed
30	Ghost	Shadow Sneak
42	Normal	Pain Split
?	Dark	Dark Pulse
?	Dark	Foul Play

#711 Gourgeist

TYPE: Ghost Grass



STRENGTH ●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

HEIGHT: 1.7m / 5'07"
WEIGHT: 39kg / 86 lbs

BASE HP: 5
DISOBEDIENCE: ●●●●○

ABILITIES: Pick Up & Frisk

EVOLUTION: Final Form.



Pumpkin Pokémon
They wander in the town streets every new moon. It wraps its prey on its arms and sings joyfully as it observes the suffering of the victim. Hearing it sing will give you horrible nightmares.

EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Phantom Force
0	Psychic	Trick
0	Ghost	Confuse Ray
6	Ghost	Trick-or-Treat
16	Grass	Razor Leaf
26	Grass	Bullet Seed
36	Ghost	Shadow Ball
48	Grass	Seed Bomb
?	Grass	Synthesis

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Explosion
0	Ghost	Astonish
4	Normal	Scary Face
11	Grass	Worry Seed
20	Grass	Leech Seed
30	Ghost	Shadow Sneak
42	Normal	Pain Split
?	Dark	Dark Pulse
?	Dark	Foul Play

#712 Bergmite

TYPE: Ice



STRENGTH ●●○○
DEXTERITY ●●○○
VITALITY ●●○○○
SPECIAL ●●○○
INSIGHT ●●○○

HEIGHT: 1m / 3'03"
WEIGHT: 100kg /220 lbs

BASE HP: 3
DISOBEDIENCE: ○○○○○

ABILITIES: Own Tempo & Ice Body

EVOLUTION: First Stage.
Evolves after reaching a certain size.



Ice Chunk Pokémon
They live in small herds close to the mountains. It blocks attacks with the ice that shields its body and uses cold air to repair any cracks with new ice. They are wary of humans as they rarely get to see one.

EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle
0	Normal	Harden
10	Ice	Icy Wind
20	Normal	Sharpen
26	Ice	Ice Fang
35	Normal	Rapid Spin
43	Ice	Blizzard
49	Normal	Double-Edge
?	Psychic	Mirror Coat

EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Bite
5	Ice	Powder Snow
15	Normal	Take Down
22	Ghost	Curse
30	Ice	Ice Ball
39	Ice	Avalanche
47	Normal	Recover
?	Water	Water Pulse
?	Normal	Endure

#713 Avalugg



TYPE: Ice

STRENGTH ●●●○○
DEXTERITY ●○○
VITALITY ●●●●○○○○○
SPECIAL ●○○
INSIGHT ●○○

HEIGHT: 2m / 6'07"
WEIGHT: 505kg /1113 lbs

BASE HP: 6

DISOBEDIENCE: ●●●●●

ABILITIES: Own Tempo & Ice Body

EVOLUTION: Final Form.


#712 #713

Iceberg Pokémon
They carry their Bergmite offspring on their backs. Its Ice body is hard as steel and its cumbersome frame crushes anything that stands in its way. They are capable of swimming but they move very slowly.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Steel	Iron Defense	0	Dark	Crunch
0	Normal	Tackle	0	Dark	Bite
0	Normal	Harden	5	Ice	Powder Snow
10	Ice	Icy Wind	15	Normal	Take Down
20	Normal	Sharpen	22	Ghost	Curse
26	Ice	Ice Fang	30	Ice	Ice Ball
35	Normal	Rapid Spin	42	Ice	Avalanche
46	Ice	Blizzard	51	Normal	Recover
56	Normal	Double-Edge	60	Normal	Skull Bash
?	Normal	Block	?	Fight	Superpower
?	Steel	Iron Head			

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Screech	0	Normal	Tackle
0	Normal	Supersonic	5	Bug	Leech Life
11	Flying	Gust	13	Dark	Bite
16	Flying	Wing Attack	18	Psychic	Agility
23	Flying	Air Cutter	27	Flying	Roost
31	Normal	Razor Wind	35	Flying	Tailwind
40	Normal	Whirlwind	43	Normal	Super Fang
48	Flying	Air Slash	58	Flying	Hurricane
?	Normal	Super Fang	?	Dark	Dark Pulse
?	Dragon	Outrage			

#714 Noibat



TYPE: Flying Dragon

STRENGTH ●●○
DEXTERITY ●●○
VITALITY ●●○
SPECIAL ●●○
INSIGHT ●●○

HEIGHT: 0.5m / 1'08"
WEIGHT: 8kg / 17 lbs

BASE HP: 3

DISOBEDIENCE: ●○○○○

ABILITIES: Frisk & Infiltrator

EVOLUTION: First Stage.
Evolves after reaching a certain age.


#714 #715

Sound Wave Pokémon
They live in dark caves and use echolocation to move around. Their enormous ears can emit ultrasonic waves that cause dizziness. Groups of them can even take on prey several times their size.

#715 Noivern



TYPE: Flying Dragon

STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○○○
SPECIAL ●●●○○
INSIGHT ●●○○○

HEIGHT: 1.5m / 5'00"
WEIGHT: 85kg / 187 lbs

BASE HP: 5

DISOBEDIENCE: ●●●●○

ABILITIES: Frisk & Infiltrator

EVOLUTION: Final Form.


#714 #715

Sound Wave Pokémon
They fly during the new moon and attack careless prey. Nothing can beat them in a battle in the dark. To keep them calm you should feed them fruit or else they'll release shocking ultrasonic waves.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Moonlight	0	Dragon	Dragon Pulse
0	Normal	Screech	0	Normal	Tackle
0	Normal	Supersonic	5	Bug	Leech Life
11	Flying	Gust	13	Dark	Bite
16	Flying	Wing Attack	18	Psychic	Agility
23	Flying	Air Cutter	27	Flying	Roost
31	Normal	Razor Wind	35	Flying	Tailwind
40	Normal	Whirlwind	43	Normal	Super Fang
53	Flying	Air Slash	62	Flying	Hurricane
75	Normal	Boomburst	?	Dragon	Draco Meteor
?	Flying	Sky Attack	?	Fire	Heat Wave

#716 Xerneas



TYPE: Fairy

STRENGTH ●●●●●●●●●
DEXTERITY ●●●●●●●●●
VITALITY ●●●●●●●●●
SPECIAL ●●●●●●●●●
INSIGHT ●●●●●●●●●

HEIGHT: ?m / ?'??"
WEIGHT: ???kg / ??? lbs

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.


#716

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	NO DATA				

A Kalos legend tells about the eternal struggle between life and death. In the story an ancient King tried to obtain eternal life and the power to make its loved ones live again.

#717 Yveltal



TYPE: Dark Flying

STRENGTH ●●●●●●●●●
DEXTERITY ●●●●●●●●●
VITALITY ●●●●●●●●●
SPECIAL ●●●●●●●●●
INSIGHT ●●●●●●●●●

HEIGHT: ?m / ?'??"
WEIGHT: ???kg / ??? lbs

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.


#717

Pokédex has no data.

A Kalos legend tells about the eternal struggle between life and death. The main tale is about a King full of grief and hate who built a doomsday machine to kill everyone in the world.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	NO DATA				

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	NO DATA				

#718 Zygarde



TYPE: Dragon Ground

STRENGTH ●●●●●●●●●
DEXTERITY ●●●●●●●●●
VITALITY ●●●●●●●●●
SPECIAL ●●●●●●●●●
INSIGHT ●●●●●●●●●

HEIGHT: ?m / ?'??"
WEIGHT: ???kg / ??? lbs

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.


#718

Pokédex has no data.

Underground tunnels have been found all over the Kalos Region. There are rumors of a creature who lives in them that attacks people damaging the ecosystem.

#719 Diancie



TYPE: Rock Fairy

STRENGTH ●●●●●●●●●
DEXTERITY ●●●●●●●●●
VITALITY ●●●●●●●●●
SPECIAL ●●●●●●●●●
INSIGHT ●●●●●●●●●

HEIGHT: ?m / ?'??"
WEIGHT: ???kg / ??? lbs

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.


#719

Pokédex registers it as #703 Carbink.

The popular saying goes like this:
"If you put a Carbon under pressure you will get a Diamond"
But it surely was not refering to a Pokémon... or was it?

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	NO DATA				

And that's only the beginning...

Every day, new Pokémon species are being studied and researched. Every day in which questions are solved, new mysteries are unveiled.

How many species share this world with humans? How Powerful can they really be?
As the years pass, people have come to realize that the world of Pokémon still belongs to the Pokémon and most of their mysteries are yet to be solved.


justasuta

Pokémon Moves

It's more important to master the cards you're holding than to complain about the ones your opponents were dealt.

-Grimsley

Pokémon inhabit the vast majority of this world and they protect their habitats with many wondrous powers and miraculous blessings.

To human eyes, magic runs through this world and shapes our lives right in front of us, from the tiniest puppy to the tallest tree. Soil and rocks, rain and sun, all share a link with Pokémon and they use these powers to support humans of kind hearts and friendly goals.

These powers are known as Moves.

Some Moves are used for healing and preservation while others are tools for devastation and vengeance. Don't be tricked by the remarkable strength of a species and their outstanding Moves, all Pokémon have a hidden greatness that lies dormant. Specially your companions.

Pokémon will learn new Moves as they grow older, however, a well versed Trainer can teach these powers to any Pokémon regardless of their age.

There are 18 Types of Moves:

Bug	Dark	Dragon	Electric	Fairy	Fight
Fire	Flying	Ghost	Grass	Ground	Ice
Normal	Poison	Psychic	Rock	Steel	Water

Every Type has a unique way of fighting and solving their problems. The most powerful trainers find a Type that matches their way of thinking and face any challenge with a mentality that resembles that of their Pokémon. These trainers bond with their companions with an amazing ease.
All Move descriptions were written by the League and explain their use in Battle. However, everything should be used for survival and convenience, even if it is an attacking Move. Through these powers your Pokémon shapes the world and so should you, because Battle is just an aspect of what it means to be a Trainer.

Trainer Tips

You are encouraged to use a Move to your advantage and make it useful outside of Battle. If you doubt the usefulness of a Move, ask your Storyteller.

Storyteller Note

Accuracy Rolls have a logic.
- Attacking Moves use Dexterity.
- Non-Attacking Moves that rely on energy use Special.
- Social Moves use Tough, Cute, Cool, Smart or Beauty.

Rules for Moves

- There is no limit to the amount of Moves a Pokémon can learn.
- A Move can be used only ONCE each round.
- Moves that use a Social Attribute (*Cool*, *Cute*, *Tough*, *Smart*, *Beauty*) can't be evaded.
- Moves with **"All Foes in Range"** and **"All Allies in Range"** affect a maximum number of targets equal to the Pokémon's Special Attribute.
- Who's hit by an **Area Move** is decided by the Storyteller. You may hit your Allies!
- An evolved Pokémon can't learn a Move exclusive to its previous evolution.

Reading a Move

All Moves are presented with graphical elements and text. They are divided in 9 sections.

1. Name of the Move.
2. Power. Number of Dice added to the Damage Roll.
3. Category Icon for Physical, Special or Support.
4. Type. See The Different Pokémon Types on p.35.
5. Accuracy. Traits used to perform this Move.
6. Damage Pool. Attribute + Power + Modifiers.
7. Additional Info. Most Moves have unique effects.
8. Effect Icons. They will tell you everything you need to know about using this Move in Battle.
9. Move Description. It will tell you what you need to know about using this Move inside or outside a Battle.
   Find creative uses for all your Pokémon Moves.

Thunderbolt (1) POWER (2) 3 (3)

TYPE: Electric (4)
ACCURACY: Dexterity + Fight + Canalize (5)
DAMAGE POOL: Special + 3 (6)
ADITIONAL INFO: Roll 1 Chance Dice to Paralyze the foe. (7)

(8) Paralysis 1

A Strong electric attack that shocks and harms the foe. It can destroy most kinds of electric equipment. (9)

Effect Icons

There are many Icons in this Move Encyclopedia. They are a quick reference to whom they target, their accuracy, and most importantly, their effects. Most of them are self explainatory. It is a visual aid that you'll find very useful.

Category Icon

Physical *Special* *Support*



Physical Moves are resisted with Defense.
Special Moves are resisted with Special Defense.
Support Moves don't deal any direct Damage.

Chance Dice

The probability at which a Move's Effect is activated. The number marked on the Icon is the amount of Chance Dice you will Roll.



At least one Chance Dice must come up as ⚅, if it does, the Effect will be triggered. Sometimes a Chance Dice Icon will be inside a Status Ailment Box to show the chance to inflict that Ailment, here's an example:



Is Not Affected/Is Always Affected

✖ When an effect has this Icon, the target of that effect will never be affected.

✔ When an effect has this Icon, the target of that effect will always be affected.

These Icons will be inside a Box with an effect. Here's an example:



Always Flinches



Never Flinches

Common Dice Pools

Physical Attacks:
Dexterity + Fight + Brawl
Special Attacks:
Dexterity + Fight + Canalize
Power Ups:
Special + Fight + Canalize.

Increase/Decrease Box

The Move will Increase or Decrease the noted Trait.
Up Arrow means the Attribute is Increased.
Down Arrow means the Attribute is Decreased.
Blue Icons will modify the **User's** Traits.



Red Icons will modify the **Foe's** Traits.



The X represents a number, it will tell you how many points are Increased or Decreased. Sometimes they are accompanied by a Chance Dice. It will be placed to their left:



For more info, see p.45

Modified Damage

Some Moves and Abilities deal damage and allow to resist damage in a different way.



Add the noted number of dice to the Damage Pool.



Reduce the noted number of Damage.



Inflict the noted number of Damage

Reduced Accuracy



Reduce the noted number of dice from the Move's Accuracy Roll.
For more info, see p.44

Target

These Icons illustrate who'll be affected by the Move.
Green Target Icons are used for the User or its Allies:
Red Target Icons are used for Foes:

User



One Ally



User & All Allies in Range



Foe



Random Foe



All Foes in Range



Area



Battlefield



Block

The target can't escape and can't be switched back.

Charge

The User must spend one action charging the Move. The Move is used with another action on its next turn.

Fist Based

The Move requires hands or fists.

Heal

The Move can Heal HP. Sometimes it's a fixed number:

Heal X Heal X

All Heaing Moves cost 1 Will Point.
For more info, see p.47

High Crit

The Move can score a Critical Hit with just 4 successes.
For more info, see p.46

Lethal

The Move inflicts Lethal Damage. For more Info, see p.40

Must Recharge

After hitting with this Move, the User must rest with its first action during the next Round.

Never Fail

If the User scores 0 successes with its Accuracy Roll, this Move still hits with 1 success. The foe may try to Evade.

Priority/ Low Priority

Priority X — The Move ignores Initiative Order and acts right away.

Priority X — The Move takes effect at the End of the Round, even if it's used at the beginning.

For more info, see p.48

Rampage

Declare how many actions the Rampage will last (no more than 3). While Rampaging, the User may use this Move many times in the same Round if it is performing Multiple Actions, but it cannot Evade. The User will be Confused when the Rampage is over.

Recoil

The user will be hurt by its own Move. Roll damage normally against the foe, then roll again each success you scored as damage to the User ignoring its defenses.

Shield

If the Pokemon performs another Shield Move during the same Round, that Move's Accuracy Roll is lowered by -2.
For more info, see p.48

Sound Based

These Moves bypass Substitute, Light Screen, Reflect, and Cover.

Status Ailment Box

Paralysis | Burn 1 | Burn 2 | Burn 3 | Sleep | Poison

Poison+ | Frozen | Flinch | Love | Confuse

The Move inflicts a Status Ailment.
Each Status Ailment is described in detail on p.51

Succesive Actions

Double Action (2 Attacks) Succesive Action (5 Attacks)

The Move allows you to performs Multiple Actions and hit with this same Move many times before the foe can act.
For more info, see p.49

Weather

The Move changes the weather to:

Sunny — Rain

Hail — Sandstorm

For more info, see p.49

Bug

Super Effective against:

Dark | Grass | Psychic

It's Not Very Effective against:

Fairy | Fight | Fire | Flying | Ghost | Steel

Bug Moves add a sting to all your attacks. They rely on quick, low-power strikes with added effects and swarm tactics. Some Moves can call more Bug Pokémon to prevent the foe from escaping while others might help you on your actions. Bug Moves don't try to play it safe, they usually go all-out offensive or don't go at all. If you think these Pokémon are here just to bug you, take a good look, they might have a lot of friends.

Attack Order — POWER 3

TYPE: Bug
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: Strength + 3
ADDED EFFECT: High Critical. Ranged.

The user calls a swarm of young Combee from the honeycomb under this Pokémon. The coordinated attack is as strong as the commander.

Bug Bite — POWER 2

TYPE: Bug
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: If the Target Pokémon is holding a berry, the user eats it and gains its effects.

The Pokémon nibbles its foe, if it finds something tasty it will eat it in an instant. It may try to eat almost anything.

Bug Buzz — POWER 3

TYPE: Bug
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Sound Based. Roll 1 Chance Dice to reduce foe's Sp. Defense.

Sp. Def 1

The Pokémon uses its wings or a part of its body to emit sound waves that harm and affect the target.

Defend Order — -

TYPE: Bug
ACCURACY: Tough + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: User Increases its Defense and Sp. Defense.

Defense 1 | Sp. Def 1

A swarm of bugs protect this Pokémon from damage.

Fell Stinger — POWER 1

TYPE: Bug
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: If the foe faints due to damage from this attack, Increase the user's Strength.

Strength 2

The Pokémon stings the target, if the foe is too weakened to move it absorbs part of its power.

Fury Cutter — POWER 1

TYPE: Bug
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Successive Actions.

Accuracy 1

The Pokemon makes use of its claws or scythes to land as many hits as possible.

Heal Order — POWER -

TYPE: Bug
ACCURACY: Tough + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: Basic Heal.

The Pokémon commands its swarm to bring some healing honey.

Infestation — POWER 1

TYPE: Bug
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 1
ADDED EFFECT: Blocks. Roll 2 Dice of Damage against the foe at the end of each Round. Lasts 4 Rounds.

The Pokémon summons a huge swarm of bugs to prevent the foe from escaping. Sometimes the swarm may take a while to arrive. The call extends for a hundred yards.

Leech Life

POWER 1

TYPE: Bug
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: The user restores HP equal to half the damage dealt, rounded down.

The user attacks a vital spot and sucks away the vitality of its foe.

Megahorn

POWER 5

TYPE: Bug
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Lethal Damage.

Accuracy 2

The Pokémon uses its strong horn(s) to pierce its foe and deal massive damage.

Pin Missile

POWER 1

TYPE: Bug
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 1
ADDED EFFECT: Ranged. Successive Actions.

Accuracy 1

The Pokemon showers its foe with stings or spikes that pierce like needles.

Powder

POWER –

TYPE: Bug
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Add 3 Dice of Damage to the next Fire Type attack that hits the target.

The foe is fully covered with a flammable powder, a source of fire might ignite it with explosive results.

Quiver Dance

POWER –

TYPE: Bug
HIT POOL: Beauty + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Increases Dexterity, Special and Sp. Defense.

Dexterity 1
Special 1
Sp. Def 1

A mystical and beautiful dance that boosts a Pokémon's dexterity and focus.

Rage Powder

POWER –

TYPE: Bug
ACCURACY: Tough + Contest + Intimidate
DAMAGE POOL: -
ADDED EFFECT: During this Round, all damaging moves from any foe must target the User.

Priority 2

The Pokemon releases an irritating powder that annoys and enrages foes into attacking.

Signal Beam

POWER 3

TYPE: Bug
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Confuse the foe.

Confuse 1

The user emits an intense light that harms the foes and may leave them dazed like moths.

Silver Wind

POWER 2

TYPE: Bug
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 1 Chance Dice to Increase User's Strength, Dexterity, Special, Defense and Sp. Defense.

Strength 1
Dexterity 1
Special 1
Defense 1
Sp. Def 1

The Pokemon blows a beautiful silver colored wind that harms the foe, the performance may give the user a big confidence boost.

Spider Web

POWER –

TYPE: Bug
ACCURACY: Special + Survival + Stealth
DAMAGE POOL: -
ADDED EFFECT: Blocks.

The User quietly releases a web on the field. All foes will be trapped.

Steamroller

POWER 2

TYPE: Bug
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

Flinch 3

The user curls up and rolls at full speed to strike the foe. It may leave the target swatted on the ground.

Sticky Web

POWER –

TYPE: Bug
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Entry Hazard. Foe Pokémon that enter the battlefield get a Dexterity Reduction. Pokemon with the Levitate ability and Flying Type Pokemon are immune to this effect.

Dexterity 1

The Pokémon quickly covers the arena with a sticky web, newly arrived Foes will have trouble moving with ease.

String Shot

POWER –

TYPE: Bug
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Reduce the target's Dexterity.

Accuracy 1
Dexterity 1

The user shoots a silk string that ties and limits the movement of its foe.

Struggle Bug

POWER 1

TYPE: Bug
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Reduce foe's Special.

Special 1

The Pokemon lays on its back and struggles with the foe, distrupting the foe's concentration.

Tail Glow

POWER –

TYPE: Bug
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Special.

Special 3

The User emits a strong light. This Pokémon will stare at its brightness to enter a trance.

Twineedle

POWER 1

TYPE: Bug
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 1
ADDED EFFECT: Double action. Ranged. Roll 2 Chance Dice to Poison the foe per hit.

Poison 2

The Pokémon stabs the foe with its sting, claws or spikes infused with poison.

U-Turn

POWER 3

TYPE: Bug
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: The user switches out after dealing damage, the new Pokémon arrives ready to fight on the next Round.

The user strikes its foe, then quickly goes back to safety while another party Pokémon takes its place.

X-Scissor

POWER 3

TYPE: Bug
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: -

The Pokémon uses its scythes or claws as if they were a pair of scissors to cut through the foe.

Dark

Super Effective against:

Ghost | Psychic

It's Not Very Effective against:

Dark | Fairy | Fight

Dark Types prey on the weak. They rely on hindering the foe and fighting dirty. These Moves use tricks, lies and negative feelings. Dark Pokémon are vicious and they love it. Sometimes being nasty is more fun.

Dark Types always try to Battle while putting the foes at a complete disadvantage. Never underestimate the power of proper planning.

Assurance

POWER 2*

TYPE: Dark
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: If the User has already received damage from the target this Round, Add 2 Extra Dice to the Damage Pool.

The user retaliates against the foe, the rush of adrenaline allows it to hit harder.

Beat Up
POWER 2*

TYPE: Dark
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: If the attack is successful, add 2 Dice of Damage for every ally Pokémon that spends an action to help the user perform this move, up to 3 allies may join. *

The user calls other Pokemon to aid it in battle, together they give a beating to the foe.

Bite
POWER 2

TYPE: Dark
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

Flinch 3

The User lands a vicious bite that may leave an ugly bruise.

Crunch
POWER 3

TYPE: Dark
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Lethal. Roll 1 Chance Dice to reduce foe's Defense.

1 Defense 1

The Pokemon uses its fangs to viciously tear whatever it is biting.

Dark Pulse
POWER 3

TYPE: Dark
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Targets random foe. Roll 2 Chance Dice to Flinch the foe.

??? Flinch 2

The Pokemon sends a wave of dark feelings that affect those who are most vulnerable, hurting the foe and leaving it unable to act.

Embargo
POWER –

TYPE: Dark
ACCURACY: Tough + Contest + Intimidation
DAMAGE POOL: -
ADDED EFFECT: The target cannot use its held item, nor its trainer can use items on it.

The User quickly takes out the held item of a Pokemon. It also empties the bag of the trainer and forces everyone to stay away from their own properties. Evil doers master this Move.

Fake Tears
POWER –

TYPE: Dark
ACCURACY: Cute + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Sp. Defense.

Sp. Def 2

The user stops battling and feigns to be crying, disrupting the foe's mood to battle and making it lower its guard.

Feint Attack
POWER 2

TYPE: Dark
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Never Fail.

The Pokémon approaches the foe disarmingly then attacks suddenly without giving any time to react.

Flatter
POWER –

TYPE: Dark
ACCURACY: Cool + Contest + Allure
DAMAGE POOL: -
ADDED EFFECT: Reduce foe's Special. Confuse foe.

Confuse Special 1

The user starts flattering and admiring its oponent, reducing its concentration and making it uncertain about what to do next.

Fling
POWER 1*

TYPE: Dark
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 1
ADDED EFFECT: Ranged. Add up to 4 Dice to the Damage Pool, depending on the held item thrown.

The user takes its held item and throws it at the opponent. You may get it back after the fight.

Foul Play
POWER 3

TYPE: Dark
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Foe's Strength +3
ADDED EFFECT: S.T.A.B. of the user and Strength of the foe apply for this move's damage.

The user feints attacks then tricks the foe who ends up hurting itself.

Hone Claws
POWER –

TYPE: Dark
ACCURACY: Special + Fight + Brawl
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength and Accuracy.

Strength 1 Accuracy 1

The Pokémon sharpens its claws to perform more precise attacks.

Knock Off
POWER 2

TYPE: Dark
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: The target Pokémon loses its held item.

The Pokémon makes a quick tackle that knocks off anything the foe was holding.

Memento
POWER –

TYPE: Dark
ACCURACY: Will
DAMAGE POOL: -
ADDED EFFECT: The user faints. Reduce foe's Strength, Dexterity, Special, Defense and Sp. Defense. Lasts for a whole scene.

Strength 2 Dexterity 2 Special 2 Defense 2 Sp. Def 2

The User unleashes all its remaining power to send a wave of hopeless thoughts to haunt the foe's mind and soul. The target will be left in grief.

Nasty Plot
POWER –

TYPE: Dark
ACCURACY: Smart + Survival + Alert
DAMAGE POOL: -
ADDED EFFECT: Increase the user's Special.

Special 2

The Pokémon starts plotting on how to defeat the enemy. Its evil laugh reveals the bad intentions.

Night Daze
POWER 3

TYPE: Dark
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 4 Chance Dice to Reduce foe's Accuracy.

Accuracy 1 4 Accuracy 1

The user forms a pitch black wave that hurts the foe. This darkness may remain obstructing the target's vision.

Night Slash
POWER 3

TYPE: Dark
ACCURACY: Deterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Lethal. High Critical.

The user quickly slashes through the target as soon as it gets the chance. The intent to end the target's life is frightening.

Parting Shot
POWER –

TYPE: Dark
ACCURACY: Tough + Contest + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Reduce foe's Strength and Special. The user switches out, the new Pokémon arrives ready to fight on the next Round.

Strength 1 Special 1

The User threatens the foe, leaving it too scared to pursuit the user or overwhelm the ally that just switched in the battlefield.

Payback
POWER 2*

TYPE: Dark
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Add 2 Extra Dice to the Damage Pool if the target already damaged you this Round.

The Pokémon tackles the target with hatred and vengeance.

Punishment
POWER 1*

TYPE: Dark
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Add up to 7 Dice to the Damage Pool for every Increased Attribute the foe has. (i.e Foe has 1 Increased dice in Dexterity & Strength That equals +2 Dice on the Damage Pool of this attack).

User Takes advantage of its foe's strengths to use them against it.

Pursuit
POWER 2*

TYPE: Dark
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: If the foe is Switching Out or escaping, Add 2 Dice to the Damage Pool and add Priority to this move.

Priority 1

The Pokémon chases the foe to deliver a final blow before it escapes.

Quash

POWER –

TYPE: Dark
ACCURACY: Tough + Contest + Intimidate
DAMAGE POOL: -
ADDED EFFECT: For the rest of the scene, the target will go last in the order of Initative.

The user represses the foe with intimidation so it has to think twice before acting.

Taunt

POWER –

TYPE: Dark
ACCURACY: Tough + Contest + Intimidate
DAMAGE POOL: -
ADDED EFFECT: The target Pokémon can only perform Damaging Moves and Evasion actions for the next 4 Rounds.

The user mocks and teases the target to make it attack in a raging fury.

Snarl

POWER 2

TYPE: Dark
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Sound Based. Reduce the foe's Special.

Accuracy 1 | Special 1

The Pokémon viciously snarls showing its teeth. Its menacing look will make the foe cower in fear.

Thief

POWER 2

TYPE: Dark
ACCURACY: Dexterity + Survival + Stealth
DAMAGE POOL: Strength + 2
ADDED EFFECT: The user steals the foe's Held Item.

The Pokémon strikes its foe and takes the opportunity to steal whatever the target was holding.

Snatch

POWER –

TYPE: Dark
ACCURACY: Smart + Survival + Stealth
DAMAGE POOL: -
ADDED EFFECT: Erase any Increase or Decrease on the foe's Traits, and place them on the User instead.

The user analyzes the advantages of the foe then makes them their own.

Topsy-Turvy

POWER –

TYPE: Dark
ACCURACY: Smart + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Any Decreases on the foe's Attributes become Increases and visce versa.

The user changes the nature of its target, bad things become good and good things become bad.

Sucker Punch

POWER 3

TYPE: Dark
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: If the target does not perform a damaging move, this attack will fail.

* Priority 1

While the foe is preparing its attack, the user takes advantage and strikes.

Torment

POWER –

TYPE: Dark
ACCURACY: Tough + Contest + Intimidate
DAMAGE POOL: -
ADDED EFFECT: The target cannot use the same Moves it used during the last Round. Lasts 4 Rounds

The user torments and enrages the foe, making it unable to keep using its strategy.

Switcheroo

POWER –

TYPE: Dark
ACCURACY: Smart + Survival + Stealth
DAMAGE POOL: -
ADDED EFFECT: User and Foe switch their Held Item. If only one Pokémon is holding an item it gives it away.

The user quickly switches the held items before the foe can realize what happened.

Storyteller Note

If your antagonists are using Dark-Type Moves, allow them to fight dirty and be mean before the battle begins.

Dragon

Super Effective against:

Dragon

It's Not Very Effective against:

Steel

No effect against:

Fairy

Dragon Types are ferocious and fearsome. They rely on high-power attacks to quickly dispatch the foe. Dragon Pokémon are eager to fight, easily angered and don't show mercy nor respect towards anyone.

They wish to defeat strong opponents, take large lands, covet anything they find precious. Some of them crave only for destruction.

Even when they are lost in rage, they enjoy battling against anyone who's brave enough to face them in single battle.

These attacks are made for the perfect archetypical dragon. In this sense, your survival rate could easily go down to zero.

Dragon Claw

POWER 3

TYPE: Dragon
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: -

The Pokemon uses its strong claws to deliver a fierce tearing blow.

Dragon Dance

POWER –

TYPE: Dragon
ACCURACY: Tough + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength and Dexterity.

Strength 1 | Dexterity 1

The user performs a vigourous and mystical dance that boosts the fighting spirit and reflexes.

Dragon Pulse

POWER 3

TYPE: Dragon
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: -

The user opens its mouth and sends a powerful wave of energy.

Draco Meteor

POWER 6

TYPE: Dragon
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: Special + 6
ADDED EFFECT: Lethal. Reduce user's Special.

Accuracy 1 | Special 2

The Pokémon calls a comet that falls from the sky to deal a brutal amount of damage. This feat demands a lot from the user.

Dragon Rage

POWER –

TYPE: Dragon
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: 2 Automatic Damage
ADDED EFFECT: Set damage.

Damage 2

A dual colored flame that always leaves the same burn marks on everything it touches.

Dragon Breath

POWER 2

TYPE: Dragon
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 3 Chance Dice to Paralyze the foe.

Paralysis 3

The user lets out a mystical green breath that hinders the movement of anyone it touches.

Dragon Rush

POWER 4

TYPE: Dragon
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: Roll 2 Chance Dice to Flinch the foe.

Accuracy 3 | Flinch 2

The user charges rapidly against the foe. The strike may leave the target gasping for air.

Dragon Tail

POWER 2

TYPE: Dragon
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Low Priority.
The target is hit and knocked back to its trainer, stunned. Forcing the trainer to send another Pokémon. In the wild the target is sent away.

Accuracy -1 | Priority -1

This powerful tail strike can knockback anyone up to 100 feet away!

Dual Chop

POWER 2

TYPE: Dragon
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Double Action.

Accuracy -1

The Pokémon strikes the foe with two brutal blows.

Outrage

POWER 5

TYPE: Dragon
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Rampage. Targets random foe.

The user awakens their primal instinct as a dragon and unleashes its uncontrollable fury, destroying everything in its path. After that, the Pokémon is left disoriented and confused.

Twister

POWER 2

TYPE: Dragon
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 2 Chance Dice to Flinch the foes.

All | Flinch 2

The Pokemon lets out a spiral current that surrounds the foes. They can't move until they free themselves from this terrible whirlwind.

Dragon-Type Moves rely on rage to be powerful.
As flavor, a Pokémon may go into a fitting fury when performing them.

Storyteller Note

Electric

Super Effective against:

Flying | Water

It's Not Very Effective against:

Dragon | Electric | Grass

No effect against:

Ground

Electric Type is rather common inside big cities. They feel attracted to power and technology as a mean to increase their own electric charge.

Electric Moves will root the foe in place with Paralysis. They benefit from a high Dexterity so they can easily overwhelm the opponent with a huge difference in their speed. They have a unique tendency to build up energy to increase their power.

They can discharge their electricity with huge area attacks or affect the room's ions, electric currents and magnetic fields.

Seeing these Moves is quite spectacular.

Charge

POWER –

TYPE: Electric
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Add 2 Dice to the Damage Pool to the next Electric Damaging move the user performs.

The user concentrates all the electricity in its body to be released.

Charge Beam

POWER 2

TYPE: Electric
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 5 Chance Dice to Increase the User's Special.

Accuracy -1 | 5 | Special +1

The Pokémon lets out an electric beam then uses the remaining charge to boost its power.

Discharge

POWER 3

TYPE: Electric
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Area Attack. Roll 3 Chance Dice to Paralize those affected.

Paralysis 3

The user releases its stored electricity in all directions.

Electroweb

POWER 2

TYPE: Electric
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: All foes in Range. Reduce Dexterity of those affected.

All | Accuracy -1 | Dexterity -1

Shoots an electrified web at all foes to restrict their movement. Walking through this web can be painful.

Eerie Impulse

POWER –

TYPE: Electric
ACCURACY: Tough + Contest + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Reduce foe's Special.

Special -2

The user radiates electricity around itself, the foe will think twice about attacking.

Ion Deluge

POWER –

TYPE: Electric
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: For the rest of the Scene, Normal Type Moves will deal damage as if they were Electric Type Moves.

The user amplifies all electrically charged particles in the environment. The results are shocking!

Electric Terrain

POWER –

TYPE: Electric
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: For the Next 4 Rounds all Electric Attacks will deal 1 Extra Dice of Damage.
Anyone on the ground will be cured from "Sleep" Status.

The user electrifies the terrain, making it impossible to get a good night's sleep on it.

Magnet Rise

POWER –

TYPE: Electric
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: For the Next 4 Rounds the User gains immunity against Ground Type Moves.

The Pokémon uses the magnetic field of the earth to repel itself from the ground, allowing it to float for a short period of time.

Electrify

POWER –

TYPE: Electric
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: The Damage from the next attack made by the target will be Electric Type.

The user hurls an electric projectile to the target, the foe is charged with electricity until it is released by the foe's next attack.

Magnetic Influx

POWER –

TYPE: Electric
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Increase the Defense and Sp. Defense of User and all its Electric and Steel Type Allies.

All | Defense +1 | Sp. Def +1

The Pokémon bends the magnetic field around itself, this also affects all allies who are sensible to it.

Electro Ball

POWER 2*

TYPE: Electric
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: The user adds 1 Dice to the Damage Pool for every Dexterity point the User has that surpasses the foe's, Up to 4 Dice may be added.

The Pokémon creates a small electricity orb that is hurled at the target. If the user is faster, the impact will be bigger.

Nuzzle

POWER 1

TYPE: Electric
ACCURACY: Dexterity + Contest + Allure
DAMAGE POOL: Strength + 1
ADDED EFFECT: Paralyze the foe.

Paralysis ✓

The Pokémon rubs its electrified cheeks against the foe, it looks very cute but it can be dangerous.

Parabolic Charge
POWER 2

TYPE: Electric
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Area Attack. The user restores HP equal to half the damage dealt to one target, rounded down.

The Pokemon lets go a big electric charge from its body. The charge comes back to it even bigger.

Thunder Punch
POWER 3

TYPE: Electric
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Fist Based.
Roll 1 Chance Dice to Paralyze foe.

Paralysis 1

An Electrified punch to deal a shocking blow.

Volt Tackle
POWER 5

TYPE: Electric
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Recoil. Roll 1 Chance Dice to Paralyze the Foe.

Paralysis 1

The user surrounds itself with big bolts of electricity, then it crashes against the foe.

Some play tricks on children for their own amusement while others look to harm those who are naive enough to trust a Fairy.

These Moves are among the most charming and helpful powers, they have kept safe many homes and saved a lot of people.

When you meet a Fairy in the wild, you should wonder the meaning of its lovable smile, it may be as ill-natured as a Dark Type.

Shock Wave
POWER 2

TYPE: Electric
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Never Fail.

The user quickly releases jolts of electricity that are too fast for many to react.

Thunder Shock
POWER 2

TYPE: Electric
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 1 Chance Dice to Paralyze the foe.

Paralysis 1

A Small electric attack that shocks the foe and may leave it with muscular cramps. Some electric devices hit by this attack will malfunction.

Wild Charge
POWER 3

TYPE: Electric
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Recoil.

The Pokémon surrounds itself with wild bolts of lighting, then tackles recklessly.

Aromatic Mist
POWER –

TYPE: Fairy
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Inrease one Ally's Defense and Sp. Defense

1 Defense 1 Sp. Def 1

The Pokémon showers an ally in a mist with a revitalizing aroma.

Spark
POWER 2

TYPE: Electric
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 3 Chance Dice to Paralyze the foe.

Paralysis 3

The user tackles the foe, releasing a powerful spark on contact.

Thunder Wave
POWER –

TYPE: Electric
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Paralyze the foe.

Paralysis

A tide of bright lightning streams from the floor onto the foe. The target's body will be cramped for hours.

Zap Cannon
POWER 5

TYPE: Electric
ACCURACY: Dexterity + Fight +Canalize
DAMAGE POOL: Special + 5
ADDED EFFECT: Lethal. Paralyze the Foe.

Accuracy 5
Paralysis

The user hurls a dreadful bombardment of electric explosions. Anyone hit won't be able to move for a very long time.

Baby-Doll-Eyes
POWER –

TYPE: Fairy
ACCURACY: Cute + Contest + Allure
DAMAGE POOL: -
ADDED EFFECT: Priority. Reduce foe's Strength.

Priority 1 Strength 1

Before anyone acts in battle, the user looks at the foe with the cutest eyes.

Thunder
POWER 5

TYPE: Electric
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 5
ADDED EFFECT: Roll 3 Chance Dice to Paralyze foe. If performed under Sunny Weather, Reduce 2 dice from the Accuracy Roll. If performed under Rain Weather, Add 3 extra Dice to the Accuracy Roll.

Accuracy 3
Paralysis 3

The Pokemon commands a tremendous lightning to strike a specific point on the ground. It's quite dangerous.

Thunderbolt
POWER 3

TYPE: Electric
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Paralyze the foe.

Paralysis 1

A Strong electric attack that shocks and harms the foe. It can destroy most kinds of electric equipment.

Fairy

Super Effective against:

Dark | Dragon | Fight

It's Not Very Effective against:

Fire | Poison | Steel

Fairy Types are cute, sly and deceitful. Most of these Moves play with the foe's feelings of naivety, sadness, happiness, love, and anger. They appear to be harmless while they wait for the moment to strike.

Not all Fairy Types are nice and pleasant, some of them can be resentful and a lot stronger than they look.

Charm
POWER –

TYPE: Fairy
ACCURACY: Cute + Contest + Allure
DAMAGE POOL: -
ADDED EFFECT: Reduce foe's Strength.

Strength 2

The Pokémon uses a cute and harmless attitude to make the foe less wary and aggressive.

Thunder Fang
POWER 2

TYPE: Electric
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 2 Chance Dice to Flinch the foe. Roll 2 Chance Dice to Paralyze the foe.

Accuracy 1
Flinch 2
Paralysis 2

The user lands an electrified bite on foe. The direct current may affect the foe greatly.

Volt Switch
POWER 2

TYPE: Electric
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: The user switches out after dealing damage, the new Pokémon arrives ready to fight on the next Round.

The User quickly shoots an electricity jolt, then switches places with an awaiting Pokémon partner at the speed of lightning.

Crafty Shield
POWER –

TYPE: Fairy
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Priority. The User and its Allies are protected from the effects of a Support Move. Shield.

All
Priority 3

The Pokémon creates a magic shield to protect everyone from the bad tricks a foe might have under its sleeve. Under this shield, everyone can see dishonesty and bad intentions.

Dazzling Gleam

POWER 3

TYPE: Fairy
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: All foes in Range.

All

The user shines like a powerful flash that hurts the eyes of everyone watching it.

Disarming Voice

POWER 2

TYPE: Fairy
ACCURACY: Insight + Contest + Allure
DAMAGE POOL: Special + 2
ADDED EFFECT: Sound Based. Never Fail. All foes in Range.

All

With a charming and manipulative cry, the user deals emotional damage to its opponent. This move always makes the targets feel bad.

Draining Kiss

POWER 2

TYPE: Fairy
ACCURACY: Insight + Contest + Allure
DAMAGE POOL: Special + 2
ADDED EFFECT: : The User restores HP equal to half the damage dealt, rounded down.

The user sends a kiss with a flirty intention, the foe catches the kiss but it ends up draining the target's energy.

Fairy Lock

POWER –

TYPE: Fairy
ACCURACY: Special + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Blocks. Lasts 1 Round.

The user moves as if locking a door. It takes a few moments before everyone realize they are not really trapped.

Fairy Wind

POWER 2

TYPE: Fairy
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: -

The Pokémon strikes with a wind covered in fairy dust. It causes itching.

Flower Shield

POWER –

TYPE: Fairy
ACCURACY: Special + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase the Defense of All Grass Type Pokémon on the field.

Defense 1 | Defense 1

The Pokemon uses a mysterious power that causes flowers to bloom beneath every Grass Pokémon nearby. Flora in this field is more resilient and beautiful.

Misty Terrain

POWER –

TYPE: Fairy
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Creatures standing on the battlefield won't be affected by Status Ailments. Dragon Type attacks won't add their Power to the Damage Pool. Lasts 4 Rounds.

The user surrounds the battlefield with a mystical mist that feels protective. Mythical Pokemon find something eerie about it

Moonblast

POWER 3

TYPE: Fairy
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 3 Chance Dice to Reduce foe's Special.

3 | Special 1

Summon power directly from the moon. The Pokemon blasts the foe with light.

Moonlight

POWER –

TYPE: Fairy
ACCURACY: Special + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: Basic Heal. If performed at night, this move becomes a Complete Heal.

The user gathers power from the light of the moon, the energy absorbed can heal most injuries.

Play Rough

POWER 3

TYPE: Fairy
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 1 Chance Dice to Reduce foe's Strength.

Accuracy 1 | 1 | Strength 1

The user and the foe start a playful wrestle, it soon escalates into something not so pretty.

Sweet Kiss

POWER –

TYPE: Fairy
ACCURACY: Cute + Contest + Allure
DAMAGE POOL: -
ADDED EFFECT: Confuse the foe.

Accuracy 3 | Confuse

The Pokémon moves towards the foe and plants a delicate kiss on its cheek, then leaves playfully. The foe struggles to know what it meant.

Fighting

Super Effective against:

Ice | Normal | Rock | Steel

It's Not Very Effective against:

Bug | Fairy | Flying | Poison | Psychic

No effect against:

Ghost

Fighting Types do battle with honor and face any challenge head-on for the sake of their friends. They always protect the helpless with all their might.

Fighting Moves use direct and powerful attacks to defeat their foes with brute strength and masterful martial arts.

If you look closely, most Fighting Moves are built specifically to defeat bigger, faster, sturdier and stronger foes.

Their power is only matched by their swiftness. When used correctly, no one can stand in the way of a true fighter.

Arm Thrust

POWER 1

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Successive Actions.

The user quickly throws blows of open-palmed thrusts against the foe.

Aura Sphere

POWER 3

TYPE: Fight
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Never Fails.

The user channels its aura and launches this power in the form of a sphere. The foe's aura is hit, leaving the target unscratched but deeply hurt.

Brick Break

POWER 3*

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: If a Barrier is in place on the foe's side (i.e. Light Screen, Reflect) destroy the barrier and add 2 Extra Dice to the Damage Pool, .

The Pokémon uses its palm or claws to perform a one-armed chop that shatters even invisible barriers.

Bulk Up

POWER –

TYPE: Fight
ACCURACY: Tough + Contest + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength and Defense.

Strength 1 | Defense 1

The Pokémon shows its muscles with intimidating poses to look bigger and stronger.

Circle Throw

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Low Priority. The target is hit and knocked back to its trainer forcing it to send another Pokemon, in the wild the target is sent away.

Accuracy 1 | Priority 1

The user throws the target 60 feet out the battefield.

Close Combat

POWER 5

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: After dealing damage, Reduce User's Defense and Sp. Defense.

Defense 1 | Sp. Def 1

The user attacks at a close distance to deal lots of damage. The foe is also close enough to attack.

Counter

POWER *

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Varies
ADDED EFFECT: This move only works if the foe just used a Physical Attack. Roll the same Damage Pool as your foe's last attack and add 2 Damage Dice.

The user prepares to receive damage, then returns that same damage and more.

Cross Chop

POWER 4

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: High Critical.

Accuracy 2

The user delivers a chop with its arms crossed trying to hit a weak spot.

Detect

POWER -

TYPE: Fight
ACCURACY: Insight + Survival + Alert
DAMAGE POOL: -
ADDED EFFECT: Priority. Shield Move. Reduce 3 Dice from the foe's Damage Pool. Negate effects of Support Moves that target the user. Reduce to zero the set damage from a move the user would take.

Priority 5

The user detects the intentions of the attacker and acts out to minimize the damage.

Double Kick

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Double Action.

The user throws two powerful kicks.

Drain Punch

POWER 3

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Fist Based. The user restores HP equal to half the damage dealt, rounded down.

The Pokémon strikes with a powerful punch. Through contact, it absorbs some vital energy.

Dynamic Punch

POWER 4

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: Fist Based. Confuse the foe.

Accuracy 5 | Confuse

A punch that hits a small pressure point. It leaves the foe disoriented.

Final Gambit

POWER *

TYPE: Fight
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Foe's Remaining HP + 4
ADDED EFFECT: Ignore the foe's Defenses. The user faints after dealing damage.

The Pokémon uses its last strength into an all-or-nothing attack, after that, it faints.

Flying Press

POWER 3

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: When Dealing damage with this move, it counts as if this move was also Flying Type.

Accuracy 1

The user flies towards the foe from the sky in pure Lucha Libre style.

Focus Blast

POWER 5

TYPE: Fight
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 5
ADDED EFFECT: Roll 1 Chance Dice to Reduce foe's Sp. Defense.

Accuracy 3 | 1 | Sp. Def 1

The user concentrates and releases a blast of energy.

Focus Punch

POWER 6

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 6
ADDED EFFECT: Fist Based. Charge Move. The User will flinch if it gets hit before releasing this attack.

A brutal punch that requires calm and concentration.

Force Palm

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 3 Chance Dice to Paralyze the foe.

Paralysis 3

A powerful open palm hit that knocks the foe away and may leave him unable to move.

Hammer Arm

POWER 4

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: After dealing damage, Reduce user's Dexterity.

Accuracy 1 | Dexterity 1

A mighty arm thrust that leaves the user quite tired.

High Jump Kick

POWER 5

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: If Accuracy Roll is unsuccessful, deal 5 Dice of Damage to the User.

Accuracy 1

The user lauches itself up and falls down with a brutal kick. It might hurt the user if it doesn't hit the target.

Jump Kick

POWER 4

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: If Accuracy Roll is unsuccessful, deal 4 Dice of Damage to the User.

Accuracy 1

The Pokémon jumps and delivers a powerful kick. It might hurt the user if it doesn't hit the target.

Karate Chop

POWER 3

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: High Critical.

A basic fighting chop that has been practiced and mastered.

Low Kick

POWER 1*

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Add 1 Extra Dice to the Damage Pool for every 50 kgs. of weight on the foe, up to +4 Extra Dice.

The user kicks the target making it fall, the bigger the foe the harder the fall.

Low Sweep

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Reduce Foe's Dexterity.

Dexterity 2

The Pokémon strikes the foe's legs, leaving it unable to walk normally or run .

Mach Punch

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Fist Based. Priority.

Priority 1

The user launches a Punch so quickly that it's barely seen.

Mat Block

POWER -

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: -
ADDED EFFECT: User and Allies. Shield. Reduce 3 Dice from the foe's Damage Pool.

All

The Pokémon uses a mat or something similar as a shield.

Power-up Punch

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Fist Based. Increase User's Strength.

Strength 1

The Pokémon uses this punch to test the surface of an object. The user toughens up to deal better blows.

Quick Guard

POWER –

TYPE: Fight
ACCURACY: Dexterity + Survival + Alert
DAMAGE POOL: -
ADDED EFFECT: User and Allies. Shield Move. This move will only protect against Damaging Moves with "Priority" and surprise attacks. Reduce 3 Dice from the foe's Damage Pool

All

Priority 3

The user reacts instinctively and defends itself and its teamates, nullifying the efects of the fastest attacks.

Revenge

POWER 2*

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: If the User has already received damage this round, add 2 Extra Dice to the Damage Pool.

The Pokémon fights ruthlessly and may retaliate fiercely against a foe that has hurt the User.

Reversal

POWER 1*

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Add 1 Extra Dice to the Damage Pool for every missing HP the User has. Up to 5 Dices may be added this Way

The user gathers its mettle to block away the pain and focus only on hiting harder.

Rock Smash

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 5 Chance Dice to Reduce foe's Defense.

5

Defense 1

A powerful hit that can crush rocks. Used against a foe it is sure to leave an awful bruise and a crack on its armor.

Rolling Kick

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 3 Chance Dice to Flinch the Foe.

Accuracy 2

Flinch 3

The user spins in the air landing an impressive kick that may daze the target.

Sacred Sword

POWER 3

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Ignore any Increases to the foe's Defense.

The user slashes its target with a mighty blade that no armor can stop.

Seismic Toss

POWER *

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Varies
ADDED EFFECT: Add 1 Dice of Damage for every 10 levels of the User (Example: The damage pool of a level 43 Pokémon is 4 Dice). Ignore Foe's Defenses.

The target gets launched up then falls face first into the ground, the stronger the user the higher the foe will be thrown.

Sky Uppercut

POWER 3

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: -

Accuracy 1

The user attacks with an uppercut, throwing the foe skyward with lots of force.

Storm Throw

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: If the Accuracy Roll is successful this move becomes a Critical Hit.

The user impacts a weak spot with a powerful blow.

Submission

POWER 3

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Recoil.

Accuracy 2

The user recklessly struggles with the foe to pin it to the ground.

Pokémon Moves

Superpower

POWER 5

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Lethal. Reduce User's Strength and Defense.

Strength 1

Defense 1

The Pokemon makes use of all its force to deliver a crushing strike to the foe, this demands a lot from the user.

Triple Kick

POWER 1*

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Successive Actions. Add 1 Extra Dice to the Damage Pool to the last kick performed.

Accuracy 1

The user throws three or more kicks, leaving the harder blow for the end.

Vacuum Wave

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Priority.

Priority 1

The user pulls the enemy closer using the power of its ki. This traction has a lot of strength and may break anything it pulls.

Vital Throw

POWER 2

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Low Priority. Never Fails.

Priority 1

The Pokémon awaits for the perfect moment to strike the foe.

Wake-up Slap

POWER 2*

TYPE: Fight
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: If the Foe is sleeping Add 2 Extra Dice to the Damage Pool. The foe Wakes up afterwards.

A powerful slap that makes even the laziest Pokémon be well awake.

Fire

Super Effective against:

Bug | Grass | Ice | Steel

It's Not Very Effective against:

Dragon | Fire | Rock | Water

Fire Moves are among the most powerful and dangerous attacks. They engulf foes and fields with unyielding flames which turn the room to cinders in a matter of seconds.

Fire Types rely on offensive Moves to defeat their enemies at long range. Some Physical-oriented Fire Pokémon are known to be just as strong, just a little bit more careless about their flames.

Fire is wild. Area attacks are common and used often.

They won't restrain from using the full potential of its power.

These Pokémon and Moves should be used with care since the people in towns and the creatures in the wild don't appreciate their homes being turned to ashes.

Blast Burn

POWER 6

TYPE: Fire
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 6
ADDED EFFECT: Lethal. Must Recharge.

Accuracy 1

The Pokémon uses all of its power to deliver an infernal blast to the foe. The user is left exhausted.

Blaze Kick

POWER 3

TYPE: Fire
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: High Critical. Roll 2 Chance Dice to Burn the Foe.

Burn 2

The user throws a mighty kick engulfed in fire that may leave a bad looking burn.

Ember
POWER 2

TYPE: Fire
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 1 Chance Dice to Burn the Foe.

Burn 1

The user shoots a small flame against the target that may cause a first-degree burn.

Eruption
POWER 6*

TYPE: Fire
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 6
ADDED EFFECT: Lethal. Target all foes in Range. Reduce 1 Dice from the Damage Pool for every missing HP the User has. Up to 5 dice may be removed this way.

All

A fierce burst of lava coming from the user at full force charring whatever comes in contact with it.

Fiery Dance
POWER 3

TYPE: Fire
ACCURACY: Dexterity + Contest + Perform
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 5 Chance Dice to Increase the User's Special.

5

Special 1

The user cloaks itself in flames and shoots them while dancing gracefully.

Fire Blast
POWER 5

TYPE: Fire
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 5
ADDED EFFECT: Lethal. Roll 3 Chance Dice to Burn the foe.

Accuracy 3

Burn 3

The Pokémon shoots a giant fireball that explodes on contact with the foe, blasting fire in all directions.

Fire Fang
POWER 2

TYPE: Fire
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 2 Chance Dice to Flinch the Foe. Roll 2 Chance Dice to Burn the foe.

Accuracy 1

Burn 1

Flinch

The user breaths fire from its mouth while biting the target.

Fire Pledge
POWER 2

TYPE: Fire
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: All flammable plants and objects in the battlefield are covered in flames. Roll 1 Dice of Fire Damage at the end of every Round against everyone on the field.

The Pokémon chants to invoke the power of Fire. Its pledge is heard, then the flames consume everything around.

Fire Punch
POWER 3

TYPE: Fire
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Fist Based. Roll 1 Chance Dice to Burn the foe.

Burn 2

The User can ignite its fists for a brief moment without any danger of getting burned. The foe may not be so lucky.

Fire Spin
POWER 2

TYPE: Fire
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Blocks. Roll 2 Dice of Damage against the foe at the end of each Round. Lasts 4 Rounds.

Accuracy 2

The user creates a vortex of fire that remains spinning in the battlefield, trapping the foe within.

Flame Burst
POWER 3

TYPE: Fire
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: After dealing damage, the user may roll 1 Dice of Damage against two other Targets.

A concentrated flameball that bursts on contact with the foe, scattering smaller flames around.

Flame Charge
POWER 2

TYPE: Fire
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Increase the User's Dexterity.

Dexterity 1

The Pokemon uses its flames as propulsion to strike the foe.

Flame Wheel
POWER 2

TYPE: Fire
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 1 Chance Dice to Burn the foe.

Burn 1

The user cloaks itself in flames and rolls to tackle the target.

Flamethrower
POWER 3

TYPE: Fire
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Burn the foe.

Burn 2

The user lets out a powerful fire stream that leaves a scorched trail.

Flare Blitz
POWER 5

TYPE: Fire
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Recoil. Roll 1 Chance Dice to Burn the foe.

Burn 3

The user sets itself on fire, recklessly charging against the target with a brutal strike.

Heat Crash
POWER 2*

TYPE: Fire
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Add 1 Extra Dice to the Damage Pool for every 50 kgs. of weight above the target's weight, up to +4 Extra Dice.

The user slams the target with a body engulfed in fire.

Heat Wave
POWER 3

TYPE: Fire
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Target all foes in Range. Roll 1 Chance Dice to Burn those affected.

All

Accuracy 1

Burn 1

The user breathes a giant wave of incandescent air that might set fire to whatever it touches.

Incinerate
POWER 1

TYPE: Fire
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 1
ADDED EFFECT: Target all foes in range. Destroy the held Berries of those affected.

All

The Pokémon releases a blast of fire that instantly consumes small flammable objects.

Inferno
POWER 4

TYPE: Fire
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 4
ADDED EFFECT: Lethal. Burn the Foe.

Accuracy 5

Burn 3

The Pokémon sets the foe on fire. These flames rise up to 6 feet. A very dangerous Move.

Lava Plume
POWER 3

TYPE: Fire
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Area Attack. Roll 3 Chance Dice to Burn those affected.

Burn 1

The user shoots up bits of molten lava that fall scattered around the field.

Mystical Fire
POWER 2

TYPE: Fire
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Reduce Foe's Special.

Special 1

This mystical fire not only burns the foe, it also drains its power.

Overheat
POWER 6

TYPE: Fire
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 6
ADDED EFFECT: Lethal. Reduce User's Special.

Accuracy 1

Special 2

A furious wave of scorching fire that will turn to ashes everything it touches, exhausting the user afterwards.

Flying

Super Effective against:

Bug | Fight | Grass

It's Not Very Effective against:

Electric | Rock | Steel

Flying Types typically fight with ranged attacks high up in the air so land dwellers don't reach them. They are fast and accurate and benefit a lot from speed.
Flying Pokémon prioritize Evasion above any other trait and usually flee from danger rather than fighting, specially if they are losing.

Flying Moves are great for surprise attacks. Ambush tactics alongside their speed may end the battle before it even starts.

Sunny Day
POWER –

TYPE: Fire
ACCURACY: Special + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: Sunny Weather is activated for the next 4 Rounds.

The pokémon will raise the temperature along with the sun, it doesn't work at night, indoors, underground or underwater.

Will-o-Wisp
POWER –

TYPE: Fire
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Burn the Foe.

Accuracy 3 | Burn 1

The user calls a floating ember to consume the foe.

Acrobatics
POWER 4*

TYPE: Flying
ACCURACY: Dexterity + Survival + Athletic
DAMAGE POOL: Strength + 4
ADDED EFFECT: If the User has a Held Item, remove 2 Dice from the Damage Roll.

The user makes quick and graceful acrobatic moves to hit the foe, it will be swifter if nothing gets in the way.

Aerial Ace
POWER 2

TYPE: Flying
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Never Fail.

The Pokémon rises, then plommets quickly to attack the opponent.

Air Cutter
POWER 2

TYPE: Flying
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Target all foes in Range. High Critical.

All

The user will send out a wave of sharp wind that will harm anything it touches.

Air Slash
POWER 3

TYPE: Flying
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

Flinch 3

The user will surround the foe with razor-like wind that may knock it down.

Bounce
POWER 3

TYPE: Flying
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Charge Move While charging this Move, the user will be out of range. Roll 3 Chance Dice to paralyze the foe.

Paralysis 3

The Pokémon will jump 30 feet in the air before landing on top of the foe. The user won't suffer any falling damage.

Brave Bird
POWER 5

TYPE: Flying
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Recoil.

The Pokémon flies straight at the foe at full speed, the collision might hurt both of them.

Chatter
POWER 2

TYPE: Flying
ACCURACY: Special + Contest + Perform
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 3 Chance Dice to Confuse the foe.

Confuse 3

The user starts talking and giving orders in human language. It may be extremely confusing for the foes.

Defog
POWER –

TYPE: Flying
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Remove all Barriers (i.e. Light Screen, Reflect) and any Entry Hazard and Evasion Modifier on the battlefield.

A strong current of wind that blows away any fog and even invisible barriers.

Drill Peck
POWER 3

TYPE: Flying
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Lethal.

The user pierces the foe with its beak used as a drill. A dangerous move.

Feather Dance
POWER –

TYPE: Flying
ACCURACY: Beauty + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Strength.

Strength 2

A beautiful dance that soothes the hearts of those who watch it, reducing their aggressive intentions.

Fly
POWER 3

TYPE: Flying
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Charge Move. While charging this move, the User will be out of range, with the exception of the attacks Hurricane and Thunder.

The user flies up high in one action, then drops and strikes in the next one. The Pokémon can fly for extremely long periods of time without getting tired.

Gust
POWER 2

TYPE: Flying
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: -

The Pokémon flaps its wings to strike the foe with wind.

Hurricane
POWER 5

TYPE: Flying
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 5
ADDED EFFECT: Lethal. Roll 3 Chance Dice to Confuse the Foe. If performed under Rain Weather, Add 3 Extra Dice to the Accuracy Roll.

Accuracy 3 | Confuse 3

The user attacks by wrapping the opponent in a fierce wind that carries the target up into the sky.

Mirror Move
POWER *

TYPE: Flying
ACCURACY: Will
DAMAGE POOL: Same as Copied move.
ADDED EFFECT: Copies the last Damaging Move the foe has performed.

The user concentrates and manages to imitate the last move used by the foe.

Peck
POWER 2

TYPE: Flying
ACCURACY: Dexterity+ Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: -

The Pokémon uses its beak or horn to jab the foe, hurting a little bit.

Pluck

POWER 2

TYPE: Flying
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Never Fail. If the Target is holding a Berry, the User eats it and gains its effects.

The user gives a hard peck and may get something tasty out of the foe.

Roost

POWER –

TYPE: Flying
ACCURACY: Special + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: Basic Heal. Until the User's next action this Pokémon will be vulnerable to Ground Type moves.

The Pokémon uses its action to land on the ground and relax.

Sky Attack

POWER 6

TYPE: Flying
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 6
ADDED EFFECT: Lethal. High Critical. Charge Move. Roll 3 Chance Dice to Flinch the foe.

Accuracy 1 | Flinch 3

The Pokémon darts from the sky with a graceful and lethal strike, propelling with the wind, crushing the foe on the ground.

Sky Drop

POWER 2

TYPE: Flying
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Charge Move. While charging this move the Target is flinched. Flying Type Pokemon are immune to the Damage of this move. Lifting a target is restricted by the Strength of the User.

The user carries the opponent to the sky, then drops the target from that altitude.

Tailwind

POWER –

TYPE: Flying
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: For the Next 4 Rounds, Increase the Dexterity of the User and All Allies in the field.

Dexterity 2

User flaps its wings and casts a turbulent wind that helps the team move significantly faster.

Wing Attack

POWER 2

TYPE: Flying
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: -

The user flies towards the foe and strikes with its wings.

Ghost

Super Effective against:

Ghost | Psychic

It's Not Very Effective against:

Dark

No effect against:

Normal

Ghost Types strike fear on their foes as much as pain through their otherwordly energies and curses. They lurk in shadows far from seeker's eyes, hiding, waiting to lunge from the darkness and take the living to mysterious places.

Ghost Moves can inflict banes that will haunt the victim for a long time. Some of these pokémon hold grudges that can last a lifetime, following whoever has wronged them and hurting the living when they are vulnerable. Many people talk about waking up everynight with fresh wounds and scars, eerie presences following their steps and Pokémon vanishing from sight.

These Moves will allow the Ghost to haunt safely.

Astonish

POWER 1

TYPE: Ghost
ACCURACY: Dexterity + Survival + Stealth
DAMAGE POOL: Strength + 1
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

Flinch 3

The user sneaks close and startles the foe.

Confuse Ray

POWER –

TYPE: Ghost
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Confuse the foe.

Confuse

The user flashes a sinister ray of bright light that leaves the the target disoriented and confused.

Curse

POWER –

TYPE: Ghost
ACCURACY: Will
DAMAGE POOL: -
ADDED EFFECT: Roll half the user's HP as damage dice to itself. The target now has 2 additional Dice in all of its rolls, these Dice always land as " 1 ".

The user mutters words that become an evil incantation, the curse may only be lifted by a medium or through divine intervention.

Curse (Non-Ghost User)

POWER –

TYPE: Ghost
ACCURACY: Will
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength and Defense. Reduce the User's Speed. This effect is only for Pokémon who are not Ghost-Type.

Strength 1 | Defense 1 | Dexterity 1

The Pokémon prepares to deal and receive damage by muttering something not appropiate for kids.

Destiny Bond

POWER –

TYPE: Ghost
ACCURACY: Will
DAMAGE POOL: -
ADDED EFFECT: If the user faints this Round due to Combat damage, the Pokemon that dealt the damage will faint at the same time.

The Pokémon creates a mystical bond with anyone that causes it harm. Whatever ill falls on the user, it will fall on the perpetrator too.

Grudge

POWER –

TYPE: Ghost
ACCURACY: Will
DAMAGE POOL: -
ADDED EFFECT: The User Faints. The foe gets its Will depleted. The Target may make a Loyalty roll, if the result is equal or superior to the User's Grudge Roll, it may keep 1 point of Will.

The user leaves an imprinting grudge over the foe, this makes the target unwilling to fight. It may only keep battling if something greater is at risk.

Hex

POWER 2*

TYPE: Ghost
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: If the Target is affected by a Status Ailment add 2 Extra Dice to the Damage Pool.

The user casts a terrible hex over the target, the effects will be greater if the target is vulnerable.

Lick

POWER 1

TYPE: Ghost
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Roll 3 Chance Dice to Paralyze the Foe.

Paralysis 3

The user licks the foe. The saliva can numb the body of most creatures.

Night Shade

POWER *

TYPE: Ghost
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: Varies
ADDED EFFECT: Add 1 Dice of Damage for every 10 levels of the User (Example: The damage pool of a level 43 Pokémon is 4 Dice). Ignore Foe's Defenses.

The user casts a shade with a frightening mirage inside that torments the target.

Nightmare

POWER –

TYPE: Ghost
ACCURACY: Insight + Contest + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Will only work if the Target is asleep. Deal 1 Damage to the foe. Deal 1 Damage again at the beginning of each Round if the target is still asleep.

Damage 1

The user enters the target's dreams to torment it.

Ominous Wind

POWER 2

TYPE: Ghost
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 1 Chance Dice to Increase the User's Strength, Dexterity, Special, Defense and Sp. Defense.

Strength 1 | Dexterity 1 | Special 1 | Defense 1 | Sp. Def 1

The Pokémon sends out a goosebump-inducing, repulsive wind that might make the user feel an evil rush.

Phantom Force

POWER 3

TYPE: Ghost
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Charge Move. While charging this Move, other Moves will not affect the user. If the Target made a Shielding Action the shield is destroyed and won't have any effect.

The Pokémon disappears into a dark dimension to infiltrate even the most impenetrable defenses. It may reappear during its next action.

Shadow Ball

POWER 3

TYPE: Ghost
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Reduce foe's Sp. Defense.

1 | Sp. Def 1

The Pokémon hurls a sphere made of shadow and dark matter to harm the foe.

Shadow Claw

POWER 3

TYPE: Ghost
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: High Critical.

Claws become semi-ethereal and are able to briefly pierce armor, hide, skin and objects so it can strike the target on any weak spot.

Shadow Punch

POWER 2

TYPE: Ghost
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Fist Based. Never Fail.

The Pokémon punches through its own shadow. The attack comes out from the foe's shadows as if it were a portal.

Shadow Sneak

POWER 2

TYPE: Ghost
ACCURACY: Dexterity + Survival + Stealth
DAMAGE POOL: Strength + 2
ADDED EFFECT: Priority.

Priority 1

The user sneaks through darkness and strikes out of the target's shadow. The Pokémon can move freely inside shades as if it were incorporeal.

Spite

POWER –

TYPE: Ghost
ACCURACY: Will
DAMAGE POOL: -
ADDED EFFECT: Reduce Target's temporal Will to 1 point.

The target feels overwhelmend by feelings of dread.

Trick-or-Treat

POWER –

TYPE: Ghost
ACCURACY: Special + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Add the Ghost type to the Target's Type. (ie. Meowth will now be "Normal/Ghost" Charizard will now be "Fire/Flying/Ghost") If the Pokémon already has a third type attached, replace it.

The Pokemon takes the target Trick-or-Treating. The target gets a ghost costume which somehow cannot be removed without a medium's help.

Grass

Super Effective against:

Ground | Rock | Water

It's Not Very Effective against:

Bug | Dragon | Fire | Flying | Grass | Poison | Steel

Grass Types are serene creatures used to endure harsh situations. Their Moves use their inner living energy to provide shelter, attack their foes and stop their predators. These powers are renowned for their ability to drain the foe's energy just as they would absorb the sunbeams.

Grass Types make for amazing rangers, protecting the wild lands and their inhabitants with their high Survival Skill, plant-like bodies and their powerful self-sustaining Moves.

These Moves calm down the foe's bad attitude through the soothing aromas of their sap and leaves or restrict an enemy with their vines and spores.

These flowers do not like their petals touched.

Absorb

POWER 2

TYPE: Grass
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: The user restores HP equal to half the damage dealt rounded down.

The user absorbs the vital energy out of its foe.

Aromatherapy

POWER –

TYPE: Grass
ACCURACY: Special + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: Cure User and Allies from Burn, Freeze, Paralysis, Poison or Sleep.

All

The Pokémon releases medicinal scents and vapors to refresh the user and its allies.

Bullet Seed

POWER 1

TYPE: Grass
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 1
ADDED EFFECT: Ranged. Succesive Actions.

The Pokémon shoots seeds rapidly as if they were bullets.

Cotton Guard

POWER –

TYPE: Grass
ACCURACY: Special + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Defense.

Defense 3

The user covers itself in cotton puffs that severely reduce the impact of physical attacks.

Cotton Spore

POWER –

TYPE: Grass
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Reduce Foe's Dexterity

Dexterity 2

The Pokemon covers the foe in cotton, disrupting its movement speed.

Energy Ball

POWER 3

TYPE: Grass
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Reduce foe's Sp. Defense.

1 | Sp. Def 1

The Pokemon gathers nature's energy in a ball and hurls it at the foe. Trees and bushes may be left opaque and sad.

Forest's Curse

POWER –

TYPE: Grass
ACCURACY: Special + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: Add the Grass Type to the Target's Type (ie. Nidoran will now be "Poison/Grass" Heracross will now be "Bug/Fight/Grass") If the Pokémon already has a third type attached, replace it.

The user calls the forest to lay a curse upon the target, making it grow vines and vegetation around its whole body. The curse will not be easily lifted without a medium's help.

Frenzy Plant

POWER 6

TYPE: Grass
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 6
ADDED EFFECT: Must Recharge.

Accuracy 1

User roots down and calls the plants to grow in a frenzy around the foe, though it leaves the user exhausted.

Giga Drain

POWER 3

TYPE: Grass
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: The user restores HP equal to half the damage dealt, rounded down.

The Pokémon extracts a great amount of vital energy from the foe's body.

Grass Knot

POWER 1*

TYPE: Grass
ACCURACY: Special + Survival + Nature
DAMAGE POOL: Special + 1
ADDED EFFECT: Add 1 Extra Dice to the Damage Pool for every 50 kgs. of weight on the foe, up to +4 Extra Dice.

The user snares the target's feet with grass, making it fall to the ground. The bigger the foe the harder the fall.

Grass Pledge

POWER 2

TYPE: Grass
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special +2
ADDED EFFECT: Reduce the Dexterity of those affected.



The Pokémon chants to invoke the power of Grass. Its pledge is heard then the soil trembles and the ground crumbles as vegetation rises to grapple anyone in the field.

Grass Whistle

POWER –

TYPE: Grass
ACCURACY: Cool + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Sound Based. Put the Target to Sleep.



The user plays a beautiful and soothing melody that lulls the target into a peaceful sleep.

Grassy Terrain

POWER –

TYPE: Grass
ACCURACY: Special + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: For the next 4 Rounds, User and Allies on the ground Restore 1 HP at the end of each round. Add 1 Extra Dice to the Damage Rolls of Grass Type Moves.



The Pokémon calls upon the healing power of nature to grow a patch of miraculous grass on its side of the battlefield.

Horn Leech

POWER 3

TYPE: Grass
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: The user restores HP equal to half the damage dealt, rounded down.

The user rams the foe and absorbs some of its vital energy with its horns.

Ingrain

POWER –

TYPE: Grass
ACCURACY: Special + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: User Heals 1 HP at the end of every Round. While this move is active the User cannot flee or switch out from battle.



The Pokemon roots itself to the ground, absorbing the nutrients and recovering health.

Leaf Blade

POWER 3

TYPE: Grass
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Lethal. High Critical.

The Pokémon uses the sharp leaves on its body to cut through the foe.

Leaf Storm

POWER 6

TYPE: Grass
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: Special + 6
ADDED EFFECT: Reduce the User's Special.



A furious storm of sharp leaves swirls and pierces the target. The user is left exhausted.

Leaf Tornado

POWER 2

TYPE: Grass
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 5 Chance Dice to Reduce the Foe's Accuracy.



A bush worth of sharp leaves swirls around the foe making it harder for it to aim attacks properly.

Leech Seed

POWER –

TYPE: Grass
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: At the end of the Round, Roll 1 Dice of Damage to the foe, restore 1 HP to the user for every damage dealt this way. Grass type Pokemon are immune to this move.



The user plants some seeds on the target, the seeds sprout and restore the user's health by absorbing the foe's vital energy.

Magical Leaf

POWER 2

TYPE: Grass
ACCURACY: Dexterity + Survival + Nature
DAMAGE POOL: Special + 2
ADDED EFFECT: Never Fail.

The user sends out a floating leaf that will pursuit the target until it hits.

Mega Drain

POWER 2

TYPE: Grass
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: The user restores HP equal to half the damage dealt, rounded down.

The user absorbs a big amount of vital energy from the target.

Needle Arm

POWER 2

TYPE: Grass
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 3 Chance Dice to Flinch the Foe.



The Pokemon hits the foe with its flailing arms, some thorns may get stuck on the target like needles.

Petal Blizzard

POWER 3

TYPE: Grass
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 3
ADDED EFFECT: Area Attack.

The Pokémon showers the battlefield with a raging blizzard of petals and leaves, anyone close to the user will suffer the consecuences.

Petal Dance

POWER 5

TYPE: Grass
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 5
ADDED EFFECT: Rampage. Targets Random foe.

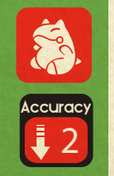


The Pokémon starts swirling petals around in a true display of nature's power, the petals are guided by the wind to strike the foe.

Power Whip

POWER 5

TYPE: Grass
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: -



The Pokémon violently lashes the foe with its vines or a part of its body, acting as a powerful whip.

Razor Leaf

POWER 2

TYPE: Grass
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 2
ADDED EFFECT: Target All Foes in Range. Ranged. High Critical.



The Pokémon shoots one or more sharp leaves that cut through all targets as if they were razors.

Seed Bomb

POWER 3

TYPE: Grass
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 3
ADDED EFFECT: Ranged.

The user throws a big seed that explodes on contact with the foe.

Sleep Powder

POWER –

TYPE: Grass
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Put the Target to Sleep.



The user scatters powder around, anyone who comes in contact with it will fall asleep.

Solar Beam

POWER 5

TYPE: Grass
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 5
ADDED EFFECT: Charge Move. If there is a Sunny Weather, you skip this Move's Charge action. If performed under Rain, Sandstorm or Hail Weather, this Move takes two actions to Charge.

The user focuses the sunlight it has absorbed into a powerful and devastating beam of light.

Spiky Shield

POWER –

TYPE: Grass
ACCURACY: Vitality + Fight + Brawl
DAMAGE POOL: -
ADDED EFFECT: Priority. Shield. Reduce 3 Damage Dice from the next attack and deal 2 Damage Dice to the attacker if it used a physical non-ranged Move.



The Pokémon covers itself with a thorn filled shell, the foe will be damaged if it hits directly into it.

Spore

POWER –

TYPE: Grass
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Put the Target to Sleep.

Sleep

A powerful somniferous spore that is shot at the target to make it fall asleep.

Worry Seed

POWER –

TYPE: Grass
ACCURACY: Special + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Until the end of the Scene, Target's Ability is now "Insomnia".

The user plants a seed in its foe. It causes a restless preocupation that won't let it sleep at night.

Stun Spore

POWER –

TYPE: Grass
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Paralyze the Foe.

Accuracy 3 | Paralysis

A blow of dust that paralyzes the target on the spot and cramps its muscles.

Synthesis

POWER –

TYPE: Grass
ACCURACY: Vitality + Nature + Survival
DAMAGE POOL: -
ADDED EFFECT: Basic Heal. If performed under Sunny Weather, this move becomes a Complete Heal.

The Pokémon uses the sunlight as energy to regain its vitality.

Vine Whip

POWER 2

TYPE: Grass
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: -

The Pokemon uses its slender vines as a whip against the foe. They are as long as 20 feet.

Wood Hammer

POWER 5

TYPE: Grass
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Recoil.

The Pokémon recklessly slams the foe with a part of its rugged body, the user also gets hurt in the process.

Ground

Super Effective against:

Electric | Fire | Poison | Rock | Steel

It's Not Very Effective against:

Bug | Grass

No effect against:

Flying

Ground Types are hardy and lonely creatures. Their Moves are able to to control the battleground using great area attacks and field Moves that can keep most enemies at bay or risk some serious injuries.

These powers will slow down most pursuers, trap any unsuspecting traveler and cut down paths that would compromise the Pokémon's safety.

Watch your step, Ground Pokémon could be like walking landmines.

Bone Club

POWER 2

TYPE: Ground
ACCURACY: Dexterity + Fight + Melee
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 2 Chance Dice to Flinch the Foe.

Accuracy 2 | Flinch 2

The user hits the target with a bone, the smack may leave a bump on the target's head.

Bone Rush

POWER 1

TYPE: Ground
ACCURACY: Dexterity + Fight + Melee
DAMAGE POOL: Strength + 1
ADDED EFFECT: Successive Actions.

Accuracy 1

The user quickly strikes the foe with a bone, one blow after another.

Earth Power

POWER 3

TYPE: Ground
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Reduce the foe's Sp. Defense.

1 | Sp. Def 1

The user sends out a subterranean wave that bursts on the ground bellow the target. It looks like the earth molds to the Pokémon's will.

Bonemerang

POWER 2

TYPE: Ground
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 2
ADDED EFFECT: Ranged. Double Action.

Accuracy 1

The Pokemon throws a bone to hit the foe. The bone returns like a boomerang, striking a second time.

Earthquake

POWER 4

TYPE: Ground
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 4
ADDED EFFECT: Area Attack. Ranged.

The Pokémon focuses its energy into shaking the ground, everyone around will be thrown like a rag doll.

Bulldoze

POWER 2

TYPE: Ground
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Area Attack. Reduce the Dexterity of those affected.

Dexterity 1

The user stomps and tramples the place, breaking stones, trees and everything nearby.

Fissure

POWER –

TYPE: Ground
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Ranged. Deal damage to the Target equal to their remaining HP.

Accuracy 7

The user tears the ground apart in a monstrous display of force, if the foe falls through the fissure it might need a rescue team to get it out.

Dig

POWER 3

TYPE: Ground
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Charge Move. While charging this move, the User will be out of range. Can be hit by Earthquake, Magnitude or a similar Move.

The user digs a tunnel on the ground and attacks while coming out from below.

Magnitude

POWER *

TYPE: Ground
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + Varies
ADDED EFFECT: Ranged. Roll 1 Dice to determine this Move's Power.

The user quakes the ground plates. Some plates will move easier than others.

Drill Run

POWER 3

TYPE: Ground
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: High Critical.

Accuracy 1

The user rotates its body imitating a drill and crashes against the foe. This attack may pierce through walls and floors with ease and great precision.

Mud Bomb

POWER 2

TYPE: Ground
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 3 Chance Dice to Reduce the Foe's Accuracy.

Accuracy 2 | 3 | Accuracy 1

The Pokémon shoots a ball made of mud that bursts on the target, some mud may get on its eyes.

Mud Shot

POWER 2

TYPE: Ground
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Reduce the Foe's Dexterity.

Accuracy -1 | Dexterity -1

The Pokémon shoots a stream of mud that covers the foe, obstructing its movement.

Mud Slap

POWER 1

TYPE: Ground
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 1
ADDED EFFECT: Reduce the foe's Accuracy.

Accuracy -1

The user hurls some mud to the face of the foe, leaving it unable to see clearly.

Mud Sport

POWER –

TYPE: Ground
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: For the next 4 Rounds Electric Type attacks won't add their Power to the Damage Pool.

The user covers everything with mud, reducing the effectiveness of electric attacks made on the field.

Rototiller

POWER –

TYPE: Ground
ACCURACY: Strength + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase the Strength and Special of all Grass Type Pokémon in the battlefield.

Special +1 | Strength +1 | Strength +1 | Special +1

The Pokémon digs around and moves the soil to make it ideal for plant growth.

Sand Attack

POWER –

TYPE: Ground
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Accuracy.

Accuracy -1

The user shoots some sand into the opponent's eyes.

Sand Tomb

POWER 2

TYPE: Ground
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Ranged. Block. Roll 2 Dice of Damage against the foe at the end of every Round. Lasts 4 Rounds.

Accuracy -2

The Pokémon creates a shifting sand pit around the foe, leaving it unable to escape.

Spikes

POWER –

TYPE: Ground
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Foe Pokémon that enters the battlefield will lose 1 HP, this effect does not stack. Pokemon with the Levitate ability and Flying Type Pokemon are immune to this effect. Entry Hazard.

The Pokémon shoots pointy pebbles or thorns around the field that deal damage to anyone coming from that side.

Ice

Super Effective against:

Dragon | Flying | Grass | Ground

It's Not Very Effective against:

Fire | Ice | Steel | Water

Ice Types are very rarely seen in most cities and towns. Their bodies have unique abilities that freeze everything nearby and help them resist harsh environments.

Ice Moves work as powerful and solid single target attacks, capable of defeating most foes with just a single strike and a little bit of luck. These powers can freeze water, the moisture in the air and living beings alike. Once the enemy is frozen solid, Ice Pokémon might escape or attack until the opponent faints.

If you feel strong, you should also wonder if you feel lucky.

Well... do you?

Aurora Beam

POWER 2

TYPE: Ice
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 1 Chance Dice to Reduce foe's Strength.

1 | Strength -1

The Pokemon shoots a beautiful rainbow colored beam that may leave the foe flabbergasted.

Avalanche

POWER 2*

TYPE: Ice
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Low Priority. If the If the user received damage from the target this Round, Add 2 Extra Dice to the Damage Pool.

Priority -4

The user builds up a lot of snow around itself, if anything disturbs the snow, it will fall on the attacker like an avalanche.

Blizzard

POWER 5

TYPE: Ice
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 5
ADDED EFFECT: Target All Foes in Range. Roll 1 Chance Dice to Freeze those affected. If performed under Hail Weather Add 3 Extra Dice to Accuracy and ignore any Increased Evasion the foes may have.

All | Accuracy -3 | Frozen 1

The user swirls a violent gelid wind around the foes. This blizzard may not last long, but it's tremeandously strong.

Freeze Dry

POWER 3

TYPE: Ice
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Water type Pokemon are dealt 2 Added Automatic Damage.

The user freezes all moisture in the environment, water type Pokémon suffer greatly.

Frost Breath

POWER 2

TYPE: Ice
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: This Move is always a Critical Hit and it gets the proper bonus for it.

Accuracy -1

The user shoots a gelid breath against the target that sends a chill through the spine. The sudden change of temperature can bring anyone to its knees.

Hail

POWER –

TYPE: Ice
ACCURACY: Special + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: Hail Weather is activated for the next 4 Rounds.

The user summons a hailstorm that will stay on the battlefield for some time.

Haze

POWER –

TYPE: Ice
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Remove all Increased or Reduced Attributes and Traits on everyone on the Battlefield.

The user sends out a haze that disturbs all the Pokémon engaged in battle. It may conceal whoever is inside.

Ice Ball

POWER 1*

TYPE: Ice
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Successive Actions. Add 1 Extra Dice to the Damage Roll of the last Ice Ball hit the user performs. If the Pokémon used Defense Curl this Round, add 1 Extra Dice to the Damage Roll of every hit.

Accuracy -1

The user curls into a snowball, rolling against the foe. The ball grows bigger as it rolls.

Ice Beam

POWER 3

TYPE: Ice
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Freeze the Foe.

Frozen 1

The user shoots a freezing ray that greatly lowers the temperature of anything it hits.

Ice Fang

POWER 2

TYPE: Ice
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 2 Chance Dice to Flinch the foe. Roll 2 Chance Dice to Freeze the foe.

Accuracy -1 | Flinch 2 | Frozen 2

The user bites the foe and releases a gelid breath through its mouth.

Ice Punch

POWER 3

TYPE: Ice
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Fist Based. Roll 1 Chance Dice to Freeze the foe.

Frozen 1

The Pokémon delivers a strike covered in ice. The user's hands can freeze anything they touch.

Ice Shard

POWER 2

TYPE: Ice
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 2
ADDED EFFECT: Ranged. Priority.

Priority 1

The user quickly freezes some bits of ice and throws them at the target.

Icicle Crash

POWER 3

TYPE: Ice
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 3 Chance Dice to Flinch the Foe.

Accuracy 1 | Flinch 3

The user drops a big icicle over the foe, the impact may leave the opponent dazed.

Icicle Spear

POWER 1

TYPE: Ice
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 1
ADDED EFFECT: Ranged. Successive Actions.

The user launches a wave of small but pointy icicles towards the target.

Icy Wind

POWER 2

TYPE: Ice
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Target all foes in Range. Reduce Dexterity of those affected.

All | Accuracy 1 | Dexterity 1

A breeze so cold that it chills you to the bone, making it harder to move.

Mist

POWER –

TYPE: Ice
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: For the next 4 Rounds, the User and Allies cannot have their Attributes or Traits reduced.

All

The user cloaks itself and its allies within a cold mist with mystic properties. It may conceal whoever is nearby.

Powder Snow

POWER 2

TYPE: Ice
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Target all foes in Range. Roll 1 Chance Dice to Freeze those affected.

All | Frozen 1

The user sends out a wind current full of snowflakes that freeze whatever they touch. This powder can easily turn a room to ice.

Sheer Cold

POWER –

TYPE: Ice
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Deal damage to the Target equal to its remaining HP.

Accuracy 7

The user freezes the foe from the inside out. victims of this attack will need urgent medical attention.

Normal

It's Not Very Effective against:

Rock | Steel

No effect against:

Ghost

Normal Types have a great versatility and adaptability. These Moves are common in all Pokémon and provide basic attacks, debilitating powers, support for most situations and some ridiculously powerful Moves that can bring down any Pokémon no matter their strength or tactic. Don't underestimate a Normal Move, it may be the most dangerous of all.

Accupressure

POWER –

TYPE: Normal
ACCURACY: Smart + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase a Random Attribute. If this Move is used again, the previous Attribute modifier is removed.

Random 1

The user starts pushing its pressure points, releasing the energy that was stored in its body.

After You

POWER –

TYPE: Normal
ACCURACY: Cool + Contest + Etiquette
DAMAGE POOL: -
ADDED EFFECT: The Target will go first in the order of Initiative. Lasts for the rest of this Battle.

1

The user bows and courteously lets an ally or foe use their action first.

Assist

POWER –

TYPE: Normal
ACCURACY: Smart + Contest + Perform
DAMAGE POOL: Varies
ADDED EFFECT: Choose one Move known by a random member of your party. You perform that Move using the Accuracy roll from Assist.

1

The Pokémon hurriedly remembers one action performed by a partner. Some Pokémon can even do what a human does and assist him with any tasks.

Attract

POWER –

TYPE: Normal
ACCURACY: Beauty + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: If Successful, Target is now In Love. This Move fails if target is from same gender as the User or genderless.

Love

The user makes use of its good looks and attitude to infatuate its foe.

Barrage

POWER 1

TYPE: Normal
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 1
ADDED EFFECT: Ranged. Successive Actions.

Accuracy 1

The Pokémon Throws many round objects at the target, one after the other.

Baton Pass

POWER –

TYPE: Normal
ACCURACY: Willpower
DAMAGE POOL: -
ADDED EFFECT: The User returns to its Pokéball. Any Increased Trait on the User is passed on to the next Pokémon. That Pokémon is ready to fight on the next Round. The User can't Increase those Traits again for the rest of the scene.

The user stores part of its power on a twig or a stick, anyone who touch the item will receive its might.

Belly Drum

POWER –

TYPE: Normal
ACCURACY: Tough + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Deal Damage equal to half the total HP of the User. Increase the User's Strength.

Strength 3

The Pokémon Roars a war cry while hitting its Belly.

Bestow

POWER –

TYPE: Normal
ACCURACY: Cool + Contest + Etiquette
DAMAGE POOL: -
ADDED EFFECT: If target is not holding an Item, the User gives its own.

The Pokémon respectfully offers an item, the target will take it and keep it to be polite.

Bide

POWER *

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Varies
ADDED EFFECT: The User will take the next 2 hits. After those two attacks, you may use this Move again to retaliate with Strength + Twice the Damage Received from those 2 hits.

The user endures the hit then unleashes an attack even greater.

Bind

POWER 1

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Block. Deal 2 dice of damage at the end of each Round. Lasts 4 Rounds.

Accuracy 2

The Pokémon uses its body to bind the foe, restraining and squeezing it.

Block
POWER –

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: -
ADDED EFFECT: Blocks.

The user moves swiftly, blocking the escape routes of the foe.

Body Slam
POWER 3

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 3 Chance Dice to Paralyze the foe.

Paralysis 3

The user charges against the foe using its body to knock it down, leaving the target stunned.

Boomburst
POWER 6

TYPE: Normal
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special+ 6
ADDED EFFECT: Area. Sound Based.

The user creates an explosive sound that deafens everyone in the battlefield.

Camouflage
POWER –

TYPE: Normal
ACCURACY: Smart + Survival + Stealth
DAMAGE POOL: -
ADDED EFFECT: The user changes type to whatever terrain it's standing on (i.e. User stands on rocks in a cave, becomes rock type). Lasts for the rest of the scene.

The user mimics the environment, it becomes one with the surroundings.

Captivate
POWER –

TYPE: Normal
ACCURACY: Beauty + Contest + Allure
DAMAGE POOL: -
ADDED EFFECT: If the target is from the opposite gender, Reduce its Special.

All
Special 2

The Pokémon performs an irresistible flirt, those of the opposite gender will be unfocused to fight.

Comet Punch
POWER 1

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Successive Actions. Fist Based.

The user throws a quick series of punches at the foe.

Chip Away
POWER 3

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: This attack ignores Defense and Evasion modifiers on the foe.

The user looks for an opening and strikes directly there. It nibbles bit by bit even the toughest of surfaces.

Constrict
POWER 1

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Blocks. Roll 2 Dice of Damage against the foe at the end of each Round. Lasts 4 Rounds.

The Pokémon uses its body to hold and constrict the foe. It won't let go easily.

Confide
POWER –

TYPE: Normal
ACCURACY: Cool + Contest + Allure
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Special.

Special 1

The Pokémon tells a secret to the target. The foe loses its ability to concentrate.

Conversion
POWER –

TYPE: Normal
ACCURACY: Smart + Knowledge + Science
DAMAGE POOL: -
ADDED EFFECT: The user changes its type at random.

The Pokémon downloads the data of a Move to add it to its code.

Conversion 2
POWER –

TYPE: Normal
ACCURACY: Smart + Knowledge + Science
DAMAGE POOL: -
ADDED EFFECT: After being dealt damage, choose a Type resistant to the Type of that attack. That's the Type of the User until it uses this Move again.

The Pokémon downloads the data of a move that was used against it. Change the code of the user to a type resistant to that move.

Covet
POWER 2

TYPE: Normal
ACCURACY: Dexterity + Survival + Stealth
DAMAGE POOL: Strength + 2
ADDED EFFECT: If the user is not holding an item, Steal the target's Held Item.

The user approaches with caution, deals a quick strike and takes the chance to steal the target's item.

Copycat
POWER –

TYPE: Normal
ACCURACY: Same as copied move
DAMAGE POOL: Same as copied move
ADDED EFFECT: Copies the last move the foe has performed.

The user will closely watch the movements of the target and will imitate them to perfection.

Crush Claw
POWER 3

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 5 Chance Dice to Reduce the target's Defense. Lethal.

Accuracy 1
5
Defense 2

The user crushes its claws against the foe, it may pierce the skin of the foe.

Defense Curl
POWER –

TYPE: Normal
ACCURACY: Vitality + Fight + Brawl
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Defense.

Defense 1

The user curls like a ball to protect against most threats.

Cut
POWER 2

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: May be used to cut down trees and clear paths.

A slim but precise cut that may slice through anything.

Dizzy Punch
POWER 3

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 2 Chance Dice to Confuse the foe. Fist Based.

Confuse 2

A swift punch to the jaw that spins the target and may leave it quite dizzy and disoriented.

Disable
POWER –

TYPE: Normal
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: The Target cannot use the last move it performed. Lasts 4 Rounds.

The user hits a nerve on the foe, impeding it from performing its previous action for a short while.

Double Hit
POWER 2

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Double Action.

Accuracy 1

The Pokémon uses the classic "One-Two" to attack the foe.

Double Team
POWER –

TYPE: Normal
ACCURACY: Dexterity + Fight + Evasion
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Evasion.

Evasion 2

The user moves rapidly around the foe, creating illusory copies of itself.

Double Slap
POWER 1

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT : Successive Actions.

Accuracy 2

The user attacks its foe with two or more slaps in the face.

Double Edge
POWER 5

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Recoil.

The user recklessly slams its foe to deal a lot of damage, but it may also hurt itself in the process.

Echoed Voice
POWER 2*

TYPE: Normal
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2 (up to + 8)
ADDED EFFECT: Sound Based. This move can be used many times in the same Round. Add 1 Extra Dice to the Damage Pool for every consecutive action the user performs. Up to 8 dice may be added this way. If the user performs another action the damage resets.

The user shouts loudly and the echo answers back, it will yell louder every time the echo talks back.

Encore
POWER –

TYPE: Normal
ACCURACY: Cool + Contest + Allure
DAMAGE POOL: -
ADDED EFFECT: For the duration of this effect, the target will repeat the exact same action sequence it had this round. The target must have had an action sequence. Lasts 4 Rounds. Priority.

Priority 3

The user claps and cheers at the target to encourage it to repeat what it just did.

Egg Bomb
POWER 4

TYPE: Normal
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 4
ADDED EFFECT: Ranged.

Accuracy 3

The user throws a big egg with great force against its foe.

Endure
POWER –

TYPE: Normal
ACCURACY: Will
DAMAGE POOL: -
ADDED EFFECT: Priority. Shield. The user cannot be reduced to less than 1 HP due to the next attack. Status ailments, recoil or self inflicted damage will still affect it.

Priority 5

The user gets prepared to receive a fatal blow. It resists the pain despite being seriously hurt.

Endeavor
POWER *

TYPE: Normal
ACCURACY: Will
DAMAGE POOL: -
ADDED EFFECT: Roll Damage equal to the Difference between user's Full HP and its Current HP (up to 10). User cannot reduce the target's HP to lower than its own remaining HP. Ignore foe's Defenses.

With pure willpower, the user struggles with its foe despite the pain.

Entrainment
POWER –

TYPE: Normal
ACCURACY: Cool + Contest + Performance
DAMAGE POOL: -
ADDED EFFECT : The target's Ability is replaced by the User's own Ability. (i.e. Luvdisc's Swift Swim Ability will replace Geodude's Sturdy Ability).

The Pokémon dances with a catchy rhythm. The target starts dancing too and both connect to a very personal level through this performance.

Explosion
POWER 10

TYPE: Normal
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 10
ADDED EFFECT: After the damage is dealt The user faints. Lethal. Area Attack.

The user focuses on exploding its body, the explosion deals a massive wave of damage. A very dangerous move.

Extreme Speed
POWER 3

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT : Priority. Triple the Pokémon movement speed.

Priority 2

The user charges at a blinding speed against the target.

Fake Out
POWER 2

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Priority. Flinch the foe. This move will only work the First Round the Pokémon is out in battle. From the second round on, it will fail automatically.

Flinch ✓ Priority 1

While still preparing for battle, the user will suddenly attack the foe.

Facade
POWER 3*

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3 (or + 6)
ADDED EFFECT: If User's got a Status Ailment (paralysis, poison, burn etc.), Add 3 Dice to the Damage Roll of this move.

The Pokémon will make an upfront attack, if the user is suffering the attack will be stronger.

Feint
POWER 1

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT : Priority. This Move ignores any Shielding Move.

Priority 2

The Pokémon feints a strike, then hits for real even if the foe attempts to protect itself.

False Swipe
POWER 2

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: The foe will always keep at least one HP when hit by this Move.

The user strikes the foe but lowers the power of the blow at the last second.

Flash
POWER –

TYPE: Normal
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Reduce 1 Dice to the foe's Accuracy.

Accuracy 1

The user suddenly emits a blinding light around its body, dazing its opponent in the process.

Flail
POWER 1*

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1 (up to + 8)
ADDED EFFECT : Add 1 Dice to the Damage Roll for every lost HP the user has, up to +8.

The user flails and struggles to survive, the more weakened it is the stronger this attack will be.

Follow Me
POWER –

TYPE: Normal
ACCURACY: Cool + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Foes will target the user this turn. Priority.

Priority 5

The Pokémon will draw everyone's attention. All foes are taunted to do their worse.

Focus Energy
POWER –

TYPE: Normal
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: All your moves have High Critical. Lasts for the rest of the scene.

The Pokémon's energy is raised to make all strikes much more precise.

Foresight
POWER –

TYPE: Normal
ACCURACY: Insight + Survival + Alert
DAMAGE POOL: -
ADDED EFFECT: Ignore any Increase in the foe's Evasion. User's Normal and Fighting Moves can affect Ghost Types and Ghost Moves can affect Normal Types.

The Pokémon uses its developed senses and mental ability to foresee the immediate future.

Frustration
POWER *

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 0 (up to + 5)
ADDED EFFECT: Add +1 Dice to the Damage Roll for every missing point of Happiness on the User.

A move that relies on how badly a Pokémon has been treated to make it vicious and uncaring.

Fury Attack

POWER 1

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Successive Actions.

Accuracy 2

The Pokémon goes at it with everything its got in a rather disordered way.

Fury Swipes

POWER 1

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Successive Actions.

Accuracy 1

The user swiftly uses its claws to strike the foe multiple times.

Giga Impact

POWER 6

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 6
ADDED EFFECT: Must Recharge. Lethal.

Accuracy 1

The Pokémon strikes with a brutal force using all its body. The impact leaves the user somewhat stunned.

Glare

POWER –

TYPE: Normal
ACCURACY: Tough + Contest + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Paralyze the foe.

Accuracy 1 | Paralysis

The Pokémon uses its intimidating glare to paralyze the foe with sheer terror.

Growl

POWER –

TYPE: Normal
ACCURACY: Tough/Cute + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Reduce the foes Strength.

All | Strength 1

Either by a menacing attitude or cute demeanor, the foe will be unsure about attacking the user with full force.

Growth

POWER –

TYPE: Normal
ACCURACY: Special + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength and Special.

Strength 1 | Special 1

The Pokémon expands its body, it grows bigger and stronger.

Guillotine

POWER *

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: -
ADDED EFFECT: The target is dealt damage equal to its remaining HP.

Accuracy 7

The Pokémon uses the sharpest part of its body to almost snap the neck of its foe. It is a devastating attack. The foe must be lucky to get out of it alive.

Harden

POWER –

TYPE: Normal
ACCURACY: Vitality + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Defense.

Defense 1

The user stiffens its body and prepares for any incoming attack.

Head Charge

POWER 5

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Recoil.

The Pokémon clashes against the foe using its head as a boulder.

Headbutt

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 3 Chance Dice to Flinch. May call Random Encounters when hitting trees.

Flinch 3

The user strikes the foe with its hard head. Perfect for taking down fruits from trees or shake Pokémon out of their nests on treetops.

Heal Bell

POWER –

TYPE: Normal
ACCURACY: Special + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Cure the User and allies suffering from Status Conditions, they don't need to be on the battlefield to get this effect. Sound Based.

All

The Pokémon chimes a magical bell, legend says the soothing sound has healing properties.

Helping Hand

POWER –

TYPE: Normal
ACCURACY: Dexterity + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Target Pokémon gets 2 Extra Dice on its next Skill, Accuracy and Damage Rolls. Priority.

1 | Priority 5

The Pokémon assists an ally. Together they are stronger.

Hidden Power

POWER *

TYPE: Normal
ACCURACY: Varies
DAMAGE POOL: Varies
ADDED EFFECT: Plot Device.

Every Pokémon has an unknown power that can be released with surprising results.

Horn Drill

POWER *

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: -
ADDED EFFECT: The target is dealt damage equal to its remaining HP.

Accuracy 7

The user stabs the target with a horn used like a drill, the foe is often left in a critical condition. A move to be wary of.

Horn Attack

POWER 2

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: -

The Pokémon attacks the foe with its horns, this strike is very painful.

Hyper Beam

POWER 6

TYPE: Normal
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 6
ADDED EFFECT: Must Recharge. Lethal.

Accuracy 1

The Pokémon casts an incredible beam that leaves a giant trail of destruction behind. The user is left exhausted.

Howl

POWER –

TYPE: Normal
ACCURACY: Cool + Contest + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength.

Strength 1

The Pokémon let's out an impressive howl, making it appear a lot more menacing.

Hyper Fang

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 1 Chance Dice to Flinch.

Flinch 1

The Pokémon bites hardly into the foe with its powerful fangs.

Hyper Voice

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Target All Foes in Range. Sound Based.

All

The user emits a horrible echoing sound that could burst the ears.

Last Resort

POWER 6

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 6
ADDED EFFECT: It can be used only after the Pokémon has performed all its known moves at least once during the battle.

When everything else fails, the Pokémon gives everything in a last resort attack.

Leer

POWER –

TYPE: Normal
ACCURACY: Tough + Contest + Intimidate
DAMAGE POOL: -
ADDED EFFECT: All Foes in Range. Reduce the Defense of those affected.

All

Defense 1

A vicious glare that will make any opponent doubt its own strength in battle.

Mean Look

POWER –

TYPE: Normal
ACCURACY: Tough + Contest + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Blocks.

The Pokémon gives a menacing look that freezes the foe on the spot with intense fear.

Lock-On

POWER –

TYPE: Normal
ACCURACY: Insight + Survival + Alert
DAMAGE POOL: -
ADDED EFFECT: The next attack the user performs has 2 automatic unremovable successes on its Accuracy Roll.

The Pokémon's eyes zoom at a moving target to ensure that the next attack will be dealt with precision.

Mega Kick

POWER 5

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: -

Accuracy 3

The Pokémon throws a mega powered kick to the foe's face.

Lovely Kiss

POWER –

TYPE: Normal
ACCURACY: Missing Beauty Points
DAMAGE POOL: -
ADDED EFFECT: Put the Target to Sleep.

Sleep

The Pokémon approaches the foe with a kiss. Its ugly face and awful smooch make the poor creature faint in terror.

Mega Punch

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: -

Accuracy 2

The Pokémon throws a mega potent hook towards the foe's face.

Lucky Chant

POWER –

TYPE: Normal
ACCURACY: Special + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: User and Allies can ignore two "1"s in all their rolls. If an opponent would land a critical hit, it doesn't. Good things happen at storyteller's discretion.

All

The user chants an incantation to the skies, the beautiful performance grants this Pokémon and its allies divine protection.

Metronome

POWER *

TYPE: Normal
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special (+ 1 up to +6)
ADDED EFFECT: Roll a dice to determine this move's power. The appearance and Type of this move may be changed at Storyteller's Discretion.

The Pokémon waves its hands with rhythm. The energy around follows the cadence and manifests with an impressive attack.

Me First

POWER *

TYPE: Normal
ACCURACY: Dexterity + Contest + Perform
DAMAGE POOL: Same as copied move +1
ADDED EFFECT : Priority. The User copies and uses the Move the target was intending to use. It must be a damaging Move.

Priority 1

The user anticipates the next attack so it can hit the target with an astounding speed.

Milk Drink

POWER –

TYPE: Normal
ACCURACY: Vitality + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: Basic Heal.

The Pokémon drinks a glass of its own milk, the rich taste and nutrients revitalize it.

Mimic

POWER –

TYPE: Normal
ACCURACY: Smart + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Copies the last move the target used until the end of the scene, That move replaces Mimic.

Making use of its acting talents, the Pokémon imitates what the target just did.

Nature Power

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: The type of this move is determined by the environment. See Nature Power, page 331 for more info.

The Pokémons makes use of the terrain and asks the nature for aid in battle.

Mind Reader

POWER –

TYPE: Normal
ACCURACY: Insight + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: This Pokémon gets 2 automatic successes on the next Accuracy Roll or Evasion Roll against the target.

The user reads the foe's mind. It knows exactly what to do next.

Noble Roar

POWER –

TYPE: Normal
ACCURACY: Tough + Contest + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Strength and Special.

Strength 1 | Special 1

The Pokémon makes a roar that commands respect and authority over anyone listening.

Minimize

POWER

TYPE: Normal
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Evasion.

Evasion 1

The Pokémon compacts its body, appearing smaller than its normal size.

Odor Sleuth

POWER –

TYPE: Normal
ACCURACY: Insight + Survival + Alert
DAMAGE POOL: -
ADDED EFFECT: Ignore any Increase in the foe's Evasion. User's Normal and Fighting Moves can affect Ghost Types and Ghost Moves can affect Normal Types. Add all successful dice to any Rolls to track the target.

The Pokémon uses its keen smell to detect the foe.

Morning Sun

POWER –

TYPE: Normal
ACCURACY: Vitality + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: Basic Heal. This Move only heals half the normal HP during the night, indoors or underground. Becomes a Complete Heal during Sunny Weather.

The sun shines brightly on the Pokémon and makes it feel rejuvenated like early in the morning.

Pain Split

POWER –

TYPE: Normal
ACCURACY: Will
DAMAGE POOL: -
ADDED EFFECT: For the rest of the scene, pool together the Pain Penalizations on the User and the Target, then divide them evenly between the two. If the result is an odd number, the foe will get the bigger Pain Penalization. HP remains the same.

The user shares its pain with the foe. After a short while it becomes excruciating for the target.

Natural Gift

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 3
ADDED EFFECT: User loses its held berry. Ranged. See Natural Gift on p.331 for more info.

The user throws its berry at the foe, the results can be quite surprising.

Pay Day

POWER 2

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Everytime this Move is used to deal damage, a quantity of money equal to the User's Level will come into its trainer's possesion after the battle. The money might be scattered or be part of a battle reward.

This move grants good fortune, making it more likely to get more money after each battle.

Perish Song

POWER –

TYPE: Normal
ACCURACY: Beauty + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: After three rounds, if any Pokémon who heard the song is not removed from battle, it will receive its remaining HP as damage. Sound Based.

A song of mourning and despair that resonates on the minds of anyone who listens. Makes you feel like you are on your death bed.

Pound

POWER 2

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: -

A decent hit to smash the foes.

Present

POWER *

TYPE: Normal
ACCURACY: Cute + Contest + Allure
DAMAGE POOL: -
ADDED EFFECT: Roll dice with a 50-50 chance of dealing 2 set damage to the target or recovering 2 HP to the target.

Accuracy 1

The user approaches its foe and gives it a lovely present that may be nice or may be a prank.

Protect

POWER –

TYPE: Normal
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Priority. Shield. Reduce 3 Dice from the foe's Damage Pool. Negate effects of Support Moves that target the user. Reduce to zero the set damage from a move the user would take.

Priority 5

The user creates an energy shield to deflect a blow. Some Pokémon may even perform an amazing parry to block the incoming attack.

Psych Up

POWER –

TYPE: Normal
ACCURACY: Insight + Fight + Canallize
DAMAGE POOL: -
ADDED EFFECT: Copy the Target's Attribute and Trait Modifiers and keep them until the end of the scene.

The Pokémon mentalizes itself stronger than anyone. They feel good. They can win. They. Can. Do. This.

Quick Attack

POWER 2

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT : Priority. Double the Pokémon's movement speed.

Priority 1

An attack as fast as lightning.

Rage

POWER 1

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: If the Pokémon receives damage after using this move, Increase the User's Strength +1.

Strength 1

The user gets angry and throws a tantrum at the foe. If the attacker keeps on fighting, it will make the user rage even harder.

Rapid Spin

POWER 1

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: If there are Spikes, Leech Seed or Stealth Rocks on the field, eliminate them from the battle field.

The Pokémon spins swiftly to strike the foe, anything near will be scattered around.

Razor Wind

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Special + 3
ADDED EFFECT: High Critical. All Foes in Range. Charge.

All

A sharp wind current is unleashed against anyone standing against this Pokémon.

Recover

POWER –

TYPE: Normal
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Basic Heal. May cure Lethal Damage.

The Pokémon concentrates on restoring its own cells faster than anything imaginable.

Recycle

POWER –

TYPE: Normal
ACCURACY: Vitality + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: The Pokémon reuses an Item that has already been spent. (Berries etc.) An Item may not be recycled more than 5 times.

One Pokémon's trash is another one's treasure.

Reflect Type

POWER –

TYPE: Normal
ACCURACY: Special + Survival + Stealth
DAMAGE POOL: -
ADDED EFFECT: The Pokémon is now the same type of one of its foes. Lasts for a Scene or until this move is used again.

The Pokémon appears to change its own physiology. This effect changes the Type of the user to match another Pokémon in sight.

Refresh

POWER –

TYPE: Normal
ACCURACY: Vitality + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: The user cures itself from Poison, Burn or Paralysis.

The Pokémon takes a few seconds to cool down and get back in the game.

Retaliate

POWER 3*

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3 (up to +6)
ADDED EFFECT: If an ally fainted during this or the last Round, add 3 Dice to the Damage Roll of this Move.

A powerful attack. It will be even stronger if the user just suffered a great loss.

Return

POWER 1*

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 0 (up to +5)
ADDED EFFECT: Add 1 Dice to the Damage Roll for every point of Happiness on the User.

If the Pokémon is treated with care and love, it will return that affection by giving all it's got in battle.

Roar

POWER –

TYPE: Normal
ACCURACY: Tough + Contest + Intimidate
DAMAGE POOL: -
ADDED EFFECT : Low Priority. In the wild the battle ends, in an official fight, the Pokémon switches out, if its the last or only Pokémon the move fails.

Priority 6

A mighty roar that scares the foe.

Rock Climb

POWER 3

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 2 Chance Dice to Confuse the foe. Outside of battle, it may be used to climb with ease.

Accuracy 2 | Confuse 2

The user climbs on top of the foe. This may be confusing for some Pokémon.

Round

POWER 2*

TYPE: Normal
ACCURACY: Dexterity + Contest + Perform
DAMAGE POOL: Special + 2 (up to +5)
ADDED EFFECT: If the User and an Ally are able to use Round, both may choose to do it at the same time. Both Pokémon add 3 Dice to the Damage Roll.

The user attacks the foe with a song, if a teammate joins the song the attack will be stronger.

Safeguard

POWER –

TYPE: Normal
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: For the next 4 Rounds, the User and its Allies won't be affected by Status Ailments (BURN, POISON, SLEEP,CONFUSE). Lasts 4 Rounds. Prior Status ailments remain.

All

The Pokémon creates an energy shield that protects everyone from harm.

Scary Face

POWER –

TYPE: Normal
ACCURACY: Tough + Contest + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Dexterity.

Dexterity 2

By making a frightening face, the Pokémon makes others think twice about coming near.

Scratch
POWER 2

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: -

The Pokémon uses its sharp claws to scratch the enemy.

Shell Smash
POWER –

TYPE: Normal
ACCURACY: Strength + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Increase the User's Strength, Special, Dexterity. Reduce the User's Defense and Special Defense.

Sp. Def 2 | Defense 2 | Strength 2 | Dexterity 2 | Special 2

By breaking its own shell, the user sacrifices defense in exchange of being free to fight with all its power.

Screech
POWER –

TYPE: Normal
ACCURACY: Tough + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Defense. Sound Based.

Defense 2

The user disrupts the fighting stance of its foe by sending a sharp sound to the foe's ears.

Simple Beam
POWER –

TYPE: Normal
ACCURACY: Insight + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Target Pokémon ability is now "Simple".

The Pokémon sends a small psychic wave to its target, giving it a simpler point of view about the world.

Secret Power
POWER 3

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Inflicts abnormal effects. See Secret Power P. 331 for more info.

This move absorbs the energy around the user. It may unleash that power in unexpected ways.

Sing
POWER –

TYPE: Normal
ACCURACY: Cute + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Inflict Sleep on the target. Sound Based.

Accuracy 5 | Sleep

With a charming song, the user lulls its foe to sleep.

Self Destruct
POWER 8

TYPE: Normal
ACCURACY: Special + Fight + Brawl
DAMAGE POOL: Strength + 8
ADDED EFFECT: After performing this move,the user receives damage equal to its remaining HP.

The Pokémon makes use of its ability to blow up parts of its own body in an impressive display of power.

Sketch
POWER –

TYPE: Normal
ACCURACY: Dexterity + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Permanently copies a move the target used. Once Copied "Sketch" disappears.

The Pokémon draws its foe performing a move, it learns how to perform that move in the process.

Sharpen
POWER –

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength.

Strength 1

The user cuts down the rough edges of its body to make it as sharp as a razor.

Skull Bash
POWER 5

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Increase the User's Defense. Charge.

Defense 1

The Pokémon withdraws to its shell then charges against the foe.

Slack Off
POWER –

TYPE: Normal
ACCURACY: Missing Vitality Points
DAMAGE POOL: -
ADDED EFFECT: Basic Heal.

The Pokémon gets lazy and loafs around instead of fighting. This makes up for a short rest.

Smokescreen
POWER –

TYPE: Normal
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT : Reduce the foe's Accuracy.

Accuracy 1

The user covers its foe with a cloud of smoke. Some Pokémon hide inside this screen while others use it as cover to escape.

Slam
POWER 3

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT : -

Accuracy 3

The user slams the foe with its tail, vines, etc. to deal a decent amount of damage.

Snore
POWER 2

TYPE: Normal
ACCURACY: Strength + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: This move can only be used if the user is asleep. Roll 3 Chance Dice to Flinche the foe.

Flinch 3

After falling asleep the user lets out a powerful snore, disrupting any focus the foe had.

Slash
POWER 3

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: High Critical. Lethal.

Using parts of its body as a blade the Pokémon pierces and tears the foe with a vicious force.

Soft Boiled
POWER –

TYPE: Normal
ACCURACY: Special + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: Basic Heal.

The user boils a freshly layed egg and restores Health with the energy stored within.

Smelling Salts
POWER 3*

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3 (up to +5)
ADDED EFFECT: If the target is Paralyzed, add 2 Dice to the Damage Roll, cure target's Paralysis afterwards.

The Pokémon throws some volatile salts onto the foe's face, a paralyzed Pokémon will get a strong smell.

Sonic Boom
POWER *

TYPE: Normal
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: This moves always inflicts 1 damage.

Damage 1

The Pokémon attacks with a small destructive shock that can go through armor, thick hide or walls to deal some damage.

Sleep Talk
POWER *

TYPE: Normal
ACCURACY: Varies
DAMAGE POOL: Varies
ADDED EFFECT: While this Pokémon is asleep, it may use one of its Moves at random.

After falling asleep, the Pokémon is still dreaming about the fight.

Spike Cannon
POWER 1

TYPE: Normal
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 1
ADDED EFFECT: Ranged. Successive Actions.

The Pokémon shoots a wave of pointy projectiles at the foe.

Spit Up
POWER 4

TYPE: Normal
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 4
ADDED EFFECT: Must have used the move "Stockpile" prior to this move, otherwise it will fail. Lose all Stockpile modifiers.

After storing power, the Pokémon spits that energy at the foe. The user returns to its original size.

Struggle
POWER 2

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Recoil. This move does not have a type. By having this move the Pokémon will not faint after depleting its Will. Struggle is the only move that can be used after that.

Even against all the odds the Pokémon will remain fighting until its last breath.

Splash
POWER –

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: -
ADDED EFFECT: -

The user just flops splashing some water, this has no effect at all...

Substitute
POWER –

TYPE: Normal
ACCURACY: Dexterity + Survival + Stealth
DAMAGE POOL: -
ADDED EFFECT: Deal 2 Damage to the user and put a decoy with 2 HP with the same Defenses as the user. If the decoy's HP is depleted, it disappears and the user comes back into the fight. Decoy can only be affected by damaging moves.

The Pokémon dissapears in a poof of smoke. When the smoke vanishes, an object identical to the user remains in its place to shield it from harm. It looks amazingly real.

Stockpile
POWER –

TYPE: Normal
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Defense and Sp. Defense.

Sp. Def 1 | Defense 1

The Pokémon swells up by storing power with its mouth, this makes the user a little more resistant to damage.

Super Fang
POWER *

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: -
ADDED EFFECT: Damage Roll is Half of the Foe's remaining HP (up to 10) rounded down. If the remaining HP of the foe is 1, this move fails. Ignore the foe's Defenses.

Accuracy 1

The Pokémon jumps at the foe to crush it with an awful bite.

Stomp
POWER 2

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

Flinch 3

The Pokémon steps and stomps the foe, the weight may leave the target squashed on the floor.

Supersonic
POWER –

TYPE: Normal
ACCURACY: Tough + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Confuse the foe.

Accuracy 5 | Confuse

The Pokémon emits a series of ultrasonic waves that make the foe dizzy and disoriented.

Strength
POWER 3

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Outside of battle, using this move allows the Pokémon to lift double the normal weight it should be able to.

The Pokémon strains its muscles to go beyond their own limits.

Swagger
POWER –

TYPE: Normal
ACCURACY: Tough + Contest + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Increase the foe's Strength. Inflicts Confusion.

Strength 2 | Confuse

The Pokémon enrages the foe with its arrogant demeanor, making it lose focus in battle.

Swallow
POWER –

TYPE: Normal
ACCURACY: Vitality + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: Must have used the move "Stockpile" prior to this Move, otherwise it will fail. User restores 2 Health points. Loses the effects of stockpile. The Pokémon must rest an hour before using Swallow again.

Heal 2 | Defense 1 | Sp. Def 1

The Pokémon swallows the energy she was storing to restore some damage, it recovers its normal size afterwards.

Sweet Scent
POWER –

TYPE: Normal
ACCURACY: Special + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Evasion. Attracts wild Pokémon.

All | Evasion 1

The Pokémon releases an aroma that its enemies will love.

Swift
POWER 2

TYPE: Normal
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Never Fail.

All

The user shoots a star shaped light beam that hits the target at blinding speed.

Swords Dance
POWER –

TYPE: Normal
ACCURACY: Dexterity + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength.

Strength 2

The Pokémon makes a dance that raises its battle spirit.

Tackle
POWER 2

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: -

A basic attack that consist on charging at an enemy.

Tail Slap
POWER 1

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Successive Actions.

Accuracy 2

The Pokémon slaps the foe's face with its strong tail.

Tail Whip
POWER –

TYPE: Normal
ACCURACY: Cute + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Defense.

All | Defense 1

The Pokémon moves its tail in such a cute way that the foe will easily let its guard down.

Take Down
POWER 3

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Recoil.

Accuracy 2

The Pokémon recklessly grapples the foe to smash it on the ground.

Teeter Dance
POWER –

TYPE: Normal
ACCURACY: Insight + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Area. Inflicts Confusion.

Confuse

The user starts dancing around with woobly movements. Friends and foes will get dizzy by trying to follow it.

Thrash
POWER 5

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 5
ADDED EFFECT: Target Random Foe. Rampage.

???

The Pokémon rampages and starts to attack and destroy everything on its path.

Tickle
POWER –

TYPE: Normal
ACCURACY: Cute + Fight + Brawl
DAMAGE POOL: -
ADDED EFFECT: Reduce the foe's Strength and Defense.

Defense 1 | Strength 1

The Pokémon tickles the foe. The laughter really disturbs the foe's fighting stance.

Vice Grip
POWER 2

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: -

The Pokémon traps the foe with its pincers or jaws and applies pressure that will leave a nasty bruise.

Wrap
POWER 1

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Blocks. Roll 2 Dice of Damage against the foe at the end of each Round. Lasts 4 Rounds.

Accuracy 1

The Pokémon traps its foe with its body or vines, causing some damage.

Transform
POWER –

TYPE: Normal
ACCURACY: Will
DAMAGE POOL: -
ADDED EFFECT: The user transforms into a copy of its target with same Ability, Atributes, Trait Modifiers and Moves. Being inside a Pokéball breaks the Transformation.

The user modifies its own DNA structure to become an identical clone of any Pokémon or object it can see.

Weather Ball
POWER 2*

TYPE: Normal
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2 (or +4)
ADDED EFFECT: If the battlefield is under a Weather, add +2 to the Damage Roll and change the Type of this Move accordingly: Sun-Fire, Rain-Water, Hail-Ice, Sandstorm-Rock.

The user creates a ball of energy that will use the climate around it to grow in size and power.

Wring Out
POWER 5

TYPE: Normal
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength +5 (down to +1)
ADDED EFFECT: Remove 1 Dice from the Damage Roll for every missing HP of the Target, leaving a minimun of +1.

The Pokémon literally squeezes the life out of its target, as life is fading, squeezing will be harder.

Acid
POWER 2

TYPE: Poison
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Target all foes in Range. Roll 1 Chance Dice to Reduce Sp. Defense to those affected.

All | 1 | Sp. Def 1

The Pokémon showers its foes with a corrosive acid, the burning sensation may leave an opening for other attacks.

Tri Attack
POWER 3

TYPE: Normal
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 2 Chance Dice to Paralyze the foe. Roll 2 Chance Dice to Burn the foe. Roll 2 Chance Dice to Freeze the Foe.

Burn 2 | Frozen 2 | Paralysis 2

The user shoots three beams. Each one is charged with a different kind of energy.

Whirlwind
POWER –

TYPE: Normal
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Low Priority. In the wild the battle ends. In an official fight, the Pokémon switches out. If it's the las or only Pokémon the move fails.

Priority 6

The Pokémon creates a powerful wind current that swirls the enemy around and sends it flying away.

Yawn
POWER –

TYPE: Normal
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: If the target is not removed from battle by the start of its next Round, it will fall asleep.

Sleep

The user lets out an infectious yawn that will make anyone drowzy enough to fall asleep pretty soon.

Acid Armor
POWER –

TYPE: Poison
ACCURACY: Special + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Defense.

Defense 2

A liquid acid substance seeps through this Pokémon's body turning it into a liquid-like state. The acid deters foes from touching this Pokémon at full force.

Trump Card
POWER 2*

TYPE: Normal
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2 (+3 or +8)
ADDED EFFECT: If User's Will is half spent add 1 Dice to the Damage Roll, if the User's Will is depleted add +8 to the Damage Pool.

The more exhausted the user is, the stronger this attack will become. When the Pokémon is at the last of its strength this move can be devastating.

Wish
POWER –

TYPE: Normal
ACCURACY: Will
DAMAGE POOL: -
ADDED EFFECT: At the beginning of its next Round, this Move may become a Basic Heal. Some wishes may be granted.

The Pokémon makes a wish with all its might and somehow it becomes true.

Poison

Super Effective against:

Fairy | Grass

It's Not Very Effective against:

Ghost | Ground | Poison | Rock

No effect against:

Steel

Poison Types specialize in contamination and inflicting illness with most attacks. These Pokémon are extremely dangerous in the wild and are the main reason why people can find Pokémon Centers in the middle of the woods or far away from the roads.

Some of them are able to repel Pokémon, poison rivers or destroy an environment in a matter of days. Their powers corrode inorganic material as easily as living tissue.

If you plan to go on adventures, don't leave home without Antidotes. You may beat these Pokémon, but you will not beat their Poison.

Acid Spray
POWER 2

TYPE: Poison
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Reduce the foe's Special.

Special 2

The user spits a corrosive substance, the burning sensation doesn't allow it to focus on attacking.

Belch
POWER 5

TYPE: Poison
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 5
ADDED EFFECT: The user must eat something before using this Move.

Accuracy 1

The user lets out a horrible belch on the target. The air contains toxins that deal a terrible damage.

Uproar
POWER 3

TYPE: Normal
ACCURACY: Strength + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: For the rest of the Round, no Pokémon can fall asleep. If a Pokémon was asleep it wakes up.

The Pokémon shouts and screams and squeaks so hard the noise really hurts the ears. Nodbody could get a full night of sleep with all that ruckus.

Work Up
POWER –

TYPE: Normal
ACCURACY: Strength + Survival + Athletic
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength and Special.

Strength 1 | Special 1

The Pokémon excercises with vigor to be physically and mentally prepared for battle.

Clear Smog

POWER 2

TYPE: Poison
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Never Fail. Reset all Increased or Reduced Attributes and Traits of the foe.

The user sucks all gases to clear away all impurities. The target is left feeling hurt, but light headed.

Coil

POWER –

TYPE: Poison
ACCURACY: Tough + Contest + Intimidate
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength, Defense and Accuracy.

Strength 1 | Defense 1 | Accuracy 1

The Pokémon curls up its body. In a calm but menacing position it prepares to deliver its strike.

Cross Poison

POWER 3

TYPE: Poison
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: High Critical. Roll 1 Chance Dice to Poison the foe.

Poison 1

The Pokémon drenches poison into its pincers to slash the enemy in a brutal way.

Gastro Acid

POWER –

TYPE: Poison
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Until the end of the Scene, eliminate any effect the foe's Ability would do.

The user spits some of its own gastric juices, the acid prevents the foe from using its special abilities.

Gunk Shot

POWER 5

TYPE: Poison
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 5
ADDED EFFECT: Ranged. Roll 3 Chance Dice to Poison the Foe.

Accuracy 2 | Poison 3

The Pokémon shoots a stream of corrosive sludge made with the most toxic substances it can produce. Just inhaling the scent can make you feel very sick.

Poison Fang

POWER 2

TYPE: Poison
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 5 Chance Dice to Badly Poison the Foe.

Poison+ 5

The Pokémon bites the foe and injects its poison directly through its fangs. After that it just waits for the poison to slowly take care of its foe.

Poison Gas

POWER –

TYPE: Poison
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Target all foes in Range. Poison those affected.

All | Accuracy 1 | Poison

The Pokémon releases a big cloud of toxic gas, anyone who takes a breath, will start coughing violently. They should seek a doctor immediately.

Poison Jab

POWER 3

TYPE: Poison
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 3 Chance Dice to Poison the Foe.

Poison 3

The Pokémon stabs its foe with a sting or tentacle drenched with venom.

Poison Powder

POWER –

TYPE: Poison
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Poison the Foe.

Accuracy 3 | Poison

The user scatters a small cloud of venomous dust that immediately causes coughing and fever.

Poison Sting

POWER 1

TYPE: Poison
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 1
ADDED EFFECT: Ranged. Roll 3 Chance Dice to Poison the Target.

Poison 3

The user shoots a small sting that injects venom into the foe.

Poison Tail

POWER 2

TYPE: Poison
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: High Critical. Roll 1 Chance Dice to Poison the Foe.

Poison 1

The tail of this Pokémon is sharp like a blade, it attacks with slashing movements and may release some poison through it.

Sludge

POWER 2

TYPE: Poison
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 3 Chance Dice to Poison the Foe.

Poison 3

The foe is covered with a disgusting sludge, the fumes and toxins on it can make anyone feel sick.

Sludge Bomb

POWER 3

TYPE: Poison
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 3 Chance Dice to Poison the Foe.

Poison 3

The user hurls a ball of toxic sludge that explodes on contact and covers the target.

Sludge Wave

POWER 3

TYPE: Poison
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Area Attack. Roll 1 Chance Dice to Poison those affected.

Poison 1

The Pokémon creates a large wave of watery ooze that soaks everything around. The smell is really unpleasant.

Smog

POWER 1

TYPE: Poison
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 1
ADDED EFFECT: Roll 4 Chance Dice to Poison the Foe.

Accuracy 3 | Poison 4

The target is attacked with a discharge of filthy gases.

Toxic

POWER –

TYPE: Poison
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Badly Poison the Foe.

Accuracy 1 | Poison+

With a disgusting diet and training, the user learns how to turn its fluids into a deadly toxin.

Toxic Spikes

POWER –

TYPE: Poison
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Foe Pokémon that enter the battlefield become Poisoned. Roll 1 Chance Dice for the Poison to become Badly Poison instead.
Entry Hazard.

Poison+ 1 | Poison

The user lays a trap of scattered poison spikes that attach to the opponent's feet leaving them with a bad case of fever.

Venom Drench

POWER –

TYPE: Poison
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Target all Foes in Range. If an affected foe is poisoned or becomes poisoned in the same Round you used this Move, Reduce its Strength, Special and Dexterity.

Strength 1 | All | Special 1 | Dexterity 1

Foes are drenched in an odd poisonous liquid that targets their weakened immune systems.

Venoshock

POWER 2*

TYPE: Poison
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: If the Foe is already poisoned, add 2 Extra Dice to the Damage Pool.

The Pokémon shoots a special kind of toxin that reacts violently if the foe is already weakened with poison.

Storyteller Note

Poison-Type moves will have repercutions besides Poison and Badly Poison.
Trainers and Pokémon getting sick because of them is pretty common.

Psychic

Super Effective against:

Fight | Poison

It's Not Very Effective against:

Psychic | Steel

No effect against:

Dark

Psychic Types are smart creatures. Some rare species may even posses a humanlike intelligence. Despite that, these Pokémon are among the least understood of all. They shape the world around us with just their minds, they can control matter, energy and the thoughts of the living with fearsome powers.

Luckily, most of them are good tempered and peaceful. However, due to their powerful minds, they rarely obey orders from humans.

Psychic Moves gaze into the future, strike with psychic waves, confuse the foes, control the actions of those who antagonize them and trick the weak.

Better not mess with what you can't understand.

Amnesia

POWER –

TYPE: Psychic
ACCURACY: Insight + Survival + Alert
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Sp. Defense.

Sp. Def 2

As a fine example of mind over matter, the user temporarily empties its mind to make it more resilient.

Barrier

POWER –

TYPE: Psychic
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Defense.

Defense 2

The user casts a protective field around itself.

Calm Mind

POWER –

TYPE: Psychic
ACCURACY: Insight + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Special and Sp. Defense.

Sp. Def 1 | Special 1

The user quietly calms its spirit to strengthen its mind and body.

Ally Switch

POWER –

TYPE: Psychic
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: User switches back. Choose another Pokémon to take its place. It will be ready to fight on the next Round.

1

The user teleports, switching its place with someone.

Agility

POWER –

TYPE: Psychic
ACCURACY: Dexterity + Survival + Athletic
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Dexterity.

Dexterity 2

The user relaxes and lightens its body to move faster.

Confusion

POWER 2

TYPE: Psychic
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 1 Chance Dice to Confuse the foe.

Confuse 1

The target's mind is hit by a weak psychic force that leaves them wondering if they were hit by an invisible enemy. Sometimes the foe is left seeing things that aren't really there.

Cosmic Power

POWER –

TYPE: Psychic
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Defense and Sp. Defense.

Sp. Def 1 | Defense 1

The user absorbs power from space. This Pokemon glows faintly with energy afterwards.

Dream Eater

POWER 4

TYPE: Psychic
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: Special + 4
ADDED EFFECT: The user restores HP equal to half the damage dealt, rounded down. The target must be asleep, this move will fail otherwise.

The user eats the dreams of a sleeping target. When the foe wakes up, it will feel weak and empty.

Extrasensory

POWER 3

TYPE: Psychic
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Flinch the foe.

Flinch 1

The user attacks with an odd, almost invisible power.

Future Sight

POWER 5

TYPE: Psychic
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 5
ADDED EFFECT: Strikes at the end of the next Round. It bypasses any Shield Move and cover. If the target retires or switches out from battle, the damage will be dealt to the next opponent or to one of its allies.

The Pokémon foresees something terrible happening to the target. It may see images from its own future without any risk.

Gravity

POWER –

TYPE: Psychic
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Flying and Levitating Pokémon can be hit by Ground Type Moves. Lasts 4 Rounds.

The gravity is intensified, bringing everyone to their knees. Flying Pokémon are slammed to the ground.

Guard Split

POWER –

TYPE: Psychic
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Average your Defense and Sp. Defense with your target.

The user employs its psychic power to average its resilience with the foe. They both feel like they're equals in terms of toughness.

Guard Swap

POWER –

TYPE: Psychic
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Switch your Defense and Sp. Defense with your foe.

The Pokémon employs its psychic power to make the opponent feel like its got your frailty and make the user feel like it got the target's resilience.

Heal Block

POWER –

TYPE: Psychic
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: No one can regain any lost HP. Lasts 4 Rounds.

The user forces everyone's wounds to stay open by using its immense psychic power.

Healing Wish

POWER –

TYPE: Psychic
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: The User faints. One Ally is completely healed from all damage and status ailments.

1

The power of ultimate love and sacrifice. The user wishes to completely heal all injuries, diseases and ailments to save someone's life at the cost of one's own health.

Heart Stamp

POWER 2

TYPE: Psychic
ACCURACY: Insight + Contest + Allure
DAMAGE POOL: Strength +2
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

Flinch 1

This move controls the emotions of the target, making it feel loved and safe. The user may strike immediately.

Heart Swap

POWER –

TYPE: Psychic
ACCURACY: Insight + Contest + Allure
DAMAGE POOL: -
ADDED EFFECT: Switch any Trait Increase/Decrease with the target.

The user and the target swap their feelings of power and weakess, insecurity and courage, love and hate. Boosts are also swapped.

Hypnosis

POWER –

TYPE: Psychic
ACCURACY: Insight + Contest + Allure
DAMAGE POOL: -
ADDED EFFECT: Put the target to sleep. Dark-Type Pokémon are affected by this move.

Accuracy 4

Sleep

Employ an hypnotic suggestion to make the target feel drowsy and fall into a deep slumber. Works better on a target that is not in danger.

Imprison

POWER –

TYPE: Psychic
ACCURACY: Smart + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: The foe cannot use any Moves known by the User. Lasts for a day.

This move blocks specific parts of the memory the user is well aware of. Be it moves, techniques, names, places, people or situations. The target won't be able to recall those memories.

Kinesis

POWER –

TYPE: Psychic
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Lower the foe's Accuracy.

Accuracy 1

A basic psychic power to exert force on objects. You can touch, move, press and affect simple objects to create distractions.

Light Screen

POWER –

TYPE: Psychic
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: User and Allies will receive 1 less Damage from Special Attacks. Lasts 4 Rounds.

All

The user manifests its mental power on the world, creating walls and floors of light that help prevent the passing of energies.

Magic Coat

POWER –

TYPE: Psychic
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Varies
ADDED EFFECT: Priority. Redirect the effects of a Support Move that would affect the user or its side of the battle field towards the foe's. (IE. The foe used Stealth Rock, with Magic Coat it will now affect the foe's side instead of yours).

Priority 4

The user quickly creates a barrier that reflects any minor attack, status condition, or dirty trick the foe might have wanted to use.

Magic Room

POWER –

TYPE: Psychic
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: No one can use their Held Item nor any other Item. Lasts 4 Rounds.

Inside the effects of Magic Room, technology, tools and items that require manual use do not work. Automated technology will function as normal.

Meditate

POWER –

TYPE: Psychic
ACCURACY: Insight + Survival + Alert
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength.

Strength 1

The Pokémon meditates to unleash a power that's been sleeping deep inside the user.

Miracle Eye

POWER –

TYPE: Psychic
ACCURACY: Insight + Survival + Alert
DAMAGE POOL: -
ADDED EFFECT: The User may hit Dark Type Pokémon with Psychic Moves. The Pokémon ignores Evasion modifiers. Opponents can't reduce the User's Accuracy.

The user's sight transcends the flesh and can look directly into the innermost mental pressence of everyone around. Hidden enemies can be detected.

Mirror Coat

POWER *

TYPE: Psychic
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Varies
ADDED EFFECT: This move only works if the foe just used a Special Attack. Roll the same Damage Pool as your foe's last attack and add 2 Extra Damage Dice.

The user canalizes the damage received by energies and bounce them back to their source.

Mist Ball

POWER 3

TYPE: Psychic
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 5 Chance Dice to Reduce the foe's Special.

5

Special 1

Throw an illusory ball that explodes on contact, leaving the target surrounded in a mental mist that makes it feel weakened.

Power Split

POWER –

TYPE: Psychic
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Average the User's Strength and Special with the target.

The user employs its psychic power to average its capabilities with the foe. They both feel like they're equals in terms of strength.

Power Swap

POWER –

TYPE: Psychic
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Switch your Strength and Special with your foe.

The Pokémon employs its psychic power to make the opponent feel like it's got your weaknesses and make the user feel like it's got the target's strength.

Power Trick

POWER –

TYPE: Psychic
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Switch the User's Strength with its Defense and the User's Special with its Sp. Defense.

The user's mind is tricked into thinking that strength comes from their vitality, and their vitality is their power.

Psybeam

POWER 2

TYPE: Psychic
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 1 Chance Dice to Confuse the foe.

Confuse 1

Attack with a beam of psychic energy that hits the mind of the target.

Psycho Cut

POWER 3

TYPE: Psychic
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: High Critical.

Create blades of psychic energy to tear down foes.

Psycho Shift

POWER –

TYPE: Psychic
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Transfer the User's Status Ailments to the target. The user is now cured.

With psychic suggestion, the target feels afflicted by the same status problems as the user.

Psyshock

POWER 3

TYPE: Psychic
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Deals Physical Damage.

Materialize a psychic wave that pushes the target with real physical force.

Psystrike

POWER 4

TYPE: Psychic
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 4
ADDED EFFECT: Deals Physical Damage.

A stronger version of Psyshock. The user may throw materialized psychic punches with precision.

Psychic

POWER 3

TYPE: Psychic
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Reduce the foe's Sp. Defense.

Sp. Def 1

The user's telekinetic force is enough to cause severe harm to their target. This telekinesis is not subtle.

Psywave

POWER *

TYPE: Psychic
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Varies
ADDED EFFECT: Add 1 Dice of Damage for every 10 levels of the User (Example: The damage pool of a level 43 Pokémon is 4 Dice). Ignore Foe's Defenses.

Releases the inner power of the mind to emanate psychic waves that hurt the target.

Reflect

POWER –

TYPE: Psychic
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: User and Allies will receive 1 less Damage from Physical Attacks. Lasts 4 Rounds.

The user manifests its mental power on the world, creating invisible walls and floors that prevent the passing of objects.

Synchronoise

POWER 5

TYPE: Psychic
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 5
ADDED EFFECT: Sound Based. Area Attack. Choose a Type (Fire, Poison, Steel, etc.) This move only affects those with that Type.

The user vibrates with any particular energy Type he chooses. All nearby creatures and objects of that Type are hurt.

Rest

POWER –

TYPE: Psychic
ACCURACY: Vitality + Nature + Survival
DAMAGE POOL: -
ADDED EFFECT: Complete Heal. The User must Sleep for 2 whole Rounds (from Round Start to Round End).

The user falls asleep. During this period the body benefits from a super accelerated healing process.

Telekinesis

POWER –

TYPE: Psychic
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: All attacks against the target have "Never Fail. The target is immune to Ground Moves. Lasts 2 Rounds.

The user can manipulate objects and creatures with his mind. Pokémon and humans become easier to hit because their movements are restrained.

Role Play

POWER –

TYPE: Psychic
ACCURACY: Smart + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Copy the target's Ability. The abilities: Flower Gift, Illusion, Imposter, Stance Change, Wonder Guard, and Plot Device; cannot be copied.

The user mimics the target and takes on the most basic features from that character.

Teleport

POWER –

TYPE: Psychic
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: In the wild, the battle ends. In official battles, it counts as the Pokémon being recalled. Teleportation distances depend on Special and Storyteller's discretion.

Teleport the user and one more creature to a place of tranquility and high psychic resonance such as Pokemon Centers. Ceilings and walls block this move from working.

Skill Swap

POWER –

TYPE: Psychic
ACCURACY: Smart + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Switch Abilities with the foe. The abilities: Flower Gift, Illusion, Imposter, Stance Change, Wonder Guard, and Plot Device; cannot be switched.

The user swaps its identity with the target, making both feel like they are from each other's species.

Trick

POWER –

TYPE: Psychic
ACCURACY: Special + Contest + Allure.
DAMAGE POOL: -
ADDED EFFECT: The foe and the user swap Held Items.

Control the target's mind to perform a simple non-hostile action, such as walking or handing an item.

Stored Power

POWER 1*

TYPE: Psychic
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 1
ADDED EFFECT: Add 1 Extra Dice of Damage for each Increased Trait the user has (IE. Clefairy has 1 increased Point in Defense and 1 in Evasion. Stored Power will have 2 Extra dice on the Damage Pool). Up to 7 Dice may be added.

This move allows the user to release its power. If the user has any boosts, the damage is increased.

Trick Room

POWER –

TYPE: Psychic
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Invert the order of Initiative. Lasts 4 Rounds.

This reality altering move can manipulate time, so slow creatures are fast, and fast creatures are slow.

Wonder Room

POWER –

TYPE: Psychic
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Defense and Sp. Defense will be calculated with Insight instead of Vitality. Lasts 4 Rounds.

Inside the Wonder Room, a strong mind makes a strong body and a resilient body makes a resilient mind. However, if the mind is weak, the body will be weak and vice versa.

Zen Headbutt

POWER 3

TYPE: Psychic
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

The user focuses its will on its head to strike with a headbutt.

Rock

Super Effective against:

Bug | Fire | Flying | Ice

It's Not Very Effective against:

Fight | Ground | Steel

Rock Types are as resilient as the mountains they live in. These Pokémon are aged veterans of the wild, showing their cracks as scars, they are respected or feared by those who roam near. Young Rock Types, however, are rash, looking for battles with strangers inside the caves.

Rock Moves are slow but extremely powerful, able to crush any foe beneath a pile of rubble and stones. They usually rely on their incredibly high defenses to endure all the hits, while they attack recklessly with all their might. They specialize in ranged physical attacks that not even flying enemies can escape.

If you are bold enough to confront a Rock, you may be running full speed to crash into a wall.

Ancient Power

POWER 2

TYPE: Rock
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 1 Chance Dice to Increase the User's Strength, Dexterity, Special, Defense and Sp. Defense.

The Pokémon calls upon an energy from acient times that strikes the foe and may infuse the user with a primal strength.

Head Smash

POWER 6

TYPE: Rock
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 6
ADDED EFFECT: Recoil.

The user charges head first to attack the foe, the strike is devastating for both.

Power Gem

POWER 3

TYPE: Rock
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: -

The user attacks with a ray of light that comes out of the gem on its body.

Rock Blast

POWER 1

TYPE: Rock
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 1
ADDED EFFECT: Ranged. Succesive Actions.

The Pokémon shoots and throws small rock pebbles that burst into tiny pieces as they touch the foe.

Rock Polish

POWER –

TYPE: Rock
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Increase User's Dexterity.

The user polishes the rough ends of its rock body for easier and faster movement.

Rock Slide

POWER 3

TYPE: Rock
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 3
ADDED EFFECT: All Foes in Range. Ranged. Roll 3 Chance Dice to Flinch those affected.

All | Accuracy -1 | Flinch 3

The Pokémon creates a slide of falling rocks against its foes that may leave them crushed below the rubble.

Rock Throw

POWER 2

TYPE: Rock
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 2
ADDED EFFECT: Ranged.

Accuracy -1

The user picks up a rock or pebble and throws it at the foe.

Rock Tomb

POWER 2

TYPE: Rock
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 2
ADDED EFFECT: Ranged. Reduce Foe's Dexterity.

Accuracy -1 | Dexterity -1

The Pokémon covers the foe in gravel and rocks, leaving it unable to move freely.

Rock Wrecker

POWER 6

TYPE: Rock
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 6
ADDED EFFECT: Ranged. Must Recharge. Lethal.

Accuracy -1

The user shoots a huge boulder as if it were a cannon ball that can even go through thick walls. This, however, requires a lot of energy from the user.

Rollout

POWER 1*

TYPE: Rock
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Successive Actions. Add 1 Extra Dice to the Damage Roll of the last Rollout hit the user performs. If the Pokémon used Defense Curl this Round, add 1 Extra Dice to the Damage Roll of every hit.

Accuracy -1

The user curls up into a ball and starts rolling towards its foe, trampling everything in its way.

Sandstorm

POWER –

TYPE: Rock
ACCURACY: Special + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: Sandstorm Weather is activated for the next 4 Rounds.

The Pokemon casts a fierce wind that carries millions of rough sand particles.

Smack Down

POWER 2

TYPE: Rock
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 2
ADDED EFFECT: Ranged. Remove the foe's Immunity to Ground-Type Attacks.

The user hurls a projectile, usually a heavy rock that sends the foe down to the ground, leaving it unable to take off the ground afterwards.

Stealth Rock

POWER

TYPE: Rock
ACCURACY: Special + Survival + Stealth
DAMAGE POOL: -
ADDED EFFECT: Entry Hazard. Foe Pokémon that enter the battlefield lose 1 HP, this effect does not stack.

The Pokémon hides sharp and pointy rocks all over the foe's side of the battlefield.

Stone Edge

POWER 4

TYPE: Rock
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Strength + 4
ADDED EFFECT: Ranged. High Critical. Lethal.

Accuracy -2

The user hurls sharp stones at the foe. The speed and weight of the stones deals a severe amount of damage.

Wide Guard

POWER –

TYPE: Rock
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Priority. Shield. User and Allies. Reduce 3 Dice from the foe's Damage Pool.

All | Priority 3

The Pokémon uses its whole body to provide coverage and protection to its allies against an incoming attack.

Steel

Super Effective against:

Fairy | Ice | Rock

It's Not Very Effective against:

Electric | Fire | Steel | Water

Steel Types act like machines: cold, serious and insensitive. They behave according to their design and purpose without any regard for the well being of others. They are not evil nor dishonest, on the contrary, they are reliable because Steel Pokémon are used to follow commands and programmed agendas. Taming them, however, could be incredibly hard.

They take hits like a wall and cut like a sword.

The greatest opponents for the brave and the bold.

Steel Moves include brutal attacks that Increase the Pokémon's power or lower the foe's attributes. A prolongued battle will always benefit these creatures.

As the fight goes on, the enemy will grow weaker while the Steel grows sharper.

Autotomize

POWER –

TYPE: Steel
ACCURACY: Dexterity + Survival + Athletic
DAMAGE POOL: -
ADDED EFFECT: Increse the User's Dexterity. User's weight is halved for the rest of the Scene.

Weight ½ | Dexterity 2

The Pokémon sheds pieces and starts rotating other parts of its body for easier and lighter movement.

Bullet Punch

POWER 2

TYPE: Steel
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Fist Based. Priority.

Priority 1

The user launches itself against the foe to strike it with an iron fist.

Flash Cannon

POWER 3

TYPE: Steel
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Reduce the foe's Sp. Defense.

1 | Sp. Def -1

The Pokémon absorbs the reflecting light on its body, releases a powerful beam against the foe.

Gear Grind

POWER 2

TYPE: Steel
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Double action.

Accuracy -2

The user traps the foe between its gears and crushes it with two painful grinds.

Gyro Ball

POWER 1*

TYPE: Steel
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Add 1 Extra Dice to the Damage pool for every point of Dexterity the Foe has that surpases the user's. Up to 5 dices may be added this way.

The user curls up in a ball and spins against the target at a high speed.

Heavy Slam

POWER 1*

TYPE: Steel
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1
ADDED EFFECT: Add 1 Extra Dice to the Damage Pool for every 50 kgs. of weight above the target's weight, up to +4 Extra Dice.

The user slams the foe using its whole body weight. Smaller foes will be deeply affected.

Iron Defense

POWER –

TYPE: Steel
ACCURACY: Vitality + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Defense.

Defense 2

The Pokémon hardens its body surface as if it was made from the strongest iron around.

Iron Head

POWER 3

TYPE: Steel
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

Flinch 3

The Pokémon charges at the foe with a brutal headbutt that may leave the target knocked down on the ground.

Iron Tail

POWER 4

TYPE: Steel
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 4
ADDED EFFECT: Roll 3 Chance Dice to Reduce the foe's Defense.

Accuracy 3 | 3 | Defense 1

The user hits the foe with its hardened tail. The target is left vulnerable against subsequent attacks.

King's Shield

POWER -

TYPE: Steel
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Priority. Shield. If the foe was using a Physical Move, Reduce the foe's Strength. Reduce 3 Dice from the foe's Damage Pool.

Priority 3 | Strength 2

The Pokémon uses a ghostly shield to protect itself. If the foe managed to touch it, the user will drain some of its lifeforce.

Magnet Bomb

POWER 2

TYPE: Steel
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Never fails.

The Pokémon hurls a metal bomb that is attracted to the target like a magnet. The moment it touches the foe, it will explode.

Metal Burst

POWER *

TYPE: Steel
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: Varies
ADDED EFFECT: This Move only works if the foe just used an attack. Roll the same Damage Pool as your foe's last attack and add 2 Extra Damage Dice.

After receiving damage, the user bursts the tiny but sharp metal pieces that came loose because of the foe's attack. The greater the impact the more metal it will shoot.

Metal Claw

POWER 2

TYPE: Steel
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Roll 1 Chance Dice to Increase the user's Strength.

Accuracy 1 | 1 | Strength 1

The Pokémon attacks using its sharp claws, the friction may leave them even sharper.

Metal Sound

POWER -

TYPE: Steel
ACCURACY: Smart + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Sound Based. Reduce the foe's Special Defense.

Sp. Def 2

The user produces a horrible noise that impedes the foe from focusing on the fight, leaving it vulnerable to attacks.

Meteor Mash

POWER 3

TYPE: Steel
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Fist Based. Roll 2 Chance Dice to Increse the User's Strength.

Accuracy 1 | 2 | Strength 1

The user charges with a strong fist and strikes like a meteor.

Mirror Shot

POWER 2

TYPE: Steel
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 3 Chance Dice to Confuse the foe.

Accuracy 2 | Confuse 3

The user dazes the foe with a beam of light. Those who have experienced it describe it as: "Being in a mirror labyrinth"

Shift Gear

POWER -

TYPE: Steel
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Increase the User's Strength and Dexterity.

Strength 1 | Dexterity 2

The Pokémon has its gears rotate quickly. Working like a powerful machine.

Steel Wing

POWER 3

TYPE: Steel
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 1 Chance Dice to Increase the User's Defense.

Accuracy 1 | 1 | Defense 1

The Pokémon uses its sharp feathers as if they were razors.

Water

Super Effective against:

Fire | Ground | Rock

It's Not Very Effective against:

Dragon | Grass | Water

Water Type is common and dangerous, even more if faced in the open sea or inside the depths of the ocean.

Most of them haven't seen a human in generations, and are not familiar with any behavior you might take for granted.

Fortunately, some species are easily domesticated and incredibly helpful for protection.

Water Moves act as the opposite of Fire. However, they both share a great potential for devastation. Water attacks can produce floods that may wipe out human and Pokémon homes, powerful area deluges to sweep away the foes and potent physical strikes that hurt like a wave smashing you into the rocks.

Some of these Pokémon can't live on land because they can't breath outside a pool of water, but some of them might be able to fight for a few rounds without having to be taken back into their Pokéball. Whatever time they get, put it to good use.

Aqua Jet

POWER 2

TYPE: Water
ACCURACY: Special + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Priority.

Priority 1

The user propels itself with a blast of water and strikes at high speed.

Aqua Ring

POWER -

TYPE: Water
ACCURACY: Special + Survival + Nature
DAMAGE POOL: -
ADDED EFFECT: At the end of each Round, recover 1 HP. Lasts 4 Rounds.

The user coats itself in a special flowing water that lessens the pain.

Aqua Tail

POWER 3

TYPE: Water
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

Accuracy 1 | Flinch 3

The user swings its tail as if it were a vicious wave in a raging storm.

Bubble

POWER 2

TYPE: Water
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 1 Chance Dice to Reduce the foe's Dexterity.

All | 1 | Dexterity 1

A spray of bubbles flies around the enemies, some of the bubbles stick to their bodies hindering their movement.

Bubble Beam

POWER 3

TYPE: Water
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 1 Chance Dice to Reduce the foe's Dexterity.

1 | Dexterity 1

A long stream of bubbles hits the foe, the bubble foam may prevent the target from moving freely.

Brine
POWER 2*

TYPE: Water
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: If the foe is at half HP, or less, add 3 Extra Dice to the Damage Pool.

The user blast the foe with extremely dense water, if the target is tired he may be swept away easily by the pressure.

Clamp
POWER 2

TYPE: Water
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Block. Deal 2 dice of damage at the end of each Round. Lasts 4 Rounds.

Accuracy 2

The user traps and crushes the opponent using its thick and sturdy shell.

Crabhammer
POWER 3

TYPE: Water
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: High Critical.

Accuracy 1

A large pincer strikes with the power of a hammer. The demolition power is incredible.

Dive
POWER 2

TYPE: Water
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 2
ADDED EFFECT: Charge Move. While charging this move, the User will be out of range. Allows the pokemon to swim into Deep Waters.

The user submerges into the water and continues diving at an insane speed.

Hydro Cannon
POWER 6

TYPE: Water
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 6
ADDED EFFECT: Must Recharge.

Accuracy 1

The Pokémon blasts the foe with a water surge that could bring down a house. The user needs to rest afterwards.

Hydro Pump
POWER 5

TYPE: Water
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: Special + 5
ADDED EFFECT: -

Accuracy 2

The user builds up pressure inside its body and then releases a tremendous amount of water at the target.

Muddy Water
POWER 3

TYPE: Water
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: All Foes in Range. Roll 3 Chance Dice to Reduce the Accuracy of those affected.

Accuracy 2 | All
3 | Accuracy 1

The user fills its mouth with dirt and spits a torrent of mud at the foes. This mud may get in the eyes of the enemies.

Octazooka
POWER 2

TYPE: Water
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Roll 5 Chance Dice to Reduce the foe's Accuracy.

Accuracy 2
5 | Accuracy 1

The user sprays ink at the target's face to obstruct its vision.

Rain Dance
POWER -

TYPE: Water
ACCURACY: Dexterity + Contest + Perform
DAMAGE POOL: -
ADDED EFFECT: Rain Weather is activated for the next 4 Rounds.

The user performs a curious mystic dance that summons a heavy rainfall.

Razor Shell
POWER 3

TYPE: Water
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 1 Chance Dice to Reduce the foe's Defense.

Accuracy 1
1 | Defense 1

The Pokémon uses its sharp shell as a weapon to cut the target's fur, armor or anything protecting its body.

Scald
POWER 3

TYPE: Water
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Roll 3 Chance Dice to Burn the foe.

Burn 1
3

The user shoots a torrent of boiling water, it may leave the foe sopping with burns.

Soak
POWER -

TYPE: Water
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Change the target's Type to Water.

The user shoots a stream of water and moisture that clings to the foe's body as an overcoat.

Surf
POWER 3

TYPE: Water
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Area Attack.

A giant wave of water sweeps the area while the user swims on top of it.

Waterfall
POWER 3

TYPE: Water
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 3
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

Flinch
3

The Pokémon may swim with such strength that it may even swim upwards in a waterfall.

Water Gun
POWER 2

TYPE: Water
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: Special +2
ADDED EFFECT: -

The user learns to shoot water with enough force to hurt the foe.

Water Pledge
POWER 3

TYPE: Water
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: Special + 3
ADDED EFFECT: Create a rainbow that adds 2 Dice to all Chance Dice rolls. This effects lasts 4 turns.

+2

The Pokémon chants to invoke the power of Water. Moisture in the air bends the light to create an inspiring rainbow. Everyone in the field is sure to give its best.

Water Sport
POWER -

TYPE: Water
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: For the next 4 Rounds Fire Type attacks won't add their Power to the Damage Pool.

The user soaks the battlefield with moisture, making it harder for fire attacks to ignite.

Water Spout
POWER 6*

TYPE: Water
ACCURACY: Special + Fight + Canalize
DAMAGE POOL: Special + 6
ADDED EFFECT: All Foes in Range. Remove 1 Dice of Damage for every missing HP of the User. Up to 5 Dice may be reduced this way.

All

The Pokémon builds up an amazing pressure and releases a huge columnar vortex of water that could even reach the clouds.

Whirlpool
POWER 2

TYPE: Water
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: Special + 2
ADDED EFFECT: Block. Deal 2 dice of damage at the end of each Round. Lasts 4 Rounds.

Accuracy 2

Trap the foe inside a violent swirling whirlpool that make the foe unable to escape the battle.

Withdraw
POWER -

TYPE: Water
ACCURACY: Dexterity + Fight + Canalize
DAMAGE POOL: -
ADDED EFFECT: Increase User's Defense.

Defense 1

The user hides inside its hard shell to protect itself from incoming attacks.

Frequently Asked Questions

Can I Target an Ally with a Move that Targets a Foe?
Yes you can. Very rarely you'll find a use to it, but sometimes is worth the effort, such as with Swagger or an Electric Move on a Pokémon with Volt Absorb.

Can my Pokémon Target itself with a Move that Targets an Ally or a Foe?
No you can't. Most Moves that target an Ally or a Foe are just impossible to be employed on the User, such as After You or Helping Hand, you need another target to benefit from this power. Now, if you're talking about hitting your own Pokémon with its own attack, don't expect your Pokemon to comply.

Why Moves that Target All Foes in Range are limited by my Pokémon's Special?
With greater power comes a wider the range. A Pokémon with low Special can't make big displays of power.
If all your opponents are completely clumped together, at Storyteller discretion, you may hit a couple more targets.

Can I use the Move *Dig* to escape from a building or a cave?
Definetly. However, it may take some time depending on the terrain.

Can I use the Move *Teleport* to travel short distances?
Yes you can. But the Pokémon must have line of sight and can't go through a space where its body wouldn't normally fit. It won't be escaping a cage anytime soon.

I want to mount on my Pokémon, do I need to teach it a special move to do it?
No you don't. If your Pokémon is strong enough to carry your weight and it's still able to move, you can use it to go through land, water or air. Some moves can make this task easier. There's always the risk of falling if you don't hang on tightly, though.

My Pokémon is able to float/fly is it still affected by Ground-Type Moves?
If your Pokémon does not have the ability Levitate, the Flying type or any other stated immunity to Ground, it will be affected. It simply won't get high enough to avoid it.

Technical Machines (Optional)

If you're lucky you can find/buy discs containing guides to teach any Move to certain Pokémon. Which Move is contained in the disc and which Pokémon may learn from it, and how long it will take, is up to the Storyteller.
Whoever wrote these guides is amazingly creative, astonishingly smart, and too much of a Pokémon expert.

Natural Gift

This Move's Type and Power can vary wildly.

Power
Foul Berries aren't very strong, but delicious Berries are quite powerful.
Damage range from +0 to +3.

Flavor - Type

Spicy	-	Fire
Juicy	-	Water
Fresh	-	Grass
Sour	-	Electric
Oily	-	Fighting
Frozen	-	Ice
Rotten	-	Poison
Dry	-	Ground
Effervescent	-	Flying
Numbing	-	Psychic
Half eaten	-	Bug
Tough	-	Rock
Withered	-	Ghost
Uneatable	-	Dragon
Bitter	-	Dark
Salty	-	Steel
Sugary	-	Fairy

Secret Power/Nature Power

The Pokémon absorbs and redirects the properties of its environment onto the target. In the case of Nature Power, the move also changes type accordingly at storyteller's discretion.

Close to a Building:
Redirect the electric current to inflict Paralysis.

Close to a Cave:
Redirect the rubble to hit and Flinch the foe.

Close to a Desert or Road:
Rediret the dust on the terrain to Reduce 1 dice from the Accuracy of the target.

Close to Grass:
Redirect the bug and grass powder left in the terrain to inflict Sleep.

Close to Snow:
Redirect the cold wind to Freeze the Foe.

Close to Water:
Redirect a pool of water to envelop the foe, reducing 1 point to the Strength of the target as it tries to fight underwater.

Battle Manuevers

Not every attack is a Move. Sometimes Pokémon will fight with simple strikes, and so will humans. They are considered typeless, so anyone can perform any of these basic maneuvers:

Strike
POWER 1

TYPE: None
ACCURACY: Dexterity + Fight + Brawl
DAMAGE POOL: Strength + 1

Knockdown
POWER 0

TYPE: None
ACCURACY: Strength + Fight + Brawl
DAMAGE POOL: Strength + 0
ADDITIONAL INFO: Push the target away from the User. The foe falls prone. It must spend an action if it wants to get back up.

Grapple
POWER –

TYPE: None
ACCURACY: Strength + Fight + Brawl
DAMAGE POOL: None
ADDITIONAL INFO: The foe cannot move away from the battle, but it can attack. The foe breaks free if it has more Strength or Dexterity than the User.

Cover an Ally
POWER –

TYPE: None
ACCURACY: None
DAMAGE POOL: None
ADDITIONAL INFO: The user is more likely to get attacked. It may provide Cover against ranged attacks, according to the size of the User. See p.44.

Relationship between Attributes and Moves

As you probably noticed, the effectiveness of some Moves is greatly influenced by your Attributes. Some of them allow you to run faster, such as Quick Attack or Extreme Speed, while others require you to lift certain weight, such as Seismic Toss or Rock Throw. But just how fast or how strong is your Pokémon?

The following charts describe the maximum Lifting Capacity and maximum Speed for humans and most Pokémon. Please note that some species may lift more or less weight, or move faster or slower. As always the Storyteller has the final word on this topic.

Strength Chart (Lifting Capacity)

●○○○○○○○○	40 lb/18 kg
●●○○○○○○○	100 lb/45 kg
●●●○○○○○○	250 lb/113 kg
●●●●○○○○○	400 lb/181 kg
●●●●●○○○○	650 lb/294 kg
●●●●●●○○○	800 lb/362 kg
●●●●●●●○○	900 lb/408 kg
●●●●●●●●○	1000 lb/453 kg
●●●●●●●●●	1200 lb/544 kg
●●●●●●●●●	1500 lb/680 kg

Each point in the Athletic Specialty adds 8 lb / 4 kg to the Lifting Capacity.

Lifting Capacity is affected by Pain Penalizations.

Dexterity Chart (Maximum Speed)

●○○○○○○○○	6 mph/10 kmph
●●○○○○○○○	12 mph/20 kmph
●●●○○○○○○	15 mph/25 kmph
●●●●○○○○○	18 mph/30 kmph
●●●●●○○○○	24 mph/40 kmph
●●●●●●○○○	31 mph/60 kmph
●●●●●●●○○	49 mph/80 kmph
●●●●●●●●○	62 mph/100 kmph
●●●●●●●●●	80 mph/130 kmph
●●●●●●●●●	99 mph/160 kmph

Each point in the Athletic Specialty adds 1.4 mi / 2km per hour to the Maximum Speed.
Pain Penalizations reduce your Speed:
At -1 your Speed is halved;
At -2 you can only walk;
At -3 you can only crawl.

Lifting someone or something halves your Speed, unless you can lift twice the weight of what you're carrying.

Pokémon Abilities

Along with their amazing powers, Pokémon are born with special Abilities that define their species.
These Abilities may affect their personality, skill sets, and give them advantages in-and-out of battle.

Always consider the Ability of your Pokémon to aid you in any situation.

Pokémon sometimes have more than one ability to choose from.
At the beginning of your game session, you must tell your storyteller which Ability your Pokemon will be using for the day. It cannot be changed once the game has started, but you may choose a different one the next session.

Storyteller Note

Any Ability can be made into a "Plot Device" ability.
You may use them on Legendary Pokémon, the Elite, Champion and other special Pokémon in your story.

Trainer Tips

Most Abilities have effects in-and-out of battle.
Choose the one you feel appropiate for your Pokémon and the situation you are in.

Hidden Abilities

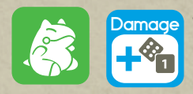
Some of these Abilities are not assigned to any Pokémon. These powerful Abilities are to be used as plot devices or at storyteller's discretion.

It's up to the Storyteller to determine which Pokémon will obtain a certain ability. Talk to him or her to know how your Pokémon may obtain the Hidden Ability you want.

Adaptability

The Pokémon will easily adapt to its surroundings, it will travel with ease no matter the terrain.

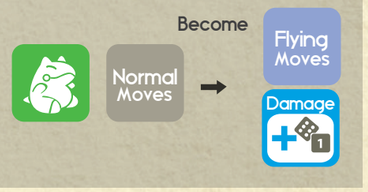
Whenever this Pokémon uses a Damaging Move that matches its Type, Add 1 Dice to the Damage pool of that attack.



Aerilate

The Pokémon never touches the ground, a wind current can be felt surrounding it.

Normal-Type Attacks that the Pokémon uses will deal damage as if they were Flying-Type Affecting STAB, weakness and resistance. Add 1 Dice of damage to moves changed this way.



Aftermath

When hurt or upset, the Pokémon will prepare to burst. If hit hard enough, it will explode on contact.

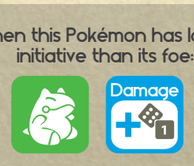
If this Pokémon faints due to a Non-Ranged Physical Attack , the user of that attack is dealt 2 Damage.



Analytic

The Pokémon will never charge racklessly, it will take a moment to think about the best decision to make in any situation.

If this Pokémon has a lower initiative than its target, Add 1 Dice to all of its Damage Pools.



Anger Point

The Pokémon will easily get aggressive. Little to no provocation is needed for it to start throwing a tantrum.

If a foe lands a Critical Hit on this Pokémon, increase 3 Points to its Strength Attribute.



Anticipation

The Pokémon is always alert for threats and rarely sits to relax. If it perceives a potential danger it will get anxious and start shuddering.

If a foe knows a move that would deal Lethal or Super Effective damage against this Pokémon, it will alert its Trainer.



Arena Trap

The ground around this Pokémon becomes really soft and hard to walk on. When in danger, it will sink the ground around itself creating a shifting sand pit.

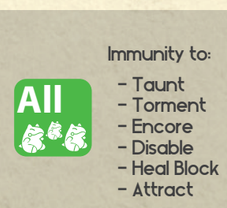
Foe Pokémon on the ground become Blocked, it cannot escape or be switched out for as long as this Pokémon is in the field.



Aroma Veil

This Pokémon lets off a nice smell that helps you to stay relaxed even under stressful situations.

User and Allies are immune to the effects of the moves: Taunt, Torment (p. 273) Attract (p. 300), Disable (p. 302), Encore (p. 303), and Heal Block (p.320).



Battle Armor

The Skin of the Pokémon is covered by plates of a very resistant material, like rock, steel or an exoskeleton.

If a Foe lands a Critical Hit on this Pokémon, it will not get any Bonus Dice for it.



Big Pecks

This determined Pokémon uses its Beak to cover its weak spots.

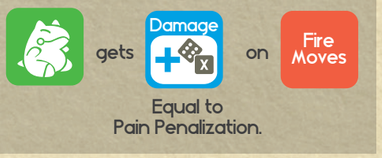
This Pokémon cannot have its Defense reduced.



Blaze

The Fire on this Pokémon's body will burn incredibly fierce just before fading.

When this Pokémon is low on HP, its Fire-Type Moves get dice added to their Damage Pool equal to their Pain Penalizations.
(e.g. -2 Pain Penalization will add 2 Dice to the damage pool)



Bulletproof

The armor on this Pokémon's body protects it from projectiles and small explosions.

Reduce by 1 all damage from Special and Ranged Physical Attacks done to this Pokémon.



Cheek Pouch

The Pokémon is able to store food and objects inside its stretchy cheeks for later consumption.

This Pokémon restores 2 HP whenever it eats a berry with no HP healing effect. (e.g. Pecha Berry, Lum Berry)



Chlorophyll

The Pokémon synthesizes sunlight to get energy, if it's kept in a sunny environment it will rarely need to eat.

If Sunny Weather is in effect, Increase 2 Points to this Pokémon's Dexterity attribute.



Clear Body

The Pokémon is completely aware of all its body surroundings, trying to sneak on it will be incredibly difficult..

Other Pokémon cannot Increase or Decrease the Attributes of this Pokémon. This Pokémon can still Increase or Decrease its own Attributes.



Cloud Nine

This Pokémon will easily feel pleased, and it's prone to be happier than others. No matter if it's sunny or rainy it will never feel gloomy.

Negate the effects of Weather Conditions on this Pokémon.



Color Change

This Pokémon can change its color and energy to camouflage and merge with the surroundings.

When this Pokémon is dealt damage it will temporarily change its type to match the type of the move that just hit it. The effect ends if the Pokémon is removed from battle.



Competitive

This Pokémon's determination grows in the face of adversity. It is always trying to compete with those around it.

The first time this Pokémon gets an attribute reduced by a foe during a battle, Increase 2 Points to its Special.



Compound Eyes

This Pokémon has a peripheral vision that allows it to locate its targets with great precision.

This Pokémon gets 2 Bonus Dice on the Accuracy Pool of any move with Reduced Accuracy.



Contrary

Most of the time this Pokémon will want to do the opposite of what you want. Sometimes it even contradicts itself.

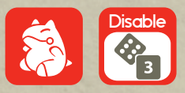
If anything would Decrease an Attribute of this Pokémon, Increase it instead. If anything would Increase an Attribute of this Pokémon, Decrease it instead.



Cursed Body

This Pokémon carries a curse within itself. Harming this Pokémon is not a good idea.

Whenever this Pokémon is dealt damage with a move, Roll 3 Chance Dice to Disable that move. More than one move may be disabled this way.



Cute Charm

It may be its twinkly eyes or its rosy cheeks, but other People and Pokémon will try to win this Pokémon's heart.

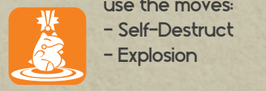
If a foe hits this Pokémon with a Non-Ranged Physical Attack, roll 3 Chance Dice to make the foe fall in Love with it.



Damp

The Pokémon gathers the humidity in the air around itself. Lighting a spark or keeping a fire on, will be almost impossible close to it.

No ally or foe will be able to use the moves Explosion (p. 303) or Self-Destruct (p. 311) in an area around this Pokémon.



Defeatist

This Pokémon is a pessimist by nature, when things get difficult it will be the first to give up.

If this Pokémon is at half or less of its total HP, roll this Pokemon's Loyalty every action, if the roll fails Reduce 2 Points to its Strength and Special attributes for that action. If it's successful it may keep it's attributes unchaged.



Defiant

This Pokémon will not yield, the harder the situation gets, the higher its fighting spirit will grow. It may, however, be a bit of a rebel.

The first time this Pokémon has an attribute reduced during a battle, Increase 2 Points to its Strength.



Download

This Pokémon is able to scan and access the digital data within computers and download the info into itself. Too much data might make it feel heavy.

When this Pokémon comes out it will scan its foes and provide information about them. It will then Increase 1 Point to either Strength or Special Attribute at Storyteller's discretion.



Drizzle

The sky will keep raining in an apparent never-ending storm for as long as this Pokémon wants to.

When this Pokémon comes out, it automatically starts the effects of Rain Weather. The effects end when the pokémon leaves the battle. (In case of stalemate the Pokémon with higher Special will keep the dominant weather)



Drought

The Sunlight will be harshly bright, and the heat almost unbearable for as long as this Pokémon wants to.

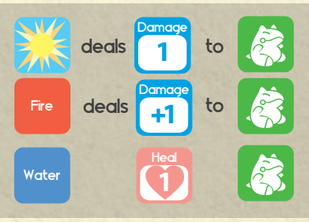
When this Pokémon comes out, it automatically starts the effects of Sunny Weather. The effects end when the pokémon leaves the battle. (In case of stalemate the Pokémon with higher Special will keep the dominant weather)



Dry Skin

The skin of this Pokémon is will need special care, constant hydration and protection against heat.

If Sunny Weather is in effect, this Pokémon will receive 1 damage at the end of each round. Fire attacks will deal 1 additional Damage to this Pokémon.
Water attacks may heal 1 HP to this Pokémon instead of dealing damage.



Early Bird

Pokémon with this ability are light sleepers that will easily rise from slumber. They wake up full of energy with just a couple hours of sleep.

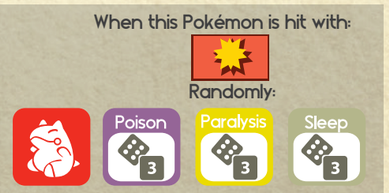
The time this Pokémon would be asleep is reduced by half, it will only need to score 2 successes on its insight roll to wake up in battle.
This effect does not apply for the move "Rest"



Effect Spore

When stressed, this Pokémon will leak spores through its body that scatter in the air causing severe allergies.

If hit by a Non-Ranged Physical Attack, the Pokémon rolls 3 Chance Dice to Poison, Paralize or Sleep the foe at random.



Filter

This Pokémon uses an invisible energy field to filter away harmful energies and substances.

If a foe uses a move that would deal Super Effective Damage to this Pokémon, reduce by 1 the total Damage from that attack.



Flame Body

This Pokémon can willingly ignite its body on flames, receiving no harm from doing it. Objects that come in contact with this Pokémon may catch fire.

When hit by a Non-Ranged Physical Attack, this Pokémon rolls 3 Chance Dice to burn the foe.



Flare Boost

Pokémon with this Ability benefit from the extreme heat produced by fire.

If this Pokémon gets any Burn condition, Increase 2 points to its Special attribute.



Flash Fire

This Pokémon is capable of consuming other fire sources and adding them to its own, burning brighter and stronger.

The first time this Pokémon is hit by a Fire-Type move, add 1 Bonus dice to the Damage Pool of Fire-type moves this Pokémon uses until the end of the scene. Fire-type moves do not deal damage to this Pokémon.



Flower Gift

This Pokémon petals radiate full of energy when the sun shines bright. The energy irradiated makes those around feel stronger.

If Sunny weather is in effect, Increase 2 Points to the Strength and Sp.Defense Attribute of the user and its allies.



Flower Veil

This Pokémon makes flowers grow in gardens and near other Pokémon to protect them from harm.

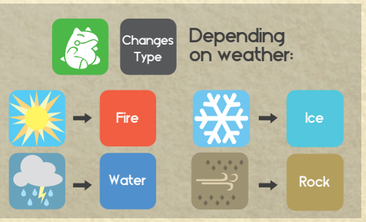
User and allies can't have their attributes reduced.
User and allies can't have any Status Condition inflicted on them.
Previously inflicted attribute reductions and/or ailmments remain.



Forecast

This Pokémon can absorb the elements around its environment to adapt and survive even under extreme conditions.

The Type of this Pokémon will change depending on the active weather.
Fire under Sun, Water under Rain, Ice under Hail and Rock under Sand.



Forewarn

This Pokémon may read bad intentions in others and mentally warn its trainer. The trainer must make a roll of Insight to understand the message.

In battle, this Pokémon will warn about the strongest move one of its foes has. Storyteller has to reveal it to the trainer of this Pokémon in secret.



Friend Guard

The Pokémon is adorable and wakes the parental instinct in others. All of its allies will seek to protect it all the time.

If this Pokémon is hit by a move performed by an ally, Reduce by 2 the damage dealt to it.

When this Pokémon is hit by: Damage -2 1

Frisk

This Pokémon can see the items others may be carrying, even if they are hidden.

When this Pokémon enters the battlefield, Storyteller must reveal its trainer the held item of one foe.

??? Reveal Held Item

Fur Coat

This Pokémon's fluffy exterior is cuddly, soft, hypoallergenic, and also serves as a cushion against powerful blows.

Reduce by 2 the Damage dealt to this Pokémon by Ranged and Non-Ranged Physical Attacks.

When this Pokémon is hit with: Damage -2

Gale Wings

This Pokémon's wings are perfectly designed to ride the roughest winds effortlessly.

Add "Priority" to all Flying-Type Moves of this Pokémon.

Priority 1 to Flying Moves

Gluttony

This Pokémon eats all day long, and usually has no problem finding food sources.

This Pokémon will eat any food or medicine without negative effects.

Food and Medicine have no negative effects

Gooey

This Pokémon's sticky ooze will rub onto anyone that touches it. This may become quite a burden. On the bright side, it is a natural and organic glue.

The first time an opponent hits this Pokémon with a Non-Ranged Physical Attack Reduce 1 Point to its Dexterity Attribute.

When this Pokémon is hit with: Dexterity 1

Grass Pelt

This Pokémon has a lush coat of grass to protect its body, even if you cut it, it will regrow in a few days.

If the effects of the move Grassy Terrain (p. 293) are active, Increase 2 Points to this Pokémon's Defense Attribute.

When Grassy Terrain is active. Defense 2

Guts

This Pokémon dares to do everything no one else dares to, and won't lose its determination easily, it may be a little reckless, though.

While affected by any Status Condition, Increase 2 Points to this Pokémon's Strength Attribute.

Status Condition Strength 2

Harvest

This Pokémon will naturally produce fruits in a short period of time, if fed with berries it will start growing them too.

If this Pokémon uses a berry as a held item during a fight, the berry will grow back at the end of the day.

Regrows Berries.

Healer

The Pokémon has healing powers, and will use them without hesitation to aid others.

If an Ally in the battlefield has a Status Ailment, at the end of the round this Pokémon rolls 3 Chance Dice to heal it.

1 Cure Status 3

Heatproof

This Pokémon can resist very high temperatures without trouble.

Burn 1 deals no Damage to this Pokémon.
If this Pokémon is hit by a Fire-Type Attack, Reduce the damage dealt by 2.

Burn 1

Fire Deals Damage -2 to

Heavy Metal

The metal covering the body of the Pokémon is so thick that it easily doubles the normal weight of the Pokémon.

Moves with damage based on weight get their damage pool modified accordingly.

Weight

Honey Gather

The Pokémon produces its own honey, you can get a small barrel of high quality honey every day.

A small barrel of honey can be sold for $50.
Honey attracts wild Pokémon and feeding a Pokémon with it will make it happy.

Gives you Honey.

Huge Power

The Pokémon has an unnatural source of Strength beyond its physical appearance.

This Pokémon is able to lift up to double the weight it should be able to, according to the Strength Chart (p. 332) This ability stacks with moves like Strength (p. 313).

Can lift double the weight.

Hustle

The Pokémon will perform everything in a hurry, usually being kind of sloppy.

This Pokémon gets an extra Reduced Accuracy and 2 Extra Dice to the damage pool for all of its Physical Attacks.



Hydration

The Body of the Pokémon absorbs water and uses its moisture to maintain a healthy state.

When Rain weather is in effect, this Pokémon will cure any status ailment it has at the end of the round.



Hyper Cutter

The claws of this Pokémon are very sharp and can't be dulled.

This Pokémon cannot have its Strength attribute reduced by any means.



Ice Body

The Pokémon's body is almost frozen, it feels at home when temperatures are below zero.

If Hail Weather is in effect you may restore 1 HP to this Pokémon at the end of the round. This Pokémon is immune to damage from Hail weather.



Illuminate

The Pokémon naturally produces light through its body. Other Pokémon approach curiously when they see this light.

Increases the chance of random Wild Pokémon encounters.



Attracts wild Pokémon.

Illusion

The Pokémon casts an illusion on itself to look like another creature it has seen. The illusion is undistinguishable from the real one.

When this Pokémon comes out, it will have the form of another Pokémon in the party, it will regain its original form if it receives damage.
When taking a human form it cannot speak and its tail may remain visible.



Changes it's appearance.

Immunity

The Pokémon has a very strong immune system and will rarely get sick. It could eat even rotten food without getting sick.

Poison and Badly Poison Status deal no damage to this Pokémon.



Imposter

This Pokémon can alter its own cell structure extremely fast to transform into a copy of another being.

As soon as it enters to battle, this Pokémon will be under the effects of the move Transform (p. 315).



Uses "Transform" automatically

Infiltrator

The Pokémon is very stealthy with its movements, it is naturally harder to detect than others.

Shield Moves, Safeguard (p. 310), Substitute (p. 313), Light Screen (p. 321) and Reflect (p. 323) are ignored by this Pokémon.

Ignores:

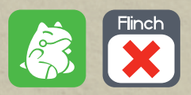


- Light Screen
& - Reflect
- Safeguard
- Substitute

Inner Focus

The Pokémon is extremely serious and focused on everything it does.
It remains calm and never backs down, even if it's getting severly injured.

This Pokémon does not Flinch.



Insomnia

The Pokémon does not need to sleep, it will be awake no matter the hour.

This Pokémon is not affected by the Sleep Status.



Intimidate

This Pokémon has an overwhelming presence that inspires both fear and respect from others.

When this Pokémon comes into battle, Reduce 1 Point to the Strength of all foes in range. This effect will last for as long as this Pokémon is out.



Iron Barbs

This Pokémon is covered with sharp steel quills that hurt anyone who may touch them carelessly.

Whenever this Pokémon is hit with a Non- Ranged Physical Attack, Roll 1 Dice of damage against the attacker.

When this Pokémon is hit with:



Iron Fist

The hands of this Pokémon are very strong and heavy, when curled into fists they can go through anything.

Add 1 Dice to the Damage Pool of Fist Based moves.



Justified

This Pokémon has an innate sense of justice, wrong doings will make them really angry.

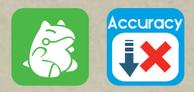
The first time this Pokémon is hit by a Dark-Type Attack or if it has witnessed something it considers unjust, Increase 1 Point to its Strength Attribute.



Keen Eye

This Pokémon has an exceptional sight, locating small or far away objects will be a lot easier for it.

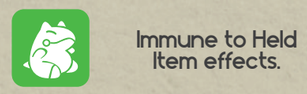
This Pokémon cannot have its Accuracy rolls Reduced by others. (Moves with reduced accuracy this Pokémon performs remain so).



Klutz

This Pokémon does not understand how to use tools correctly.

Held items won't have any effect on this Pokémon.



Leaf Guard

The leaves on this Pokémon's body expand with the sun to cover its body.

If Sunny weather is in effect, this Pokémon can't have any Status Conditions inflicted. Previously inflicted conditions remain.



Levitate

The Pokémon floats to move around without touching the ground.

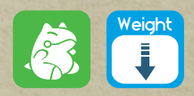
Ground-Type moves and Effects on the ground don't affect this Pokémon. If this Pokémon uses a move that binds it to the ground the effects are lost until it's free again.



Light Metal

The Material covering its body will be light as a feather, causing this Pokémon to weight from 50% to 75% less than it is supposed to.

Moves with damage based on weight get their damage pool modified accordingly.



Lightning Rod

This Pokémon will attract lightning and electricity to itself to charge its power.

If anyone uses an Electric-Type move with a Single target, it will be redirected to this Pokémon; it is immune to damage from them. The first time this Pokémon is hit by an Electric-Type move, Increase 1 Point to this Pokemon's Special.



Limber

The muscles of this Pokémon are incredibly flexible and elastic. Easing their movement, agility and grace.

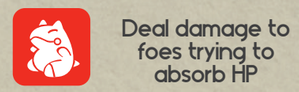
This Pokémon is not affected by the Paralysis Status.



Liquid Ooze

The Pokémon produces a pestilent and toxic ooze within its body. Do not attempt to eat it.

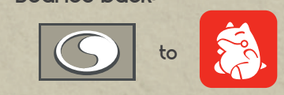
If hit by a move that would asborb this Pokemon's vital energy (Leech seed, Dream Eater, Drain Punch etc.) it will instead deal that amount as damage.



Magic Bounce

The Pokémon will psychically call its foe to indirecly harm itself, making it look like magic.

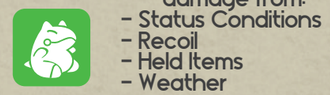
All Support moves that target this Pokémon or its side of the battlefield will have its effects redirected into the foe's instead.



Magic Guard

The Pokémon is covered by a faint energy that stops any minor harm that may come its way.

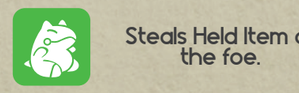
This Pokémon won't receive damage from Status Conditions, Recoil, Held Items or Weather Conditions.



Magician

This Pokémon excells at performing simple magic tricks that amaze others, such as conjuring and vanishing objects nearby in the blink of an eye.

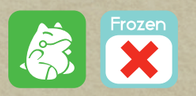
This Pokémon will steal the Held Item of a foe it just hit.
For information on multiple Held Items see p. 70.



Magma Armor

The body of the Pokémon is always hot to the touch, it can heat a large room just by standing inside.

This Pokémon is not affected by the Frozen Status.



Magnet Pull

This Pokémon can activate a magnetic field around itself to attract all kinds of metals.

All Steel-Type Pokémon on the field are Blocked.



Marvel Scale

The beautiful scales of this Pokémon will harden when its body is under stress.

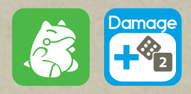
If this Pokémon has a Status Ailment, Increase 2 points to its Defense Attribute.



Mega Launcher

The cannons on this Pokémon's body allow it to fire extremely powerful attacks.

Add 2 Dice to the Damage pool/Healing Pool of moves with the keyword "Pulse" and "Aura" on their name.

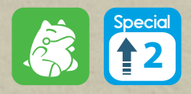


On moves with the keyword: Pulse & Aura

Minus

This Pokémon has a natural Negative charge. It will attract Positive charge and repel other negative charge.

If an ally Pokémon on the field has the ability "Plus", Increase 2 Points to the Special Attribute of this Pokémon.



If an ally has the ability: Minus

Mold Breaker

This Pokémon will find unusual ways to achieve its goals.

If a foe Pokémon has a type, an immunity, or an ability that would prevent this Pokémon to attack it with a certain move, ignore it.



Ignore Immunities of other Pokémon.

Moody

The Pokémon will have some severe mood swings, and be temperamental most of the time.

At the end of each round, reset attributes modified by Moody, then Reduce 1 Point to a random Attribute and Increase 1 Point to another random Attribute.

Randomly:



Motor Drive

This Pokémon absorbs electricity and stores it as energy to run faster.

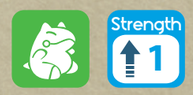
If this Pokémon is hit by an Electric-type move, Increase 1 Point to its Dexterity Attribute. This Pokémon does not receive damage from Electric-type moves.



Moxie

This Pokémon is naturally fierce and will try to get to a position of power by defeating the alphas in the pack.

If a foe faints because of an attack dealt by this Pokémon, Increase 1 Point to its Strength Attribute.

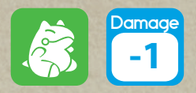


After this Pokémon faints a foe.

Multiscale

This Pokémon is covered by two layers of hard scales, if one layer is damaged it will be shed and regrown later.

If this Pokémon was at full health, reduce by 1 the damage it was dealt by an attack.



If this Pokémon had a full HP.

Mummy

This Pokémon will curse whoever dares to inflict harm upon them, the curse may even last for generations and will need the aid of a medium to lift it.

When this Pokémon hits or gets hit with a Non-Ranged Physical Attack, the foe's ability is changed to Mummy.



Natural Cure

This Pokémon's body will generate substances to heal itself. They can be used in medicine.

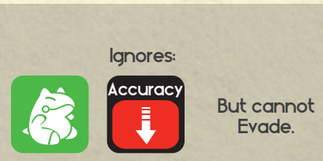
At the end of the round, if this Pokémon has a status ailment, it Rolls 3 Chance Dice to heal itself.



No Guard

This Pokémon can focus on attacking perfectly but will be open to the attacks of its foes as it won't focus on anything but its precision.

You can declare you won't make any Evasion Action at the start of the Round. If you do, roll all the moves of this Pokémon as if they had no reduced accuracy.

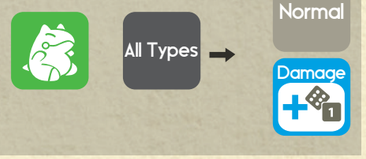


But cannot Evade.

Normalize

The Pokémon's actions are never impressive, always dull and never seem to accomplish anything exceptional.

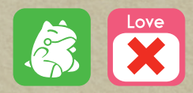
All the moves known by this Pokémon are considered Normal Type. Affecting STAB, weaknesses, immunities, and resistances. Add 1 Dice of Damage to moves changed this way.



Oblivious

This Pokémon will rarely have a satisfactory social interaction. It'll be too self-absorbed to take the hints of what is expected from it.

This Pokémon is not affected by the Love Status. It is immune to the effects of Taunt (p. 273) and Captivate (p.301).



Overcoat

The Pokémon will have a protective coat surrounding its body that allows it to live under extreme weather conditions.

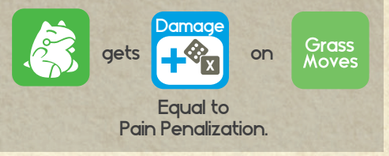
This Pokémon won't be damaged by weather conditions.



Overgrow

When this Pokémon is hurt, it will grow huge plants in its body to defend itself, this plants are very strong but wither quickly.

When this Pokémon is low on HP, its Grass-Type Moves get dice added to their Damage Pool equal to their Pain Penalizations.
(e.g. -2 Pain Penalization will add 2 Dice to the damage pool)



Own Tempo

This Pokémon will do everything at its own pace, external influences will be ignored.

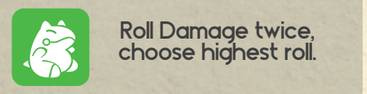
This Pokémon is not affected by the Confused Status.



Parental Bond

The Pokémon and its young are really close to each other, they do everything together.

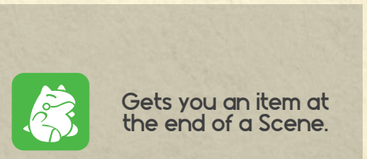
All of the Damage Pools of this Pokémon get rolled twice. Choose the highest roll to deal damage to the foe.



Pick Up

This Pokémon will often gather objects and keep a small hoard of treasure it may share with you.

If this Pokémon was out of its Pokéball at the end of the scene, see what it found for you at Storyteller's discretion.



Pickpocket

The Pokémon will instinctively steal from others. It takes whatever it can when people are not looking.

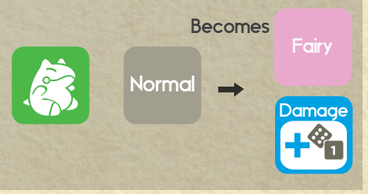
If this Pokémon is not holding an Item it will steal the held Item of the foe it just hit with a Non-Ranged Physical Attack. For information on multiple Held Items see p. 70.



Pixilate

This Pokémon scatters fairy dust that brings happy thoughts to the mind. Everything it does looks incredibly adorable.

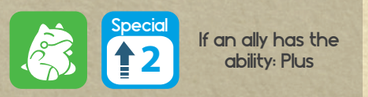
Normal-Type Attacks that the Pokémon uses will deal damage as if they were Fairy-Type. Affecting STAB, weakness and resistance. Add 1 Dice of Damage to moves changed this way.



Plus

This Pokémon has a natural Positive charge. It will attract negative charge and repel other positive charge.

If an ally Pokémon has the ability "Minus", Increase 2 Points to the Special Attribute of this Pokémon.



Poison Heal

The Pokémon has an immunity to any poison and also assimilates that venom as an energy source.

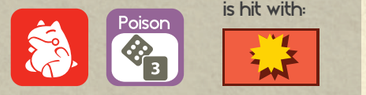
If this Pokémon becomes poisoned or badly poisoned. It will Heal 1 HP at the end of each round instead of receiving damage. The Poison will be completely absorbed after 3 Rounds.



Poison Point

The pointy thorns and scales on this Pokémon release poison that will infect anyone who touches them roughly.

If this Pokémon is hit by a Non-Ranged Physical Attack, Roll 3 Chance Dice to Poison the foe.



Poison Touch

Venomous substances will ooze through the body of this Pokémon, you'll become very sick if you get touched.

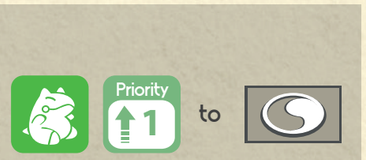
If this Pokémon hits its foe with a Non-Ranged Physical Attack, Roll 2 Chance Dice to Poison the foe.



Prankster

This Pokémon will always have a michievous twinkle on its eyes, no one around will be safe from its pranks.

Add Pritority +1 to all Support moves of this Pokémon.



Pressure

Being around this Pokémon will be very stressing and demanding, even the bravest will feel themselves faltering.

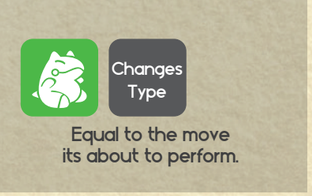
While this Pokémon is out, reduce the total Will Points of all foes by half, rounded down.



Protean

This Pokémon's versatile body gives it proficiency on practically everything it sets out to do.

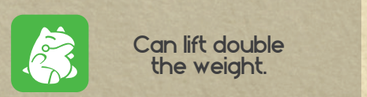
Whenever this Pokémon uses a move, first change its type to that of the move. If the move is an attack and deals damage, use the appropriate STAB.



Pure Power

The Pokémon makes use of its Psychic powers to move objects several times bigger.

This Pokémon is able to lift up to double the weight it should be able to, according to the Strength Chart (p. 332) This ability stacks with moves like Strength (p. 313).



Quick Feet

Most of the time this Pokémon will seem to be in a hurry, when pressured it will move faster than normal.

While affected by any Status Condition, Increase 2 Points to this Pokémon's Dexterity Attribute.



Rain Dish

The Pokémon will store rain water to drink and for nourishment.

If Rain weather is in effect, you may restore 1 HP to this Pokémon at the end of each Round.



Rattled

When this Pokémon becomes startled or scared it will make haste to get away from danger.

The first time this Pokémon is hit by a Bug, Dark, or Ghost-Type Attack, Increase 1 Point to its Dexterity Attribute.



Reckless

The Pokémon will often get into risky situations in order to get what it wants.

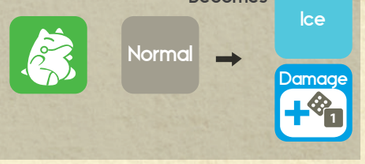
When this Pokémon performs a move with Recoil, Add 2 Dice to the Damage Pool of that move.



Refrigerate

This Pokémon's body works akin to a freezer, it can freeze things just by touching them.

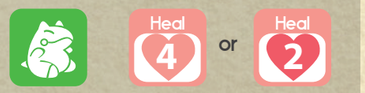
Normal-Type Attacks that the Pokémon uses will deal damage as if they were Ice-Type. Affecting STAB, weakness and resistance. Add 1 Dice of Damage to moves changed this way.



Regenerator

The body of this Pokémon will regenerate from damage really quick, wounds that would take days to heal will get better in a few hours.

This Pokémon may Heal up to 4 Damage or up to 2 Lethal Damage on its own every day. The Pokémon must be out of combat to benefit from this effect.



Rivalry

The Pokémon will be very competitive with others to prove its position as the alpha of the group, however, it will try to gain the favor of possible mates.

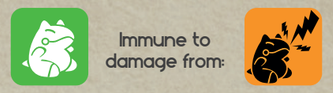
If this Pokémon has a foe of the same gender, Increase 1 Point to its Strength Attribute.
If the foe is the opposite gender, Reduce 1 Point to its Strength Attribute.



Rock Head

The head and body of the Pokémon are so resistant that they barely feel anything.

This Pokémon will not receive damage from Recoil.



Rough Skin

Use protection on your hands when touching this Pokémon. Its body is covered by sharp scales that get hooked into the skin.

Whenever this Pokémon is hit with a Non-Ranged Physical Attack, Roll 1 Dice of damage against the attacker.



Run Away

This Pokémon is the master of escape. It will be difficult to catch and may even squeeze through the tiniest gaps to get away.

This Pokémon cannot be Blocked.
It may also obtain bonus dice to escape from battle at storyteller's discretion.



Sand Force

The Pokémon controls the particles of sand around the battlefield to give a boost to its attacks.

If Sandstorm Weather is in effect when this Pokémon deals damage with Ground, Steel or Rock-Type attacks, add 1 Dice to the damage pool of that attack. The Pokémon is immune to damage from Sandstorm Weather.



Sand Rush

While sand whips across the battlefield, the Pokémon can paddle through it as if it was water.

If Sandstorm Weather is in effect, increase 1 Point to the Dexterity Attibute of this Pokémon. The Pokémon is immune to damage from Sandstorm Weather.



Sand Stream

The Pokémon can activate a raging sandstorm around itself that will last for as long as it wants.

When this Pokémon comes out, it automatically starts the effects of Sandstorm Weather. The effects end when the Pokémon leaves the battle. (In case of stalemate the Pokémon with higher Special will keep the dominant weather)



Sand Veil

The Pokémon's body is easily concealed by sand particles on the air.

If Sandstorm Weather is in effect, increase 1 Point to the Evasion of this Pokémon. The Pokémon is immune to damage from Sandstorm weather.



Sap Sipper

This Pokémon's diet consists strictly of plants, it is particularly fond of sweet sap for nourishment.

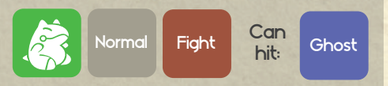
The first time this Pokémon is hit by a Grass-type attack, Increase 1 Point to its Strength Attribute instead of dealing damage.
Grass-type moves do not deal damage to this Pokémon.



Scrappy

This Pokémon is extremely determined when facing the unknown.

This Pokémon has the ability to hit Ghost-type Pokémon with Normal-type and Fighting-type moves, dealing Regular Damage. Apply the right resistances or weaknesses to the foe if it has a secondary type.



Serene Grace

This Pokémon will bring good luck as if it was blessed by the heavens.
Its presence is soothing, it makes you feel calm and full of joy.

Add 2 Extra Chance Dice to all effects done by this Pokémon. (e.g. A move has 3 Chance Dice to Flinch the foe, instead roll 5 Dice with this Pokémon)



Shadow Tag

The Pokémon steps on the opponent's shadow, preventing them from moving too far.

All foes become Blocked.
Ghost-type Pokémon are immune to this effect.
Pokémon with the same ability are immune to this effect.



Shed Skin

This Pokémon's body is constantly growing skin anew and molting the old one when it becomes too damaged.

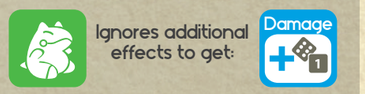
At the end of the round. If this Pokémon has a Status Condition, it rolls 3 Chance Dice to heal itself.



Sheer Force

This Pokémon is only interested in showing off its incredible battle prowess.

Whenever this Pokémon uses an attack with the chance of an additional effect, you may ignore that chance and add 1 Dice to its damage pool.



Shell Armor

This Pokémon's shell protects its vulnerable spots from its opponents.

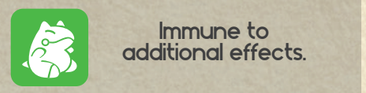
If a foe lands a Critical Hit on this Pokémon, it will not get its Extra Damage Dice for that attack.



Shield Dust

This Pokémon constantly generates specs of dust to shield and protect itself.

If this Pokémon is hit by an attack with the chance of an additional effect, it won't be affected by said effects.



Simple

This Pokémon's ingenuous mind is easily swayed by not only its own, but also outside influences. It often finds ways to simplify things.

If this Pokémon gets an Attribute reduced, reduce 1 more Point to it.
If this Pokémon gets an Attribute increased, increase 1 more Point to it.



Skill Link

This Pokémon can proficiently chain a flurry of attacks. It also enjoys repetition and sequences.

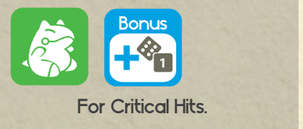
Add 2 Dice to the Accuracy pool of Successive Actions moves.



Sniper

This Pokémon will stealthily locate itself in an advantageous position to strike its foe's weak spots.

If this Pokémon lands a Critical Hit, it will get 3 Bonus Dice to the Damage Pool of its attack instead of the regular 2.



Snow Cloak

This Pokémon's skin blends well with the surrounding snow and hail, you can barely see it.

If Hail weather is in effect, Increase 1 Point to the Evasion of this Pokémon.
The Pokémon is immune to damage from Hail weather.



Snow Warning

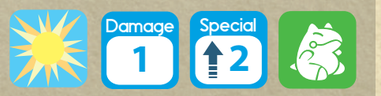
The Pokémon is able to call a terrible hailstorm at will. Snow will cover the battlefield and balls of ice will come plummeting from the sky.

When this Pokémon comes out, it automatically starts the effects of Hail Weather. The effects end when the pokémon leaves the battle. (In case of stalemate the Pokémon with highest Special will keep the dominant weather)

Solar Power

The Pokémon is capable of overcharging itself with energy from the sun, making it more powerful but also taking a toll on its body.

While Sunny Weather is in effect, Increase 2 Points to this Pokémon's Special Attribute. If Sunny weather is in effect, this Pokémon will receive 1 damage at the end of the round.



Solid Rock

This Pokémon's body is composed of extremely hard rock, protecting it from everything, even its own weaknesses.

If this Pokémon is hit by a move dealing Super-Effective Damage, reduce 1 Damage dealt to it.

When its hit by a Super Effective move:



Soundproof

This Pokémon's body is structured to protect it from noises that might disturb its current state.

This Pokémon is immune to the damage and effects of all Sound-based moves.

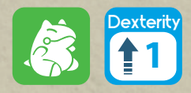
Immune to:



Speed Boost

This Pokémon will start maneuvering at an accelerated rate, it will move as if it blinked from place to place.

At the end of the first round when this Pokémon is out, Increase 1 Point to its Dexterity Attribute.



Stall

This Pokémon is indecisive and always lets others act first before making its mind on what action to take.

This Pokémon always goes last in the the initiative order.



Always goes last in the initiative order.

Stance Change

This Pokémon's can change forms and become a migthy shield or a powerful blade. Its attributes switch upon a change of stance.

At the beginning of the round choose a stance. While in Sword Stance Aegislash may only use Attack moves; switch its Strength with Vitality and its Special with Insight. While in Shield Stance Aegislash may only use Support moves; switch its Vitality with Strength and its Insight with Special. Increases/reductions on them do not switch. Total HP will change accordingly.



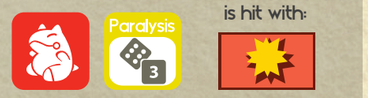
Changes between a Sword and a Shield.

Static

This Pokémon's body is always ready to let off a jolt of static electricity at the slightest touch.

Whenever this Pokémon is hit with a Non-Ranged Physical Attack, roll 3 Chance Dice to Paralyze its foe.

When this Pokémon is hit with:



Steadfast

This Pokémon becomes even more dependable when adversity strikes.

The first time this Pokémon is affected by Flinch, Increase 1 Point to its Dexterity Attribute.



Stench

This Pokémon can emit a smell so unpleasant it repels other people and Pokémon.

Reduces the chance of random Wild Pokémon encounters.
Whenever this Pokémon hits its foe with a Physical Attack, it Rolls 1 Chance Dice to Flinch the foe.

When this Pokémon is hit with:



Sticky Hold

This Pokémon's body is always oozing adhesive substances, if something gets glued, it will be very difficult to remove.

This Pokémon's Held Item cannot be removed or swapped by moves or abilities.



Held Item cannot be Stolen/Exchanged.

Storm Drain

The Pokémon absorbs moisture and liquids like a sponge, then uses them to increase its power and last more time out of the water.

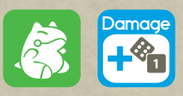
If anyone uses a Water-Type move with a Single target, it will be redirected to this Pokémon: it is immune to damage from them. The first time this Pokémon is hit by a Water-Type move, Increase 1 Point to this Pokemon's Special.



Strong Jaw

The Pokémon's strong jaw gives it tremendous biting power. Its teeth can tear through almost anything.

If this Pokémon uses a move with the Keywords Fang, Bite or Crunch, add 1 Dice to the Damage Pool of that Move.



Moves with keyword: Fang, Bite & Crunch.

Sturdy

This Pokémon's body is extremely resistant to damage, it can withstand almost anything.

The first time this Pokémon would faint due to a Damaging move, it will remain at 1 HP instead. Status Conditions and Self inflicted damage will still cause it to faint. The pokémon must rest for an hour before benefiting from Sturdy again.



Will hang at 1HP instead of fainting.

Suction Cups

This Pokémon's limbs contain suckers that allow it to stay rooted in place. It can stick to any kind of surface, even upside down.

The Pokémon is immune to effects that force switches.



Immune to be switched out by moves and effects.

Super Luck

This Pokémon has an incredible good luck, good things happen to it regularly.

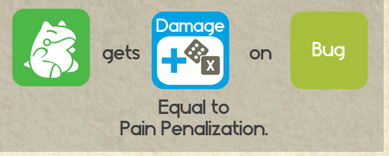
Add "High Critical" to all the Attack moves of this Pokémon.
If a move already has the High Critical property, this Pokémon will only need 3 Successes on the Accuracy roll to land a Critical instead of 4.



Swarm

The Pokémon enters a hive mind state when its life is on the line, becoming more feral and aggressive.

When this Pokémon is low on HP, its Bug-Type Moves get dice added to their Damage Pool equal to their Pain Penalizations.
(e.g. -2 Pain Penalization will add 2 Dice to the damage pool)



Sweet Veil

This Pokémon's delicious aroma will wake the appetite of all Pokémon nearby.

The Pokémon and its allies are immune to the Sleep status.



Swift Swim

The Pokémon will move faster on water than on land, even a puddle covered roadway will allow it to use its full speed.

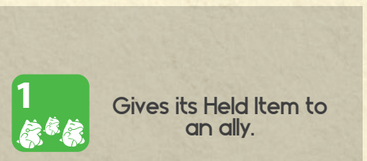
If Rain Weather is in effect, Increase 2 Points to this Pokémon's Dexterity Attribute.



Symbiosis

This Pokémon enjoys forming a beneficial relationship with any ally it teams up with.

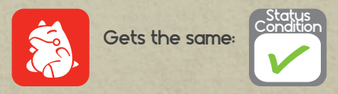
If an ally loses or spends its Held Item, this Pokémon will immediately give the one it is holding to the ally.



Synchronize

The Pokémon can share its mood, feelings and sensations with whoever caused those afflictions.

If a foe inflicts a Status Condition to this Pokémon, the same condition is inflicted into the foe unless it is immune to the effect.



Tangled Feet

The Pokémon moves in a very strange and particular way when dizzy or confused, this usually works to its advantage.

While this Pokémon is Confused, Add an extra "Reduced Accuracy" to all the foes Moves which target this Pokémon.



Technician

This Pokémon is meticulous and precise in tasks that everyone else would perform roughly and without care.

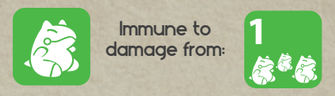
Add 1 dice to the Damage pool of all Moves with Power 2 or less.



Telepathy

This Pokémon is able to communicate using telepathy, it can send messages to others but it cannot receive messages back.

This Pokémon won't receive damage from moves performed by its allies.



Thick Fat

This Pokémon's body has a thick layer of blubber that protects it against harsh temperatures.

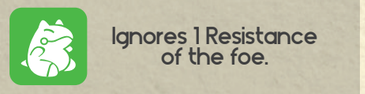
Reduce by 1 the damage taken from Fire and Ice-Type moves.



Tinted Lens

This Pokémon's goggle-like eyes can find the good side in every bad situation, even when there is none.

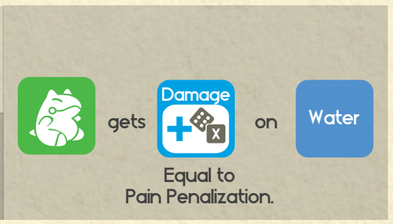
If a foe has a resistance against an attack performed by this Pokémon, make that attack deal Regular Damage instead. If the foe has a double resistance, make the attack as if the foe had only one.



Torrent

This Pokémon builds up pressure to shoot water streams. When that pressure cannot be held in, it is released through incontrollable torrents.

When this Pokémon is low on HP, its Water-Type Moves get dice added to their Damage Pool equal to their Pain Penalizations.
(e.g. -2 Pain Penalization will add 2 Dice to the damage pool)



Tough Claws

This Pokémon's claws are so sturdy, they can tear through almost anything.

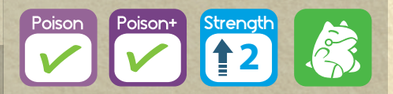
Whenever this Pokémon uses a Non-Ranged Physical Attack, Add 1 Dice to its damage pool.



Toxic Boost

The blood of this Pokémon boils and goes into a powerful rampage whenever it is afflicted by Poison.

If this Pokémon gets the Poison or Badly Poison Status, Increase 2 Point to its Strength Attribute.



Trace

This Pokémon mimics the special characteristics of the foes, making them its own.

This Pokémon copies the ability of one random foe when it comes out. Effect ends if this Pokémon is removed from the battle. Flower Gift, Illusion, Imposter, Stance Change, Wonder Guard and Plot Device abilities won't be copied.



Truant

This Pokémon is extremely lazy, it won't make even the tiniest effort and often loafs off even in the heat of battle.

Roll this Pokemon's Loyalty every other turn. If the roll fails this Pokémon refuses to act. If it is successful it may act normally.

May lose every other action.

Unaware

The Pokémon is oblivious to many details in its surroundings, it will not notice any sudden bursts of strength or weakness on its foes.

This Pokémon ignores any of the opponent's attribute increases or decreases. Both when attacking and taking damage.

Ignores: Attribute Attribute

Unburden

This Pokémon is most comfortable when it is freed from having to carry stuff around. It loves to be able to move without restrictions.

The first time this Pokémon loses or spends its held item and is no longer holding any, Increase 2 Points to its Dexterity Attribute.

Dexterity 2 — After losing or spending its Held Item.

Unnerve

It may be its powerful gaze or its menacing presence, but others near this Pokémon become really nervous to the point where they lose their appetite.

Opponents may not consume their held berry while this Pokémon is in the field.

Cant' eat their held berries.

Vital Spirit

The Pokémon is incredibly active and energetic. It needs constant activities or else it will act destructive. It hardly ever sleeps.

The Pokémon is immune to the Sleep status.

Sleep

Volt Absorb

This Pokémon's body is practically a battery that is always happy to become charged to full capacity.

Whenever this Pokémon is hit by an Electric-Type Move, you may Heal 1 HP instead of receiving damage.
Electric-type moves do not deal damage to this Pokémon.

Electric — Heal 1

Immune to: Electric

Water Absorb

The Pokémon's body is mostly made of water, it stores water inside itself and uses it for nourishment.

Whenever this Pokémon is hit by a Water-Type Move, you may Heal 1 HP instead of receiving damage.
Water-type moves do not deal damage to this Pokémon.

Water — Heal 1

Immune to: Water

Water Veil

This Pokémon is always wet and producing water to keep itself moist. Thanks to this, the Pokémon can stay away from a body of water for a long time.

The Pokémon is immune to any of the Burn status.

Burn 1 Burn 2 Burn 3

Weak Armor

This Pokémon's protective outer layers can come off, allowing it to move freely and be more agile.

The first time this Pokémon is hit by any Physical Attack, Increase 1 Point to its Dexterity Attribute and Reduce 1 Point to its Defense.

When this Pokémon is hit with: Dexterity 1 Defense 1

White Smoke

The Pokémon is constantly releasing fumes of white smoke making it difficult to be seen. It uses the smoke to conceal itself.

Foes cannot reduce the Attributes of this Pokémon. However, it can still lower its own Attributes.

Attribute

Wonder Guard

This Pokémon's body is protected by an incredible otherworldly aura. Most things get through as if nothing was there.

This Pokémon only receives damage from Status Conditions and moves that deal Super Effective damage against it. This Pokémon is immune to damage from other sources like weather conditions and entry hazards.

Immune to all damage sources except Super Effective Damage.

Wonder Skin

The skin of this Pokémon is covered by a thin protective veil that allows it to come unharmed from dangerous situations.

Reduce 2 Dice from the foes Chance Dice against this Pokémon. (Example: The move Ember has 1 Chance Dice to Burn the foe, against this Pokémon it has zero Chance Dice).

-2

Zen Mode

Under extreme stress, this Pokémon will unlock its hidden psychic abilities through the power of meditation.

Only Darmanitan may have a Zen Mode form. When at half or less of its total HP, it changes to Zen Mode form at the start of its next turn. Switch it's Strength with its Special Attribute. Increases/reductions on them switch as well.
Gain the Psychic Type. It will return to normal after recovering to full HP.

Changes form and gains the Psychic Type.

If you need to, write down the effects of your Pokémon's ability so you don't forget when and how you can use it.

Trainer Tips

Storyteller Note

Keep in mind the abilities of your Player's Pokemon in order to create unique challenges for them.



Challenges Ahead

There are many challenges for a Trainer within the world of Pokémon.

In this section of the book, we'll give you some ideas and frameworks for episodic tales and campaigns. Use them as inspiration for your games with your friends.

These are some settings you can choose for your Role playing sessions:

Episode of the week

A whole adventure in a single session. It can be some light hearted fun about helping people in need with the aid of your Pokémon, an evening exploring a cave and its secrets, an exhausting Training session, or the search for a specific Pokémon to complete your Pokémon encyclopedia.

This format is simple and good for beginners. You can use the random encounter format we provide later in this section or you can create your own encounters appropiate for your players as a way to test their abilities.

For inspiration you may take a look at short fables or at the *Pokémon TV series*. You may even reenact one of it's episodes and see the different outcome you have with your friends!
Keep it simple but meaningful.
Everything in the adventure must come full circle by the end of the session.

Defeat the Evil Team

There are criminal groups in every region, who knows what kind of mayhem they could be up to.

You and your players can also take the episode of the week format to defeat the evil teams in the different regions. It may go from a casual encounter with one of its grunts, to working alongside the police to uncover their evil plans and bring them to justice once and for all.

It is your decision how long you'll stretch the conflict between trainers and evil teams.
You may find them in one session and not see them again until 2 or 3 sessions later or it may be a recurring theme appearing in all sessions trying to ruin the Trainers day.

You may even choose to run a campaign with the single objective of stoping the criminal team before they do something terrible or unleash their big bad plan.

Within the Random Encounters section you'll find some Pokémon made specifically for Criminal Teams and some of the common picks for grunts.

The Myths and Legends of the Pokémon World

Enough with humans and their affairs. If you want real action, thrill, and danger; you must follow the rumor and lore and go deep into corners of the world where no human has ever gone. There you will find an ungraspable power. Can you face it? Can you tame it?

Each Legendary Pokémon could sustain a whole campaign on their own.
From a casual clue about their existance, to the greatest finding of your generation.

Legendary Pokémon are not mindless beasts to be final bosses at the bottom of a dungeon. They all have a defined personality and their own motivations.
Their power is brutal at the weakest and infinite at the strongest.
They are not humans and they are not regular Pokémon, they are beyond this plane and its concerns.

Are they allies or foes? That will depend on your story.

Pokémon League Challenge

The League offers various challenges to their trainers, some of them are:

<u>Gym Leader Challenge</u>
A novice trainer can go against a Gym leader with the right strategy, while a veteran trainer will have to prove he has what it takes to earn its last badge.
You can play the specific matches or embark on the whole journey. Traveling to the next Gym can be an adventure on its own.

<u>Annual Tournament Challenge</u>
If you manage to obtain 8 Gym Badges within a year, you will be invited to participate in the Annual Tournament of the region. In there you'll be given the title of Ace Trainer. You can battle against the strongest Pokémon in the region. Official matches in shifting scenarios with a big crowd cheering or booing at your battle. Be sure to give your best as only the winner may take the trophy home.

<u>Victory Road Challenge</u>
If you get to the Top 5 on the famous Annual Tournament Challenge you are now allowed to take the Victory Road, a treacherous labrynth full of dangers. It is a very long journey through the region's most dangerous area.

You may also add your own League Challenges to create unique experiences for your players.

Random Encounters

Random Encounters add an unexpected challenge to your adventures, they showcase the dangers of the wilderness and the daily risks of a journey. They are a great way to experience this world and catch new Pokémon for your team. To use a Random Encounter follow these three steps:

1.- Roll one Dice for the Event of the Random Encounter. Depending on the result, read from one of the Tables in this page or an Habitat page.

2.- Then Roll two Dice and add the results to find out what Pokémon you encountered from the Habitat Sheets in the next pages.

3.- Roleplay the scene.

Move Effects are abbreviated, if you want to know more about their effects see their entry, Effect Icons, and Storyteller Tips regarding Accuracy on p.272
Numbers between asterisks are Chance Dice.
Example:
*Bite (Str+2, Flinch *3*)*, since its a physical Move, its Accuracy Roll would be Dexterity + Fight + Brawl.

For Easy, Hard and Deadly Encounters, add or subtract points in their Traits, you may even use Evolved Stages.

Storyteller Note

Add Disobedience to the Pokémon of Hard and Deadly encounters, regardless of their species.
Some of these Pokémon may be almost impossible to control.

Storyteller Note

Roll for Random Encounters after minutes, hour or days, depending on how populated is the area. Highly populated places may involve battles against Multiple Pokémon at the same time instead of Singles coming often.

Storyteller Note

You are encouraged to design your own Random Encounters with their unique Pokémon and Event Tables. Be creative and share your Random Encounters with the community.

EVENT TABLE A

- A Pokémon wants to fight!
- A Pokémon is looking at you from an unreachable place. It appears to be holding an Item.
- A Pokémon is doing exactly what is stated in its Pokédex entry.
- The area is devastated by an aggressive Pokémon. It's Encounter Level is Deadly.
- You enter the home of this territorial Pokémon. It may get a surprise round to attack you.
- A member from the regional criminal organization wants to bully you. He is a strong trainer.

EVENT TABLE B

- A Pokémon is following you stealthily with the intention of stealing your bag.
- A hungry Pokémon approaches you looking for some food. It appears weaker than usual.
- A Pokémon is trying to tell you something urgently. Its family or Trainer is in trouble!
- You fall into the trap of a Pokémon, getting debuffed, afflicted with an ailment or attacked.
- A trainer tells you a Pokémon grabbed his items. He/She will reward you if you get the stuff back.
- Your find a lost and abandoned Pokémon. It looks wary.

EVENT TABLE C

- A trainer claims to have supernatural powers that go according to the Pokémon.
- A trapped Pokémon is crying for help.
- A wild Pokémon is bullying a weak trainer.
- A mean trainer is bullying a Pokémon.
- A boy/girl carrying a rare Pokémon wants to fight. He/She may tell you where to find one if you win.
- The Region's Champion is nearby and accepting friendly challenges.

EVENT TABLE D

- You find a grunt red-handed trying to steal a Pokémon.
- A storm is coming. The shelter you find is a hideout for the local Team of criminals.
- A Trainer challenges you to a fight. If you win, you get invited to join the local Team of criminals.
- A Trainer is lost. He will reward you if you help him.
- A Trainer wants to trade one of his Pokémon. He wants a (select one) Cute, Cool, Smart, Tough or Beautiful Pokémon in exchange.
- A shady looking guy tries to sell you a "rare" Pokémon.



FOREST

LOCATION DATA

Forests are huge habitats with a high density of trees and Pokémon. Very few people reside permanently on these areas, however they are a preferred place for Pokémon Training and catching new species.

Forests may extend for miles and miles, but direction signs can be found without much trouble, some will get you to safe resting areas, others may guide you to the next city, while others point to dangerous places from old tales.

EVENT TABLE

- A trainer asks for your help to catch a Pokémon. He offers a reward.
- A powerful Pokémon just crushed many foes and you're next. Its Encounter Level is Deadly.
- You step inside a magnificent Pokémon home. Some eggs are lying around.
- You get surrounded by many angered Pokémon. Five times more enemies.
- Your presence scared a recently born Pokémon. Their parents arrive to fight you.
- Many Pokémon gather in front of you as if you're not welcome. Leave the area or else...

2 3

#204 Pineco

Ability: Sturdy

Type: Grass



STRENGTH	●●●○
DEXTERITY	●○
VITALITY	●●●●○
SPECIAL	●○○
INSIGHT	●○○

BHP: 3 | Will: 3 | Skills: 2

- Normal — **Self-Destruct** (Str+8, Area, User Faints)
- Ground — **Spikes** (1 damage to enemies who get in battle)
- Normal — **Protect** (Priority, Shield Move, +3 Def & Sp.Def against one attack)
- Bug — **Bug Bite** (Str+2, eat foe's Berry)

4 5

#010 Caterpie

Ability: Shield Dust

Type: Bug



STRENGTH	●●○
DEXTERITY	●●●●○
VITALITY	●○○
SPECIAL	●○○
INSIGHT	●○○

BHP: 3 | Will: 3 | Skills: 2

- Bug — **Bug Bite** (Str+2, eat foe's Berry)
- Bug — **String Shot** (Foe's Dex -1)
- Normal — **Tackle** (Str+2)

6 7

#016 Pidgey

Ability: Keen Eye

Type: Flying/Normal



STRENGTH	●●●○
DEXTERITY	●●●○
VITALITY	●●○
SPECIAL	●○○
INSIGHT	●●●

BHP: 3 | Will: 3 | Skills: 2

- Ground — **Sand Attack** (Foe's Acc-1)
- Normal — **Tackle** (Str+2)
- Flying — **Gust** (Spe+2)
- Normal — **Quick Attack** (Str+2, Priority)

8 9

#043 Oddish

Ability: Chlorophyll

Type: Grass/Poison



STRENGTH	●●○○
DEXTERITY	●●○
VITALITY	●●●○
SPECIAL	●●●○○
INSIGHT	●●○○

BHP: 3 | Will: 3 | Skills: 2

- Grass — **Mega Drain** (Spe+2, Heal half dmg done)
- Grass — **Absorb** (Spe+1, Heal half dmg done)
- Grass — **Sleep Powder** (Inflict Sleep, Acc-3)
- Fairy — **Moonlight** (Heal Move, Heal half HP)

10 11

#585 Deerling

Ability: Chlorophyll/Sap Sipper

Type: Grass/Normal



STRENGTH	●●●○
DEXTERITY	●●●○○
VITALITY	●●○○
SPECIAL	●●○
INSIGHT	●●○○

BHP: 3 | Will: 5 | Skills: 2

- Normal — **Camouflage** (Change Type to match the environment)
- Fairy — **Charm** (Foe's Str -2)
- Fight — **Double Kick** (Str+2, Double Action, Acc-1)
- Normal — **Take Down** (Str+3, Recoil, Acc-2)

12

#709 Trevenant

Ability: Natural Cure/Frisk

Type: Ghost/Grass



STRENGTH	●●●●●●
DEXTERITY	●●○○
VITALITY	●●●●●
SPECIAL	●●○○○
INSIGHT	●●○○○

BHP: 5 | Will: 10 | Skills: 2

- Grass — **Forest's Curse** (Target becomes Grass Type)
- Ghost — **Confuse Ray** (Confuse foe)
- Grass — **Horn Leech** (Str+3, Heal half dmg done)
- Ghost — **Shadow Claw** (Str+3, High Critical)

PLAINS

LOCATION DATA

Plains are a preferred land for agriculture. They are broad and flat fields that occur on valleys and plateaus.

In this lands you will find farms and many wild Pokémon that run free along these areas. Most of these creatures live and travel in groups to ensure safety.

Humans are a common sight on Plains, usually some lonely peasant, rancher or breeder. Most of them are looking to hire some hands.

EVENT TABLE

- A Pokémon wants to fight!
- A trainer is looking to try out a strong Pokémon he just caught.
- A Pokémon starts running away as soon as you see it.
- You just looked into another trainer's eyes. He wants to fight.
- A group of Pokémon is following you stealthily with the intention of stealing your items.
- A trainer is looking for someone to trade a Pokémon. He wants a specific Type.

2 3

#128 Tauros

Ability: Anger Point/ Intimidate

Type: Normal



STRENGTH	●●●●●○
DEXTERITY	●●●○○○
VITALITY	●●●○○○
SPECIAL	●○○
INSIGHT	●●○○○

BHP: 4 | Will: 6 | Skills: 2

- Psychic — **Zen Headbutt** (Str+3, Acc-1, Flinch *2*)
- Normal — **Horn Attack** (Str+2)
- Dark — **Pursuit** (Str+2, +2 dmg vs fleeing foes)
- Normal — **Work Up** (User's Str & Spe+1)

4 5

#023 Ekans

Ability: Intimidate/Shed Skin

Type: Poison



STRENGTH	●●●○
DEXTERITY	●●●○
VITALITY	●○○
SPECIAL	●○○
INSIGHT	●●○○

BHP: 6 | Will: 5 | Skills: 2

- Normal — **Wrap** (Str+1, Traps 4 rounds, deal 2 dmg dice each round, Acc-1)
- Poison — **Poison Sting** (Str+1, Poison *3*)
- Dark — **Bite** (Str+2, Flinch *3*)
- Normal — **Glare** (Paralyze foe)

6 7

#029 Nidoran

Ability: Poison Point/Rivalry

Type: Poison



STRENGTH	●●●○
DEXTERITY	●●○
VITALITY	●●●○
SPECIAL	●○○
INSIGHT	●○○

BHP: 3 | Will: 3 | Skills: 2

- Normal — **Scratch** (Str+2)
- Poison — **Poison Sting** (Str+1, Poison *3*)
- Normal — **Tail Whip** (All Foes, Foes Def-1)
- Poison — **Toxic Spikes** (Poison enemies who get in battle)

8 9

#027 Sandshrew

Ability: Sand Veil

Type: Ground



STRENGTH	●●●○○
DEXTERITY	●○○
VITALITY	●●●●○
SPECIAL	●○○
INSIGHT	●○○

BHP: 4 | Will: 3 | Skills: 2

- Normal — **Defense Curl** (User's Def +1)
- Ground — **Sand Attack** (Foe's Acc-1)
- Normal — **Scratch** (Str+2)
- Ground — **Dig** (Str+3, Charge, Out of range while charging)

10 11

#048 Rhyhorn

Ability: Rockhead/Lightning Rod

Type: Rock/Ground



STRENGTH	●●●○
DEXTERITY	●○○
VITALITY	●●●●○○
SPECIAL	●○○
INSIGHT	●○○

BHP: 3 | Will: 5 | Skills: 2

- Normal — **Horn Attack** (Str+2)
- Normal — **Stomp** (Str+2, Flinch *3*)
- Ground — **Bulldoze** (Str+2, Area, Foe's Dex-1)
- Normal — **Scary Face** (Foe's Dex-2)

12

#077 Ponyta

Ability: Runaway/Flash Fire

Type: Fire



STRENGTH	●●●●○
DEXTERITY	●●●●○
VITALITY	●●●○
SPECIAL	●●○○
INSIGHT	●●○○

BHP: 3 | Will: 6 | Skills: 2

- Fire — **Flame Wheel** (Str+2, Burn *1*)
- Normal — **Stomp** (Str+2, Flinch *3*)
- Psychic — **Agility** (User's Dex+2)
- Fire — **Fire Spin** (Spe+2, Traps 4 rounds, , deal 2 dmg dice each round, Acc-2)

Team Grunt

Team Grunt

TEAM ROCKET

#053 Persian

Ability: Limber/Technician

Type: Normal



STRENGTH ●●●○○
DEXTERITY ●●●○○○
VITALITY ●●●○
SPECIAL ●●○○
INSIGHT ●●○○

BHP: 4
Will: 3
Skills: 3

- Normal **Growl** (All foes in range, Foes Str−1)
- Dark **Bite** (Str+2, Flinch *3*)
- Normal **Fury Swipes** (Str+1, Acc−2, Successive)
- Normal **Pay Day** (Str+2, More likely to get more money)
- Dark **Taunt** (Target can use only attacking Moves)

TEAM ROCKET

#097 Hypno

Ability: Insomnia/Forewarn

Type: Psychic



STRENGTH ●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●●○○
INSIGHT ●●●○○○

BHP: 5
Will: 6
Skills: 3

- Psychic **Future Sight** (Spe+5, hits at the end of the next round)
- Psychic **Confusion** (Spe+2, Confuse *1*)
- Psychic **Hypnosis** (Inflict Sleep, Acc−5)
- Ghost **Nightmare** (Inflict 1 damage vs Sleeping foes each Round)
- Dark **Nasty Plot** (User's Spe+2)

TEAM GALACTIC

#606 Beheeyem

Ability: Telepathy/Synchronize

Type: Normal



STRENGTH ●●○○○
DEXTERITY ●●○
VITALITY ●●●○○
SPECIAL ●●●●○○○
INSIGHT ●●●○○○

BHP: 4
Will: 8
Skills: 3

- Psychic **Psychic** (Spe+3, Foe's SpDef−1 *1*)
- Psychic **Psybeam** (Spe+2, Confuse *1*)
- Psychic **Confusion** (Spe+2, Confuse *1*)
- Psychic **Miracle Eye** (Ignore Immunity to Psychic, see anyone hiding)
- Psychic **Imprison** (Target can't use the same Moves as the User, Erase memories)

TEAM GALACTIC

#338 Solrock

Ability: Levitate

Type: Rock/Psychic



STRENGTH ●●●○○○
DEXTERITY ●●●○○
VITALITY ●●●○○
SPECIAL ●●●●
INSIGHT ●●○○

BHP: 4
Will: 6
Skills: 3

- Psychic **Psychic** (Spe+3, Foe's SpDef−1 *1*)
- Fire **Fire Spin** (Spe+2, Traps 4 rounds, , deal 2 dmg dice each round, Acc−2)
- Grass **Solar Beam** (Spe+5, Charge)
- Psychic **Cosmic Power** (User's Def & SpDef+1)
- Dark **Embargo** (Target and its trainer can't use Items.)

TEAM AQUA

#319 Sharpedo

Ability: Rough Skin

Type: Water/Dark



STRENGTH ●●●●○○○
DEXTERITY ●●●○○○
VITALITY ●●○
SPECIAL ●●●○○○
INSIGHT ●○○

BHP: 6
Will: 3
Skills: 3

- Dark **Crunch** (Str+3, Foe's Def−1 *2*)
- Dark **Bite** (Str+2, Flinch *3*)
- Water **Aqua Jet** (Str+2, Priority+1)
- Normal **Scary Face** (Foe's Dex−2)
- Normal **Rage** (Str+2, User's Str+1 if damaged this round)

TEAM AQUA

#342 Crawdaunt

Ability: Hyper Cutter/Shell Armor

Type: Water/Dark



STRENGTH ●●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●○○○
INSIGHT ●●●○

BHP: 4
Will: 3
Skills: 3

- Dark **Crunch** (Str+3, Foe's Def−1 *2*)
- Normal **Vice Grip** (Str+2)
- Normal **Harden** (User's Def+1)
- Normal **Leer** (All foes in range, Foes Def−1)
- Water **Bubble** (Spe+2, All foes in range, Foes Dex−1 *1*)

TEAM PLASMA

#625 Bisharp

Ability: Defiant/Inner Focus

Type: Dark/Steel



STRENGTH ●●●●○○○
DEXTERITY ●●○○○
VITALITY ●●●○○○
SPECIAL ●●○○
INSIGHT ●●○○○

BHP: 5
Will: 3
Skills: 3

- Dark **Torment** (Foe can only use attacking Moves)
- Dark **Embargo** (Target and its trainer can't use Items)
- Steel **Metal Claw** (Str+2, User's Str+1 *1*)
- Steel **Iron Head** (Str+3, Flinch *3*)
- Dark **Feint Attack** (Str+2, Never Miss)

TEAM PLASMA

#552 Krokorok

Ability: Intimidate/Moxie

Type: Dark/Ground



STRENGTH ●●●●○
DEXTERITY ●●○○
VITALITY ●●●○○
SPECIAL ●●○○
INSIGHT ●●○○

BHP: 4
Will: 3
Skills: 3

- Dark **Torment** (Foe can only use attacking Moves)
- Dark **Embargo** (Target and its trainer can't use Items)
- Ground **Dig** (Str+3, Charge, out of range while charging)
- Dark **Crunch** (Str+3, Foe's Def−1 *2*)
- Ground **Sand Tomb** (Str+2, Traps 4 rounds, deal 2 dmg dice each round, Acc−2)

TEAM MAGMA

#323 Camerupt

Ability: Magma Armor/Solid Rock

Type: Fire/Ground



STRENGTH ●●●○○○
DEXTERITY ●○○
VITALITY ●●●○○
SPECIAL ●●●●○○
INSIGHT ●●○○○

BHP: 6
Will: 3
Skills: 3

- Fire **Lava Plume** (Spe+3, Area, Burn 2 *3*)
- Ground **Earth Power** (Spe+3, Foe's SpDef−1 *1*)
- Fire **Ember** (Spe+2, Burn 1 *1*)
- Psychic **Amnesia** (User's SpDef+2)
- Normal **Growl** (All foes in range, Foes Str−1)

TEAM MAGMA

#219 Magcargo

Ability: Magma Armor/Flame Body

Type: Fire/Rock



STRENGTH ●●○○
DEXTERITY ●○○
VITALITY ●●●●○○○
SPECIAL ●●●○○
INSIGHT ●●○○○

BHP: 4
Will: 3
Skills: 3

- Fire **Lava Plume** (Spe+3, Area, Burn 2 *3*)
- Ground **Ancient Power** (Spe+2, All the User's Attributes+1 *1*)
- Poison **Smog** (Spe+1, Poison *4*, Acc−3)
- Normal **Recover** (Heal half HP)
- Normal **Harden** (User's Def+1)

TEAM FLARE

#310 Manectric

Ability: Static/Lightning Rod

Type: Electric



STRENGTH ●●○○○
DEXTERITY ●●●○○○
VITALITY ●●●○
SPECIAL ●●●●○○
INSIGHT ●●○○

BHP: 5
Will: 3
Skills: 3

- Electric **Thunder Fang** (Str+2, Flinch *2*, Paralyze *2*, Acc−1)
- Fire **Fire Fang** (Str+2, Flinch *2*, Burn 1 *2*, Acc−1)
- Electric **Electric Terrain** (+1 dmg dice to Electric Moves, Prevents Sleep, Lasts 4 rounds)
- Normal **Odor Sleuth** (Ignore increases to Evasion, Track foes easily)
- Normal **Roar** (Foe flees from battle)

TEAM FLARE

#229 Houndoom

Ability: Early Bird/Flash Fire

Type: Dark/Fire



STRENGTH ●●●●○
DEXTERITY ●●●●○
VITALITY ●●●○
SPECIAL ●●○○
INSIGHT ●●○○

BHP: 4
Will: 6
Skills: 3

- Dark **Embargo** (Target and its trainer can't use Items)
- Dark **Nasty Plot** (User's Spe+2, Dark)
- Dark **Beat Up** (Str+2, +2 dmg dice for each ally joining the beating up to 3 allies)
- Fire **Flamethrower** (Spe+3, Burn 2 *1*)
- Poison **Smog** (Spe+1, Poison *4*, Acc−3)

COMMON PICK

#024 Arbok

Ability: Intimidate/Shed Skin

Type: Poison



STRENGTH ●●●○○
DEXTERITY ●●○○○
VITALITY ●●○○
SPECIAL ●○○○
INSIGHT ●●○○○

BHP: 11
Will: 3
Skills: 3

- Normal **Wrap** (Str+1, Traps 4 rounds, deal 2 dmg dice each round, Acc−1)
- Poison **Poison Sting** (Str+1, Poison *3*)
- Dark **Bite** (Str+2, Flinch *3*)
- Normal **Glare** (Paralyze foe)

COMMON PICK

#262 Mightyena

Ability: Intimidate/Quick Feet

Type: Dark



STRENGTH ●●●●○
DEXTERITY ●●●○○
VITALITY ●●●●○
SPECIAL ●●●○
INSIGHT ●●○○

BHP: 4
Will: 3
Skills: 3

- Dark **Crunch** (Str+3, Foe's Def−1 *2*)
- Dark **Thief** (Str+2, Steal the foe's Held Item)
- Dark **Embargo** (Target and its trainer can't use Items)
- Normal **Roar** (Foe flees from battle)

COMMON PICK

#336 Seviper

Ability: Shed Skin

Type: Poison



STRENGTH ●●●○○○
DEXTERITY ●●○○
VITALITY ●●●○
SPECIAL ●●●○○○
INSIGHT ●●○○

BHP: 8
Will: 3
Skills: 3

- Normal **Wrap** (Str+1, Traps 4 rounds, deal 2 dmg dice each round, Acc−1)
- Poison **Poison Fang** (Str+2, Badly Poison *5*)
- Poison **Poison Tail** (Str+2, Poison *1*, High Critical)
- Normal **Glare** (Paralyze foe)

COMMON PICK

#510 Liepard

Ability: Limber, Unburden

Type: Dark



STRENGTH ●●●○○
DEXTERITY ●●●○○○
VITALITY ●●○○
SPECIAL ●●○○○
INSIGHT ●●○○

BHP: 4
Will: 3
Skills: 3

- Dark **Pursuit** (Str+2, +2 dmg vs fleeing foes)
- Normal **Fury Swipes** (Str+1, Successive, Acc−2)
- Normal **Assist** (Use a Move from another party member, Some human actions can be copied)
- Dark **Taunt** (Target can use only attacking Moves)

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Myths and Legends from the Pokémon World

As you embark on your first journey, **Pokémon: The Role Playing Game** will deal with some ordinary affairs and people's everyday lives, their customs, their aspirations, the relevance of Pokémon and your own in this beautiful and innocent world.

It's a time to learn about teamwork, leadership, friendship, camaraderie and valor. A journey about pursuing your dreams, climbing to the top, and realizing that you are able to do anything you want if you persevere and work together.

There is, however, another side to this world. A realm of legends and gods. Beings who molded the landscapes and gave birth to humans and Pokémon. Creatures older than this world to which death means nothing. Pokémon who rule the vast ocean, the clear skies or the wide continents you inhabit.

Famous libraries and old tablets talk about creatures out of the ordinary, even by Pokémon standards. Most believe these are nothing but tales from another era, but maybe eventually you'll bear witness to something simply unexplainable. This is the first time you'll be facing Plot Deviced Pokémon.

Myths

We know you want to use a couple of Legendaries to spice up your Chronicle, and that's completely fine. They can turn a simple story into a quest that will change the characters lives, forever.

A Myth is your **main tool** to **build up** the importance of a Legendary Pokémon, to reveal the first clue to a mysterious happening, or answer the many questions about this amazing technology.

People's eyes are veiled in a cloak of ignorance and comfort. Before revealing the truth behind a Myth, make sure to inspire an air of ancient eras, when gods walked the lands in times long forgotten.

Legendary Pokémon

Despite being Plot Devices, Legendary Pokémon should always be treated with great care. When building a story arc revolving these creatures always take these tips into consideration:

Their presence actively modifies everything happening around them.

They cannot be caught or contained in any Pokéball.

Most of them should be more intelligent and wiser than humans.

They know any number of Moves that may match their Types or not.

Their Moves work anyway they want.

They don't have an Attribute Limit.

Their HP doesn't depend on their Size or Vitality.

Some of them may be able to talk, either with telepathy or rough voices.

They cannot be defeated in Battle, unless there is a very good explanation for it.

There is only one of each. Although some may have powers that allow them to copy themselves.

Legendary Pokémon are found in the Pokédex Chapter. Their entry is empty and only the Storyteller can fill the blanks as he chooses.

Storyteller Note

Legendaries aren't regular Pokémon and they are not humans. **They shouldn't think or act as such. All of their actions are beyond good and evil.** At most they may be caring or uncaring.



A LONG TIME AGO ON AN ISLAND CALLED ALTO MARE, THERE LIVED AN OLD MAN AND A WOMAN. ONE DAY, THEY FOUND TWO WOUNDED CHILDREN ON THE SEASIDE.

WITH THE OLD COUPLE'S CAREFUL NURSING, THE CHILDREN GOT BETTER QUICKLY. BUT THEN SUDDENLY AN EVIL MONSTER APPEARED AND ATTACKED THE CITY.

THE ISLAND WAS INSTANTLY SWALLOWED UP BY THE MONSTER. BUT THEN, BEFORE THE MAN'S AND THE WOMAN'S EYES, THE CHILDREN TRANSFORMED.

THEY WERE THE MIRAGE POKEMON LATIAS AND LATIOS.

THE TWO OF THEM CALLED THEIR FRIENDS FROM THE SKY. THEY BROUGHT THE POWER TO DRIVE AWAY THE EVIL DARKNESS. THAT POWER WAS A JEWEL CALLED THE SOUL DEW.

PEACE RETURNED TO THE ISLAND. AND AFTER THAT, LATIAS AND LATIOS OFTEN PAID VISIT, WHERE THE SOUL DEW IS.

THE ISLAND WAS NEVER ATTACKED AGAIN BY THE EVIL MONSTER.

LONG AGO, THE LEGENDARY POKEMON KYOGRE AND GROUDON CREATED THE LAND AND SEA OF THE HOENN REGION.

BOTH FOUGHT EACH OTHER IN A CATASTROPHIC BATTLE.

RAYQUAZA EVENTUALLY CAME AND CALMED THE TWO.

THE BLUE AND RED ORBS PUT GROUDON AND KYOGRE INTO A SLUMBER THAT COULD ONLY BE ENDED SHOULD THE ORBS BE USED AGAIN.

THREE POKEMON THERE WERE.
INTO THE LAKES THEY DOVE.
DEEP, DEEP, DRAWING NO BREATH.
DEEPER, DEEPER THEY DOVE.
INTO SUFFOCATING DEPTHS THEY DOVE.
DEEPER, THEN DEEPEST THEY ALIGHT.

FROM THE LAKE FLOOR THEY RISE.

BEARING WITH THEM THE POWER TO MAKE VAST LANDS, THEY RISE AGAIN.

LOOK NOT INTO THE POKEMON'S EYES.
IN BUT AN INSTANT, YOU'LL HAVE NO RECOLLECTION OF WHO YOU ARE.
RETURN HOME, BUT HOW?
WHEN THERE IS NOTHING TO REMEMBER?

DARE NOT TOUCH THE POKEMON'S BODY.
IN BUT THREE SHORT DAYS, ALL EMOTIONS WILL DRAIN AWAY.

ABOVE ALL, ABOVE ALL, HARM NOT THE POKEMON.
IN A SCANT FIVE DAYS, THE OFFENDER WILL GROW IMMOBILE IN ENTIRETY.

Many myths were heard from a homeless man roaming Kalos. There is no reason to believe any of his words are true, except he was 9 feet (3 m) tall, which is quite abnormal.

Sinnoh Champion Cynthia has many interpretations about old tales, legends and ancient texts found in ruins. Some believe she travels the world in search of occult knowledge.

PICK CLEAN THE BONES OF POKEMON
CAUGHT IN THE SEA OR STREAM.
THANK THEM FOR THE MEALS THEY
PROVIDE, AND PICK THEIR BONES CLEAN.
WHEN THE BONES ARE AS CLEAN AS CAN
BE, SET THEM FREE IN THE WATER FROM
WHICH THEY CAME.
THE POKEMON WILL RETURN, FULLY
FLESHED, AND IT BEGINS ANEW.

A YOUNG MAN, CALLOW AND FOOLISH IN
INNOCENCE, CAME TO OWN A SWORD.
WITH IT, HE SMOTE POKEMON, WHICH GAVE
SUSTENANCE, WITH CAREFREE ABANDON.

THOSE NOT TAKEN AS FOOD, HE
DISCARDED, WITH NO AFTERTHOUGHT.
THE FOLLOWING YEAR, NO POKEMON
APPEARED. LARDERS GREW BARE.

THE YOUNG MAN, SEEKING THE MISSING
POKEMON, JOURNEYED AFAR.
LONG DID HE SEARCH. AND FAR AND WIDE,
UNTIL ONE HE DID FIND.

ASKED HE, "WHY DO YOU HIDE?"
TO WHICH THE POKEMON REPLIED...
"IF YOU BEAR YOUR SWORD TO BRING
HARM UPON US, WITH CLAWS AND
FANGS, WE WILL EXACT A TOLL.

"FROM YOUR KIND WE WILL TAKE IT,
FOR IT MUST BE DONE.
"DONE IT MUST BE TO GUARD OURSELVES
AND FOR IT, I APOLOGIZE."

TO THE SKIES, THE YOUNG MAN SHOUTED
HIS DISMAY.
"IN HAVING FOUND THE SWORD, I HAVE
LOST SO MUCH.

"GORGED WITH POWER, I GREW BLIND
TO POKEMON BEING ALIVE.
"I WILL NEVER FALL SAVAGE AGAIN.
THIS SWORD I DENOUNCE AND FORSAKE.

"I PLEAD FOR FORGIVENESS,
FOR I WAS BUT A FOOL."
SO SAYING, THE YOUNG MAN HURLED THE
SWORD TO THE GROUND, SNAPPING IT.

SEEING THIS, THE POKEMON DISAPPEARED
TO A PLACE BEYOND SEEING...

700 YEARS AGO, THE PEOPLE OF ECRUTEAK
BUILT TWO NINE-TIER TOWERS WITH THE HOPES
OF FOSTERING FRIENDSHIP AND HOPE BETWEEN
POKEMON AND HUMANS.

THEY WERE THE BRASS TOWER IN THE WEST,
WHICH WAS SAID TO AWAKEN POKEMON,
AND THE BELL TOWER IN THE EAST,
WHERE POKEMON WERE SAID TO REST.
BOTH TOWERS BECAME THE ROOST
OF POWERFUL FLYING POKEMON,
LUGIA AND HO-OH.

HOWEVER, 150 YEARS AGO, A LIGHTNING BOLT
STRUCK THE BRASS TOWER. IT WAS ENGULFED
IN FLAMES THAT RAGED FOR THREE DAYS.

A SUDDEN DOWNPOUR PUT OUT THE BLAZE,
BUT IT HAD ALREADY BURNT TO THE GROUND.
THREE NAMELESS POKEMON PERISHED IN THE FIRE.
BUT HO-OH DESCENDED FROM THE SKY
AND RESURRECTED THEM.

THE POKEMON ARE SAID TO EMBODY THREE
POWERS: THE LIGHTNING THAT STRUCK THE TOWER,
THE FIRE THAT BURNED THE TOWER, AND THE RAIN
THAT PUT OUT THE FIRE.

WHEN THE POKEMON APPEARED, THEY STRUCK
TERROR IN THOSE WHO SAW THEIR RISE. THE THREE
POKEMON, KNOWING THEIR OWN POWER, FLED,
RUNNING LIKE THE WIND OFF INTO THE GRASSLAND.

THE GOD OF FIRE, GOD OF LIGHTNING, AND
GOD OF ICE MUST NOT BE TOUCHED.

ELSE, HEAVEN AND EARTH WILL BE ANGERED
AND THE WORLD WILL FACE DESTRUCTION.
THE GOD OF THE SEA WILL APPEAR
TO STOP THE CATASTROPHE.
BUT, IT WILL NOT PREVENT IT.

UNLESS AN EXCEPTIONAL HUMAN APPEARS TO
CALM THE WRATH OF THE GODS....

BEFORE THE BEGINNING OF EVERYTHING, FROM
A VORTEX OF CHAOS EMERGED AN EGG.
WHEN ARCEUS HATCHED FROM THIS EGG,
IT SHAPED THE UNIVERSE WITH ITS THOUSAND
ARMS AND CREATED THE LAND OF SINNOH.

ARCEUS THEN CREATED THE POKEMON OF TIME,
THE POKEMON OF SPACE
AND THE POKEMON OF ANTIMATTER.

EVENTUALLY, PEOPLE BEGAN TO INHABIT
SINNOH. ARCEUS THEN CREATED THREE NEW
POKEMON TO GIVE HUMANS KNOWLEDGE,
EMOTIONS, AND WILLPOWER.

THESE THREE POKEMON ARE SAID TO INHABIT
LAKES IN THE LAND OF SINNOH.

A STONE WHOSE ENERGY COMES FROM THE
GODS THEMSELVES.

SHALL THE CHOSEN POKEMON AND THE CHOSEN
HUMAN UNLEASH ITS POWER, THE POKEMON
WILL COME FORTH WITH A GODLY POWER.

LONG AGO, WHEN SINNOH HAD JUST BEEN MADE,
POKEMON AND HUMANS LED
SEPARATE LIVES.

THAT IS NOT TO SAY THEY DID NOT HELP
EACH OTHER. NO, INDEED THEY DID.
THEY SUPPLIED ONE ANOTHER
WITH GOODS.
A POKEMON PROPOSED TO THE OTHERS
TO ALWAYS HELP HUMANS.

IT ASKED THAT POKEMON BE READY TO
APPEAR BEFORE MEN AND WOMEN.
THUS, TO THIS DAY, POKEMON APPEAR
TO US IF WE VENTURE INTO TALL GRASS.

THERE LIVED A POKEMON IN A FOREST.
IT SHED ITS HIDE
TO SLEEP AS A HUMAN.

AWAKENED, THE HUMAN DONS THE
POKEMON HIDE TO ROAM VILLAGES.



Conquering the Pokémon League

Every Trainer's dream is to participate at least once in the intense adventure that is the **Pokémon League Challenge**. A grand scale journey across an entire region to train and prove your skills. All of the greatest trainers have made this journey and it is said to be the only way to become the strongest.

During the Pokémon League Challenge you will face a great amount of danger to test your skills as a trainer, the power of your Pokémon, your own survival ability, and your intelligence and wits.
Sometimes your body and mind will be put to their limits. Although many try to beat it, only the migthy will endure this journey.

Pokémon Gyms Challenge

The main objective of the Pokémon League Challenge is to make you and your Pokémon grow in skill and power. To test your progress, the League has eight testing arenas called Pokémon Gyms, where powerful Trainers abound under the tutelage of one of the strongest and renowned Trainer in the region, this person is called a Gym Leader.

They will test your skills in battle as a result of your training talent and the relationship between you and your companions.
Their Pokémon vary in power, depending on who's challenging them and how many badges the Trainer has won. They usually focus on a single type of Pokémon.

If you manage to beat them, you'll be rewarded with a badge to prove your skill. Badges may also be bought for incredibly high amounts of money.

Defeat the eight Gym Leaders and getting the eight badges, allow you to participate in the most exciting and gigantic event of the year: The Annual Tournament! Where Trainers compete and do their best!

Just remember that you have less than a year to defeat the eight Gym Leaders, otherwise you'll have to start over for the next year's challenge. Get prepared and train hard.

Annual Tournament

There is nothing like the Pokémon League Tournament, this is the only place and event of the year where people can watch the highest level battles, final evolutions and extremely rare Pokémon in a parade of moves they may have never seen before.

Some of the trainers you'll find here may be as strong as some of the Gym Leaders, although most people get their badges by taking advantage of a Gym's preferred type. They will be smart, resourceful and you should not take them lightly.

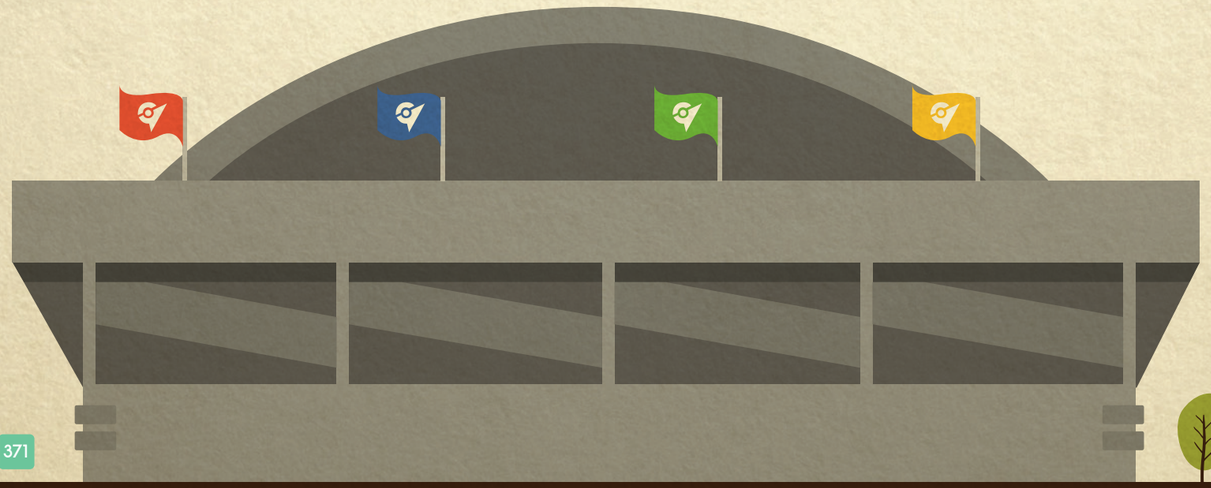
In this tournament, Pokémon Trainers battle each other using 3 Pokémon in a single battle where switching is allowed. The Battle arenas are themed, they range from a simple forest-like field to the inside of a house or a sci-fi set. This is mainly to add more challenges for the participants and to give more variety and entertainment to the public.

The semifinals usually change the battle to a full party of 6 Pokémon in single-battle while the Grand Final may be different altogether. The Final match always comes as a surprise, and may have lots of different scenarios and added challenges to the fight.

Apart from the battles between Ace Trainers, the League shows special events in this tournament such as fights between Gym Leaders, Elite Four and even the Champion of the region. They are broadcasted on TV.

Their fights are friendly matches and most people don't realize this, but during this tournament the Elites and Champion do not show their full power.

To participate in the League Tournament is a great honor. After months of enduring hardships, facing great danger, battling wild Pokémon, competing against powerful trainers, challenging Gym Leaders, surviving in the wild, eating from nature, taming your newly caught Pokémon and overcoming your own fears; you are finally known as a formidable Ace Trainer. Whether you win or lose, this is the end of a regular person's journey.



Victory Road

Whoever got to the Top 5 in the Annual Pokémon League Tournament earns the right to go through the most dangerous test in the region and probably one of the most deadly places in the entire world: The Victory Road.

This is the final testing ground, only amazingly powerful trainers may go inside due to the tremendously strong wild Pokémon that dwell in there. This place is a maze-like dungeon, wide as a city, dark as a cave, perilous as war. Here you will be alone with your Pokémon, crawling in enemy territory, surrounded by massive and aggressive Pokémon gathered by unknown forces.
The Victory Road can extend for miles and this journey may last for days or weeks without food, Pokémarts or a Pokémon Center. You have to endure, you have to survive, you have to reach the end, and you have to hurry. Whatever entities reside in these dark corners of the planet will let you know that you are not welcome.

Going through the Victory Road is not an easy task, most people give up after a few hours inside, once they realize there is no way of healing besides the potions you carry. The Pokémon center is a gift you learn to respect.
Life is short and humans are weak, here you will realize the feebleness of your power as nature is a force to be reckoned.
Whoever goes through the Victory Road is now in a whole new level.

Elite Four Challenge

"Are you ready to lose? Your League challenge ends with me, Red!" - Elite Four Lance

There comes a time when everyone must look directly into the eyes of Destiny. For a trainer, this is It. The last steps, the final confrontation of power.

The Elite Four are the ultimate league of badasses and they will smite you with unmatched fury and great vengeance.

The rules are simple, you must defeat the four strongest trainers in the region, each of them was able to beat all gyms, go through the Victory Road, and has faced and defeated one or more Elites.

They are crazy strong and wield powers beyond your comprehension.
The attribute limit does not apply to these trainers or their Pokémon. An Elite can wipe a Gym Leader with a single Pokémon and they always carry a party of six.

As soon as you reach the end of the Victory Road, you will find yourself looking right into the lights and glory of the Elite Four Facilities. Within, there is a Pokémon healing machine, a transfer PC, a store and someone to welcome you. Soon after you heal you will take your last few steps and go after some real monsters. Once you get in, there's no turning back, no backing down, and you cannot surrender, you must fight the Elites until either all your Pokémon loose consciousness or you win it all.
The odds suggest you wont beat the first Elite, but if you manage to defeat him or her, you'll have to move on to the next one barely catching a breath.

Here's the Challenge, you have to defeat them all, one by one, without rest or hesitation. Basically, you must beat their twenty four super strong Pokémon preferably using just four of yours. Save at least two Pokémon, you will need them to face the Champion.

Sometimes Elites show legendary capabilities. If they do, you can't win. They are out of your league.

These battles are not televised and there is no audience. Everything is extremely confidential.

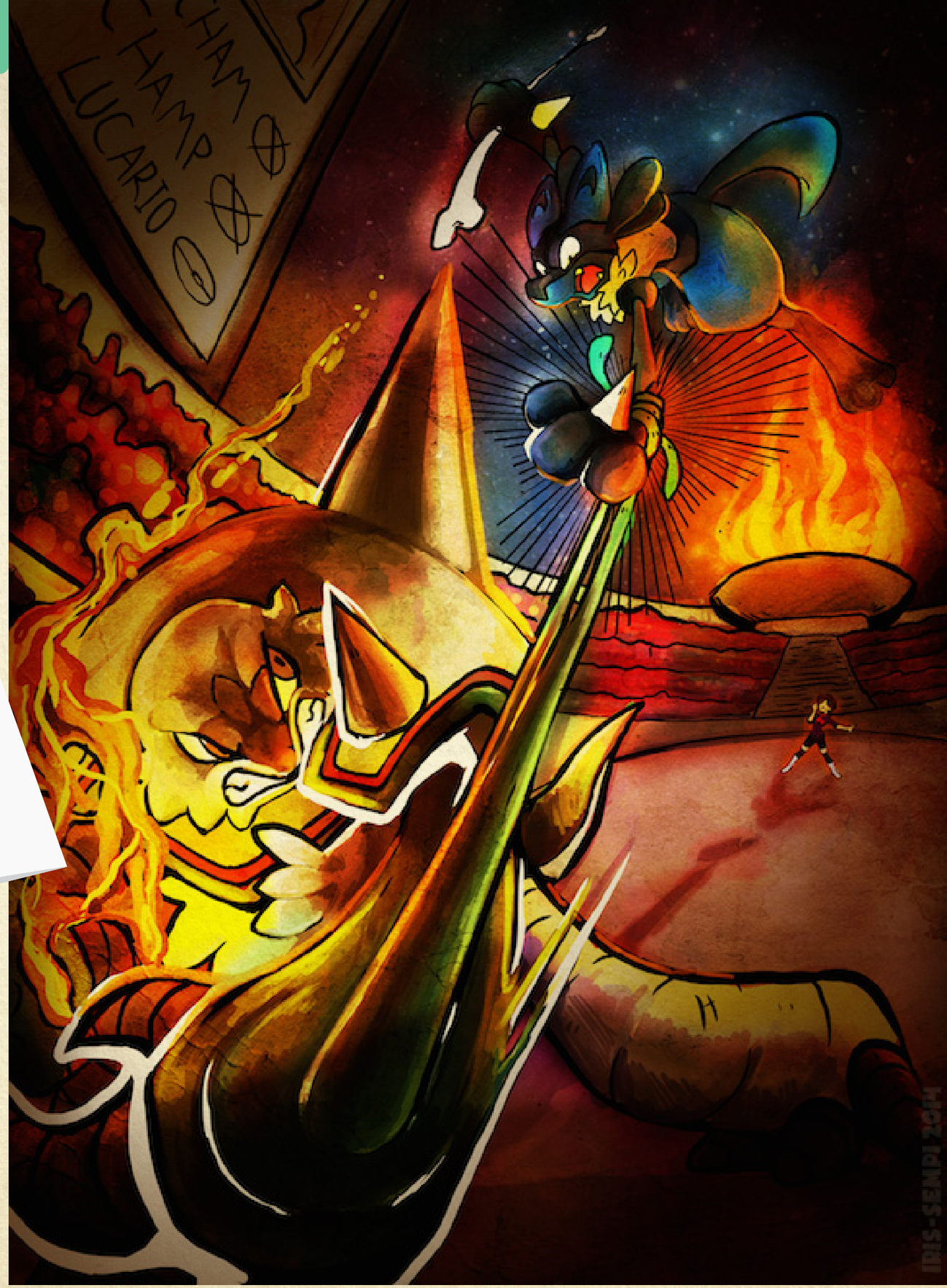
Becoming Champion

"One look at you tells me many things about you. Together, you and your Pokémon overcame all the challenges you faced, however difficult.
It means that you've triumphed over any personal weaknesses, too. The power you earned... I can feel it emanating from you.
That's enough talking. Let's get on with why you're here. I, Cynthia, accept your challenge as the Pokémon League Champion! There won't be any letup from me!"
- Pokémon Champion Cynthia

A great arena suited for kings extends in front of you, tall and strong, built as a fortress to withstand your last battle. A booming sound of power fills the room and it's not a Pokémon but a human, frightening and wise, with an unbreakable force of will that's more resilient than these walls.







She comes down on you as a mountain and with eyes that have seen all there is to know about Pokémon and their legends, myths, and gods. Could she have witnessed the same phenomenons as you?

If you reached this Stage, you are probably not an ordinary human anymore, neither ordinary are the Pokémon you're carrying.
If by some miracle you defeated the Elite Four without the help of a mythical being, the Champion will put an end to your luck streak.

All champions and their Pokémon, knowingly or not, are beyond any natural ability. They work the same as facing legendary Pokémon and their Moves are so strong that they are considered Plot Deviced versions.
They may show powers related to Pokémon deities and demi-deities.

These extraordinary individuals have already proved their worth, usefulness and resourcefulness to great creatures, allowing them to perform true feats of legends.

You must defeat the Champion in an Item-Holding, Medicine-Allowed, Previously-Boosted Single Battle.
If you prevail, you will receive the Title of Champion and gain access to the Hall of Fame, where you and your Pokémon will be recorded to be remembered forever.
Many new paths are revealed as you draw the attention of many unnatural people and unravel the deepest secrets of this universe.

A Champion, a Master, a Legend. This is only your first step inside the Marvelous World of Pokémon.

Final Words
We have struggled to bring you the best game we could create. Between contained emotions, inspiring words, silent prayers, friends, and a community hoping to walk through the paths of their childhood memories. We wish you enjoy this game as much as we enjoyed creating it.

All the best
Pokerole Project Team

We want to hear from you!
If you have any comment or suggestion feel free to contact us!
pokerole.project@gmail.com

Glossary

A

Ability: *A Pokémon trait to gain an edge on combat*. p. 333
Accuracy: *The precision of a move or attack. It's equal to Dexterity + Fight + Brawl/Canalize/Melee*. p. 44
Ace Trainer: *A Trainer who has obtained at least eight gym badges*.
Action: *The process of being active. Performing in combat*. p. 37 & 43
Alert Specialty: *Skill to define the awareness to one's surroundings*. p. 16
Allure Specialty: *A Pokémon's skill to define its charm and appeal*. p 16.
Ally: *A person or Pokémon associated to you with a common purpose*.
Annual Tournament: *Grand event of the Pokémon League*. p. 371
Antagonist: *Adversary. An individual that opposes or competes against the players*. p. 09
Aqua, Team: *Criminal team on the Hoenn Region*. p.10
Athletic Specialty: *Skill to define one's physical fitness*. p. 16

B

Badly Poison: *See Status Condition*. p. 51
Badge: *A token to prove the defeat of a certain Gym Leader*. p. 07 & 371
Base HP: *See Health Points*. p. 17
Basic Heal: *A healing move that will cure up to half the HP of the user*. p. 47
Battlefield: *Scenario in where the battle is taking place*.
Beauty: *Social attribute to define physical appeal*. p. 14
Block: *Condition in which the subject can't escape from the battle*. p. 267
Brawl Specialty: *Trait to define one's unarmed combat skill*. p. 15
Breeding: *The act of producing and hatching a Pokémon Egg*. p. 204
Bug Type: A Pokémon type based on insect-like creatures. p.35
Burn: *See Status Condition*. p. 51

C

Canalize Specialty: *A Pokemon's aim*.p. 15
Catch: *The act of gaining ownership of a Pokémon*. p. 55
Champion: *Highest rank the Pokémon League gives to a Trainer*. p. 09
Chance Dice: *A dice or group of dice that determine if an effect comes into play or not*. p.266
Character: *A role in the game. It may be a Trainer, a Pokémon or someone else*.
Character Sheet: *A paper sheet to keep record of the character traits*. p. 23 & 26
Charge: *A move that requires to gather energy before being unleashed*. p. 267
Chronicle: *A form of storytelling. A long story with a recurring theme*. p. 30
Cool: *Social attribute that defines one's charismatic appeal*. p.14
Combat: *A battle in which two or more stand fighting*. p.37
Combat Maneuver: *An action to take in combat*. p. 332
Complete Heal: *A healing move that will cure up to the full HP of the user*. p. 47
Confused: *See Status Condition*. p. 51
Contest: *See Pageant*.
Contest Skill: *A skill to determine one's social or performing capability*. p. 16
Cover: *A protection for the body to lower damage intake*. p. 44
Crafts Specialty: *A skill to define one's ability to create something*. p. 16
Critical Hit: *A hit so precise that will add bonus dice to the damage pool*. p. 46
Cute: *Social attribute that defines a Pokémon's adorable and harmless demeanor*. p.15

D

Damage: *Harm on the character that reduces Health Points*. p. 39
Dark Type: *Pokémon Type based on bad emotions and filthy tactics*. p. 35
Death: *A Character's demise*.
Defense: *Resilence towards Physical Moves, is equal to the Vitality score*.p. 13
Dexterity: *Attribute to determine one's agility and coordination*. p. 13
Dice: *Six-sided game tool to perfom rolls*.
Dice Pool: *Group of dice representing different attributes, skills, etc. to perform an action or deal damage*.
Disabled: *See Status Condition*. p. 51
Disobedience: *Attribute to determine a Pokémon's rebell ion* . p. 27
Dragon Type: *Pokémon Type based on reptilian creatures of legend*. p. 35

E

Effect Icon: *Symbol that illustrates the consequences of a move, ability, or item*. p.266
Electric Type: *Pokémon Type based on electricity and magnetism*. p. 35
Elite: *Second highest rank the Pokémon League gives to a Trainer*. p. 09
Elite Four: *Group of Elites that conform one of the League's Challenge*. p. 09
Empathy Specialty: *Skill that allows one to create emotional conections*. p. 16
Episode: *A form of storytelling. A short story told in a single session*. p. 30
Etiquette Specialty: *Skill to determine good manners and class*. p. 16
Evasion: *The act of dodging an incoming attack*. p. 44
Evasion Specialty: *Skill to determine one's ability to dodge away from harm*. p. 15
Evolution: *Sudden metamorphosis of a Pokémon to become stronger*. p. 03
Evolutionary Stage: *The current phase of a Pokémon. First, Second or Final*.
Evolutionary Stone: *A rock infused with energy that triggers Evolution in some Pokémon*. p. 70
Experience Points: *Score that determines learnings, practice and struggles of a Character; it is used to buy more attributes, skills, moves, etc.* p.20 & 61

F

Failure: *A failed action*.
Fainting: *Losing conciousness*. p. 39
Fairy Type: *Pokémon Type based in pixies and playful sprites*. p. 35
Fight Skill: *Skill that determines one's ability to fend in combat*. p. 15
Fight Type: *Pokémon Type based on brawlers and martial artists*. p. 35
Fire Type: *Pokémon Type based on flames and extreme heat*. p. 35
Firearms: *Guns and other armery*. p. 11
Flare, Team: *Criminal team on the Kalos Region*. p.11
Flinched: *See Status Condition*. p. 51
Flying Type: *Pokémon Type based on wind currents and winged creatures*. p. 35
Frozen Solid: *See Status Condition*. p. 51
Foe: *An opponent in battle*.
Form Variations: *Change on a Pokémon's morphology*. p. 175

G

Galactic, Team: *Criminal team on the Sinnoh Region*. p.11
Game Session: *Period of time in which a group of friends plays the game*.
Gary: *was here, Ash is a loser*. p. 20
Ghost Type: *Pokémon Type based in creatures of terror and fear*. p. 35
Grass Type: *Pokémon Type based on plants and nature*. p. 35
Grooming: *Cleaning and pampering of a Pokémon*. p. 68
Ground Type: *Pokémon Type based on earth movements*. p. 35
Gym: *Pokémon League's facility to train and get counseling*. p. 07
Gym Leader: *Person in charge of a Gym*. p. 07

H

Habitat: *Place where a Pokémon lives*.
Happiness: *Attribute to determine a Pokémon's Joy*. p. 27
Heal: *The act of restoring health*.
Health Points: *Score that indicates the over all resistance and healthy status of the body*. p. 17
Held Item: *Object for a Pokémon to carry and possibly use in-battle*. p. 70
Hoenn: *Region on the Pokémon World*. p.06

I

Ice Type: *Pokémon Type based on cold and freeze*. p. 35
Imagination: *Main tool of the game*.
Immunity: *A Pokémon not being affected by a certain kind of energy or attack*. p. 35
In Love: *See Status Condition*. p. 51
Initiative: *The first step of combat that determines the order of turns*. p. 37
Insight: *Attribute that determines the perception and understanding*. p. 13
Intelligence: *Social Attribute that defines the sharpness of mind*. p. 14
Intimidate Specialty: (*Not to be confused with the ability) It determines the power of manipulation based on threat*. p. 16
Items: *Variety of objects*. p. 63

J

Johto: *Region on the Pokémon World*. p. 05

K

Kalos: *Region on the Pokémon World*. p. 06
Kanto: *Region on the Pokémon World*. p. 05
Knowledge: *Skill that determines the grade of learning and/or education of a character*. p. 16

L

Legendary Pokémon: *Creatures of legend with incredible powers*. p. 116 & 367
Lethal Damage: *Severe damage that puts life at risk*. p. 40
Level: *A grade to measure of power of a Pokémon*. p. 61
License: *A permit provided by the league to qualified Trainers*.
Life Chronicle: *A form of storytelling. A compendium of short stories*. p. 30
Limits: *The maximum score one can get in an Attribute*. p. 61
Lore Specialty: *Determines the level of knowledge of myths and folklore about Pokémon*. p. 16
Loyalty: *Attribute to determine a Pokémon's allegiance to its Trainer*. p. 27
Luck Dice: *A Dice to be rolled when the Dice Pool is reduced to zero by Pentalies or Pain Penalizations*. p. 19

M

Magma, Team: *Criminal team on the Hoenn Region*. p.11
Medicine: *A remedy for pain, injury or sickness*. p. 64
Medicine Specialty: *Proficiency to treat wounds and knowledge of curative substances*. p. 17
Melee Specialty: *rait to define one's armed combat skill*. p. 15
Money: *Currency to buy goods. p. 63*
Moves: Pokémon's powers. p. 265
Multiple Actions: *The performing of various actions in a single round*. p. 42

N

Narrative: *The accounting of events on the story*.
Nature: *The escence and personality of a Character*. p. 73
Nature Specialty: *Knowledge about how to use the forces of nature for your benefit*. p. 16
Normal Type: *Pokémon Type based on the common and mundane*. p. 35
NPC: *Non-Player Character. A character controlled by the storyteller*.

O

Order: *To command a Pokémon*.
Overgrown Pokémon: *Pokémon that are bigger than the average of their species*. p. 55

P

Pageant: *A show exibition with many participants*.
Pain Penalization: *The amount of pain the body is in*. p. 40
Paralysis: *See Status Condition*. p. 51
Party: *A group of up to six Pokémon*.
Perform Specialty: *The ability to play a convincing act*. p. 16
Penalty: *Added difficulty to perform due to the circumstances*. p. 18
Plasma, Team: *Criminal team on the Unova Region*. p.11
Player: *A person playing the Game*.
Plot: *The storyline of the game*.
Plot Device: *A point for the story to go forward*.
Pokéball: *A small and portable storage device. Used to carry Pokémon and Items* p. 56 & 67
Pokédex: *A digital encyclopedia with basic information of Pokémon species*. p. 78
Pokémon: *A fantastic creature with the ability to use incredible powers*. p. 03
Pokémon Battle: *The main sport of this world*.
Pokémon Center: *A health care facility for humans and Pokémon*. p. 07
Pokémon League: *Organization that regulates everything related to Pokemon Training and Battles*. p. 07
Poison: *See Status Condition*. p. 51
Poison Type: *Pokémon Type based on venom and toxins*. p. 35
Priority: *The bypassing of regular initiative order*. p. 48
Psychic Type: *Pokémon Type based in the power of the mind*. p. 35

R

Recoil: *Damage for the user dealt by certain moves*. p. 267
Resistance: *The attack received will be Not very effective*. p. 36
Rock Type: *Pokémon Type based in ore and rubble*. p. 35
Rocket, Team: *Criminal team on the Kanto and Johto Regions*. p.11
Role: *A character to be portrayed*.
Role-Play: *The performance and portrayal of a character*.
Roll: *The act of rolling the dice*.
Round: *A section of the battle*. p. 37

S

Science Specialty: *Knowledge about the different branches of science*. p. 17
Shiny Pokémon: *A sparkly colored Pokémon*. p. 55
Sinnoh: *Region on the Pokémon World*. p.06
Skills: *A compendium of various applied knowledges*. p. 15
Sleep: *See Status Condition*. p. 51
Smart: *Social Attribute to determine the cognitive prowess of a Pokémon*. p. 14
Special: *Attribute that determines the size of a Pokémon's displays of power*. p. 13
Special Defense: *Resilence towards Special Moves, is equal to the Vitality score*.p. 13
Specialty: *A refined skill*. p. 15
Species: *A division for Pokémon of the same family and evolutive stage*.
STAB: *Same-Type Attack Bonus. Bonus to the damage pool of a Pokémon performing a move of a matching type*. p.44
Starter: *The first Pokémon of a Trainer*.
Status Condition: *Ailment that impairs the normal function of the body*. p. 51
Stealth Specialty: *Ability to go around unnoticed*. p. 16
Steel Type: *Pokémon Type based on iron and machinery*. p. 35
Story: *A compendium of situations the characters go through*. p.30
Storyteller: *The person directing the players through the story*. p. 32
Strength: *Determines physical prowess to lift weight and deal damage*. p. 13
Success: *An action accomplished*.
Successive Actions: *Multiple actions unleashed in a single turn*. p. 49
Survival Specialty: *Capacity to survive with a minimum of resources*. p. 16
Switching Pokemon: *The act of changing an active Pokémon in the middle of the battle*. p. 39

T

Target: *The objective to where a move is pointed at*. p. 266
Technical Machine: ***TM***. *A guide to teach moves to a Pokémon*. p. 331
Throw Specialty: *A Human's aim*. p. 15
Tough: *Social Attribute to determine one's rough and brash attitude*. p. 14
Tournament: *Series of matches between competitors*.
Trading Machine: *A machine used to trade Pokémon between trainers*. p.58
Trainer: *A Person who captures and teaches Pokémon*. p. 11 & 21
Training Session: *A period in which the trainer teaches new things to his or her Pokémon*. p. 59
Turn: *The moment in which a character has its action in the round*.

U

Unova: *Region on the Pokémon World*. p.06
User: *He who is performing the action*.

V

Vitality: *Attribute that determines one's vigor, health and resilence*. p. 13

W

Water Type: *Pokémon Type based on the sea and water sources*. p. 35
Weather Condition: *A weather effect taking place in the battlefield*. p. 49
Weakness: *The attack received will be Super Effective*. p. 36
Will Points: *Score that measures one's inner strength*. p. 19

LOCATION DATA

EVENT TABLE

2 **3**

Name:
Ability:
Type:

STRENGTH ●○○○○○○○○○
DEXTERITY ●○○○○○○○○○
VITALITY ●○○○○○○○○○
SPECIAL ●○○○○○○○○○
INSIGHT ●○○○○○○○○○

BHP: ___
Will: ___
Skills:___

4 **5**

Name:
Ability:
Type:

STRENGTH ●○○○○○○○○○
DEXTERITY ●○○○○○○○○○
VITALITY ●○○○○○○○○○
SPECIAL ●○○○○○○○○○
INSIGHT ●○○○○○○○○○

BHP: ___
Will: ___
Skills:___

6 **7**

Name:
Ability:
Type:

STRENGTH ●○○○○○○○○○
DEXTERITY ●○○○○○○○○○
VITALITY ●○○○○○○○○○
SPECIAL ●○○○○○○○○○
INSIGHT ●○○○○○○○○○

BHP: ___
Will: ___
Skills:___

8 **9**

Name:
Ability:
Type:

STRENGTH ●○○○○○○○○○
DEXTERITY ●○○○○○○○○○
VITALITY ●○○○○○○○○○
SPECIAL ●○○○○○○○○○
INSIGHT ●○○○○○○○○○

BHP: ___
Will: ___
Skills:___

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Name:
Ability:
Type:

STRENGTH ●○○○○○○○○○
DEXTERITY ●○○○○○○○○○
VITALITY ●○○○○○○○○○
SPECIAL ●○○○○○○○○○
INSIGHT ●○○○○○○○○○

BHP: ___
Will: ___
Skills:___

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Name:
Ability:
Type:

STRENGTH ●○○○○○○○○○
DEXTERITY ●○○○○○○○○○
VITALITY ●○○○○○○○○○
SPECIAL ●○○○○○○○○○
INSIGHT ●○○○○○○○○○

BHP: ___
Will: ___
Skills:___

Trainer Character Sheet

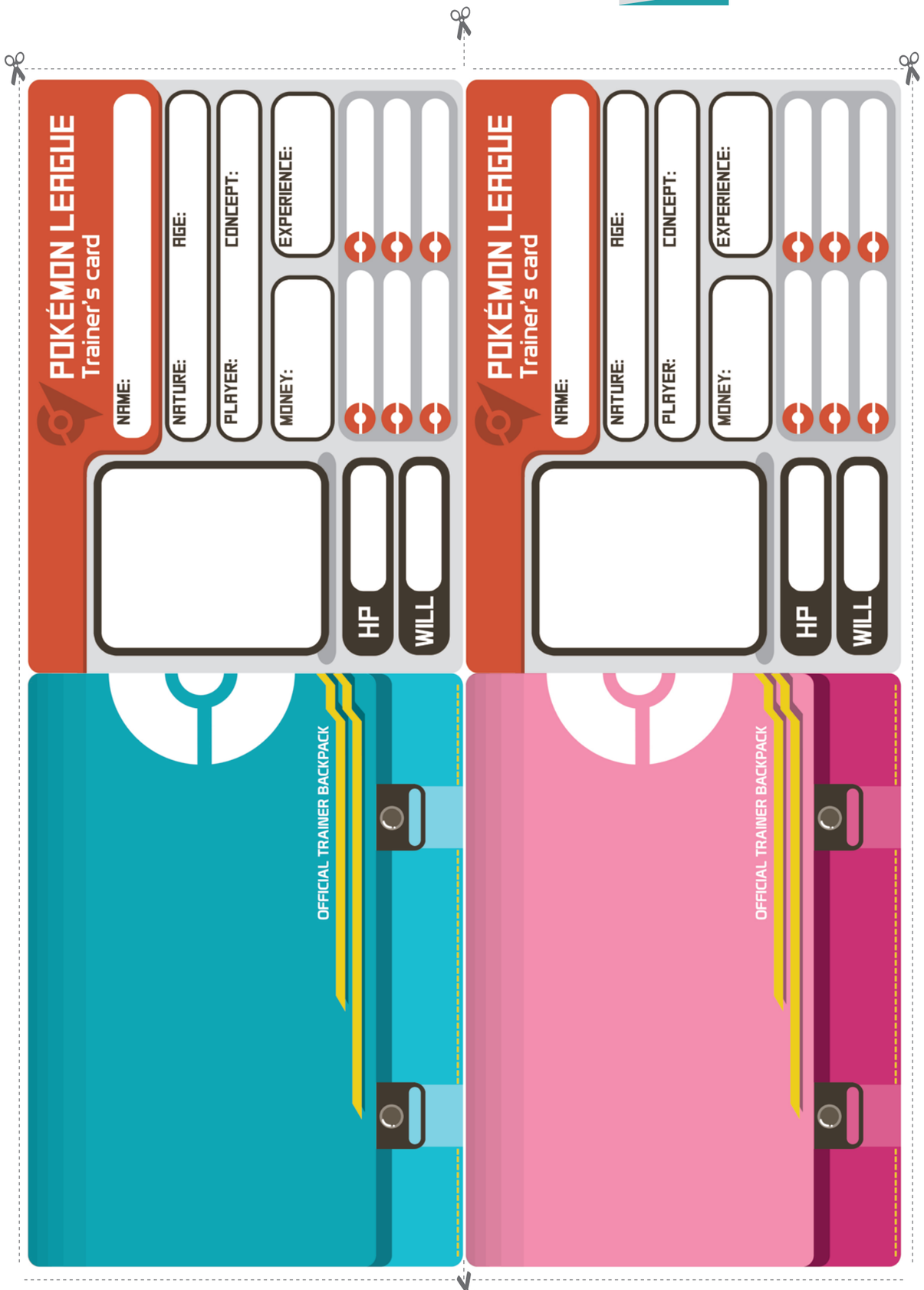
Outside

Step 1. Cut one of the character sheets.



Step 2. Fold it carefully by the middle.





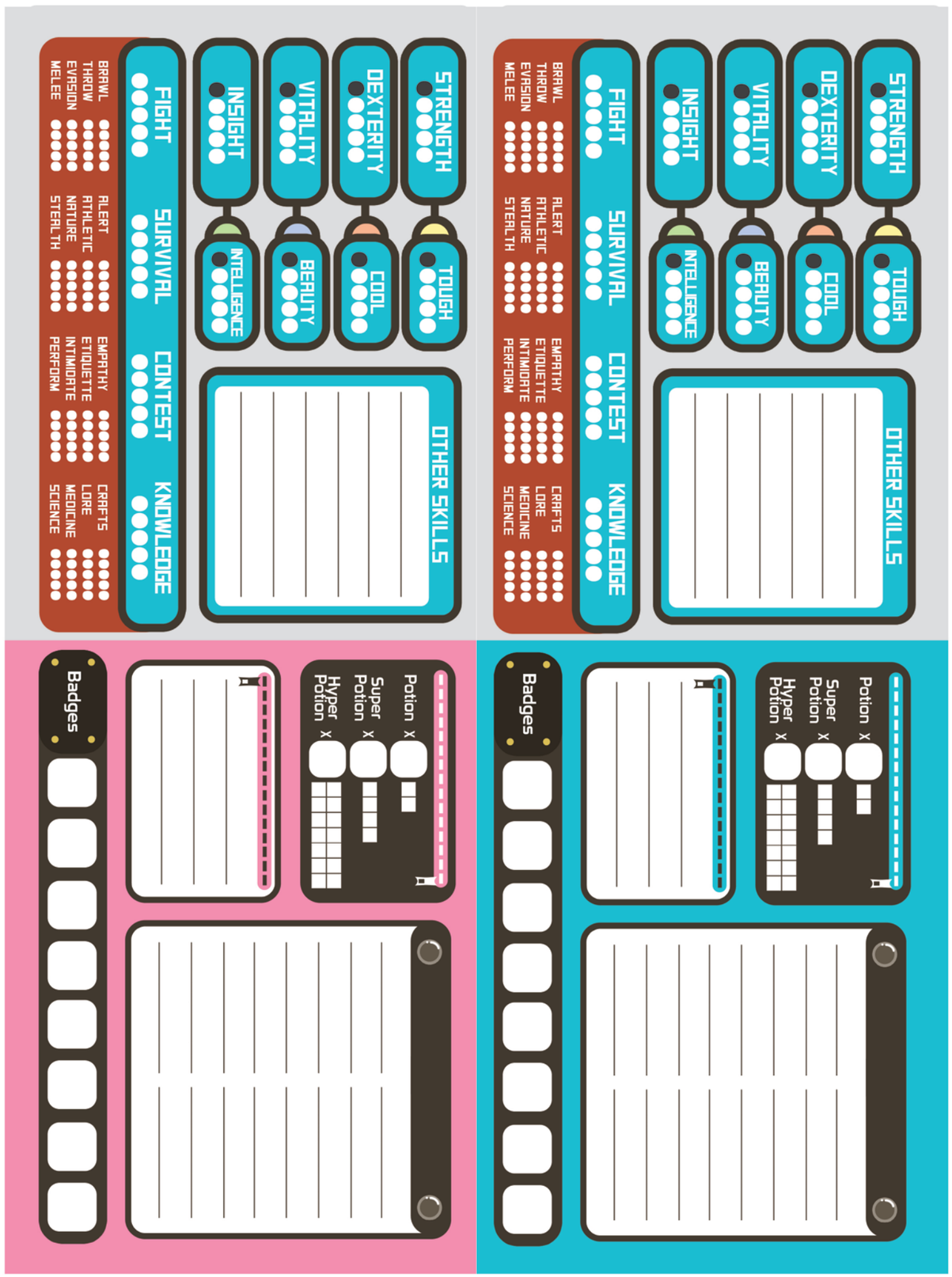
Trainer Character Sheet
Inside

Step 1. Cut one of the character sheets.



Step 2. Fold it carefully by the middle.



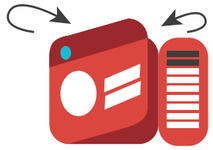


Pokémon Character Sheet
Outside

Step 1. Cut one of the character sheets.



Step 2. Fold each section carefully towards the center.

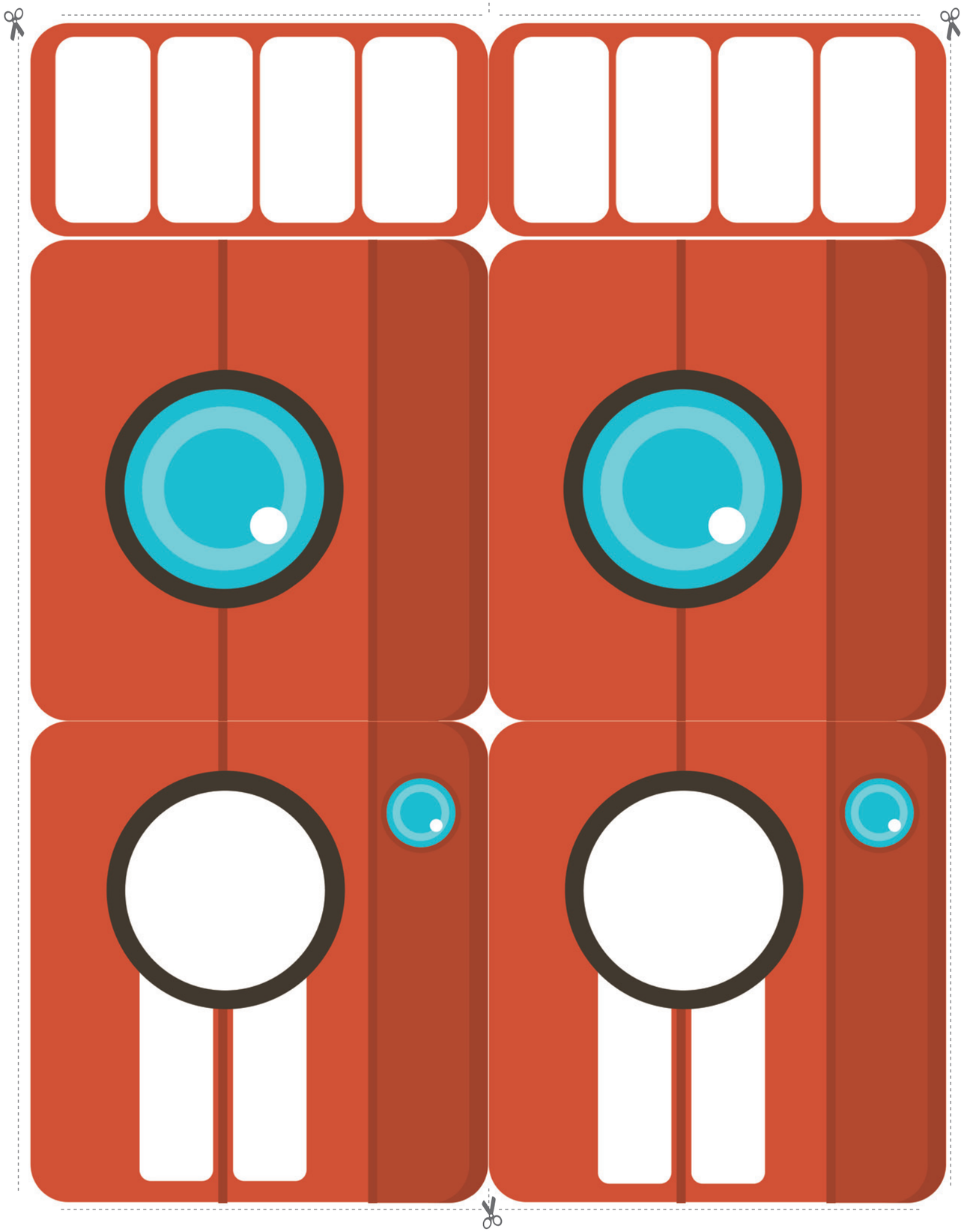




Front View



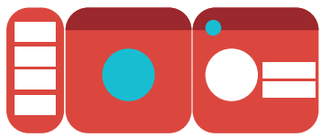
Back View



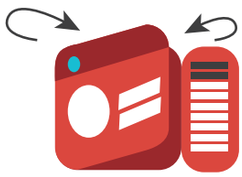
Pokémon Character Sheet

Inside

Step 1. Cut one of the character sheets.



Step 2. Fold each section carefully towards the center.





Front View



Back View

