



# POKÉMON

The  
Role Playing  
Game

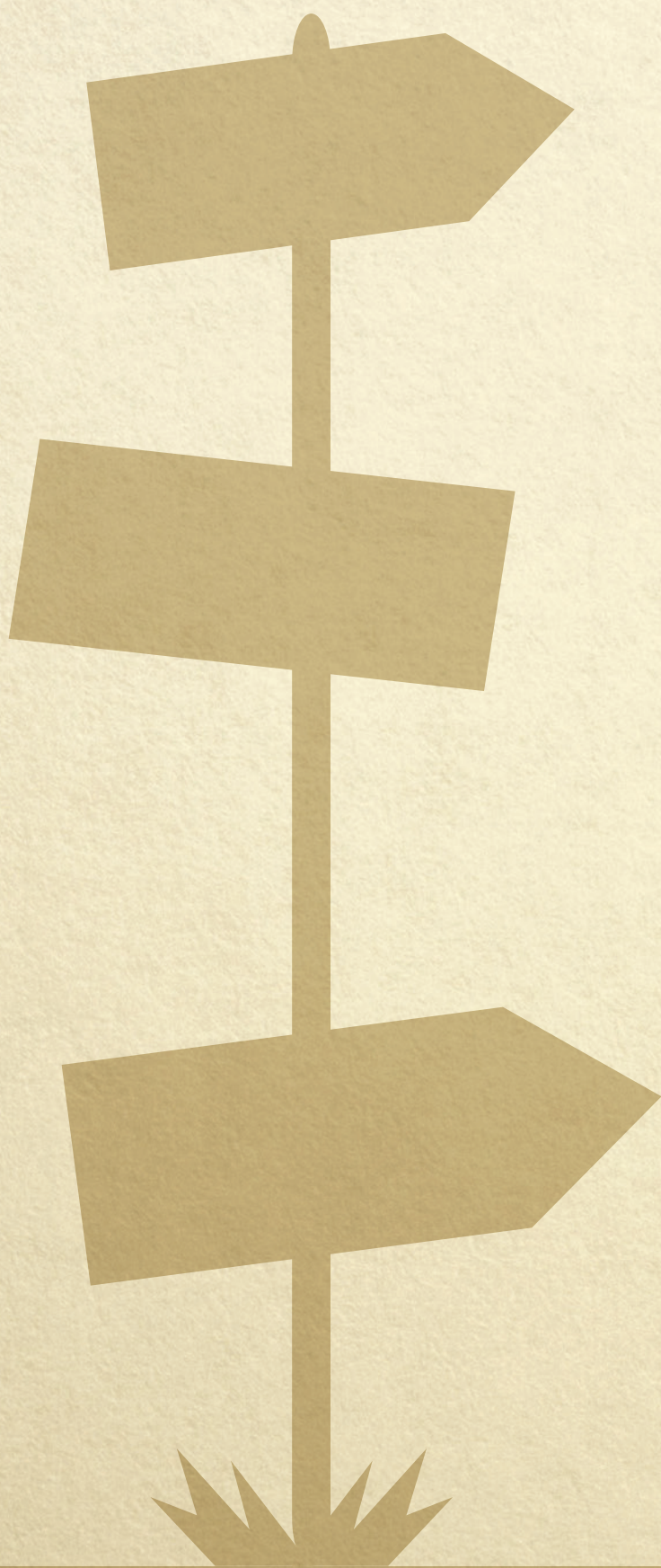


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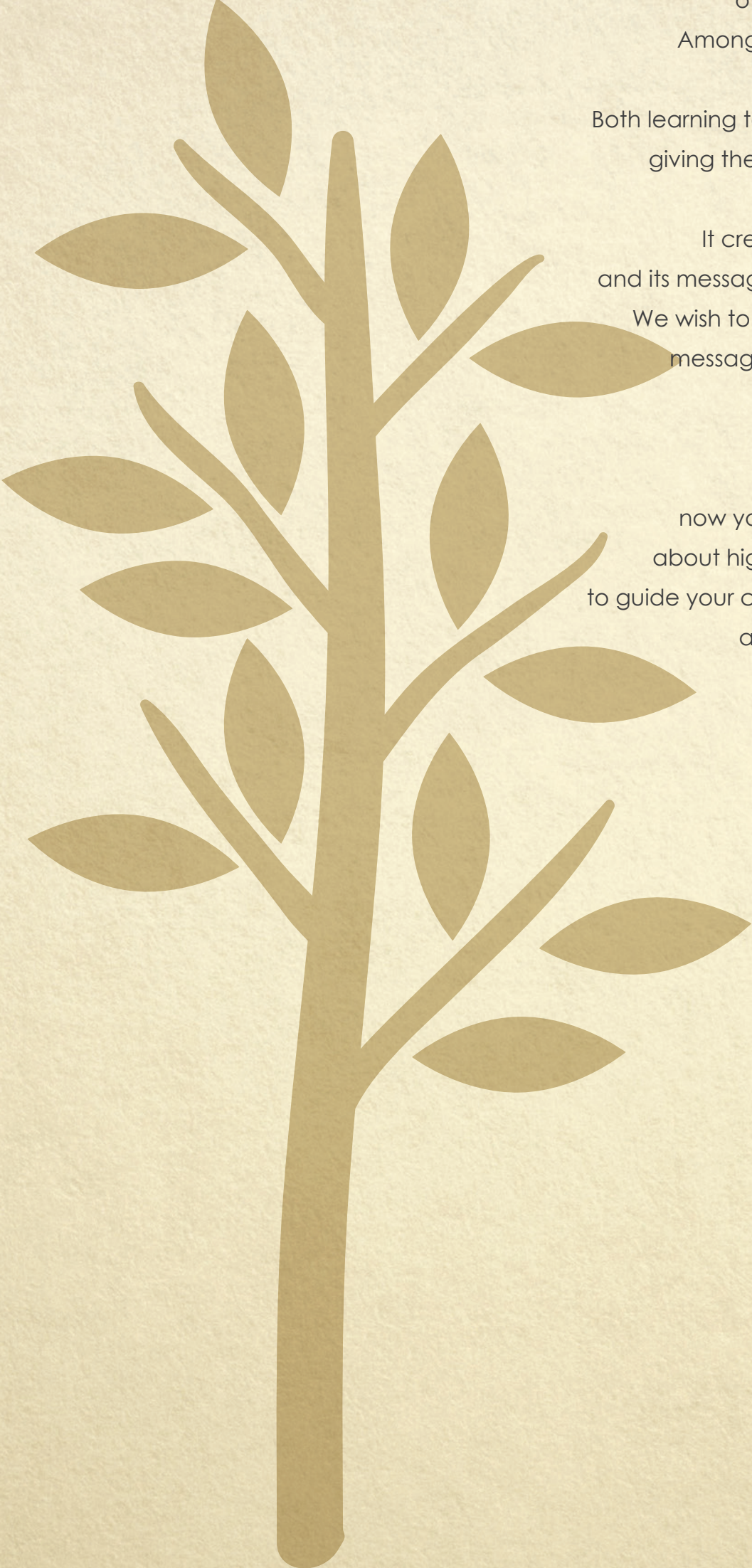
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POKEROLE PROJECT TEAM





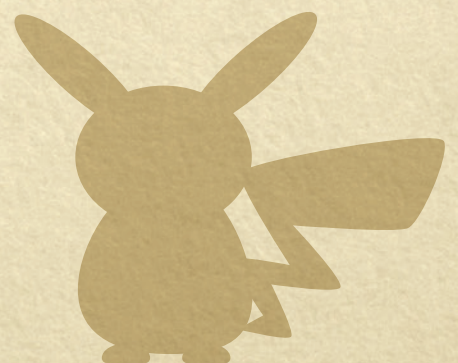




Like many children, we grew up with stories  
of big heroes and mighty deeds.  
Among them there was a special one  
about a boy and his pet.  
Both learning to live in their shared world and  
giving their best in the face of adversity.

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.

So we made this book for you,  
now you can share your untold stories  
about high morale and good intentions,  
to guide your children and inspire your friends  
and hopefully inspire you as well  
to be the best that ever was.





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Pocket Monsters/Pokémon™ created by Satoshi Tajiri.  
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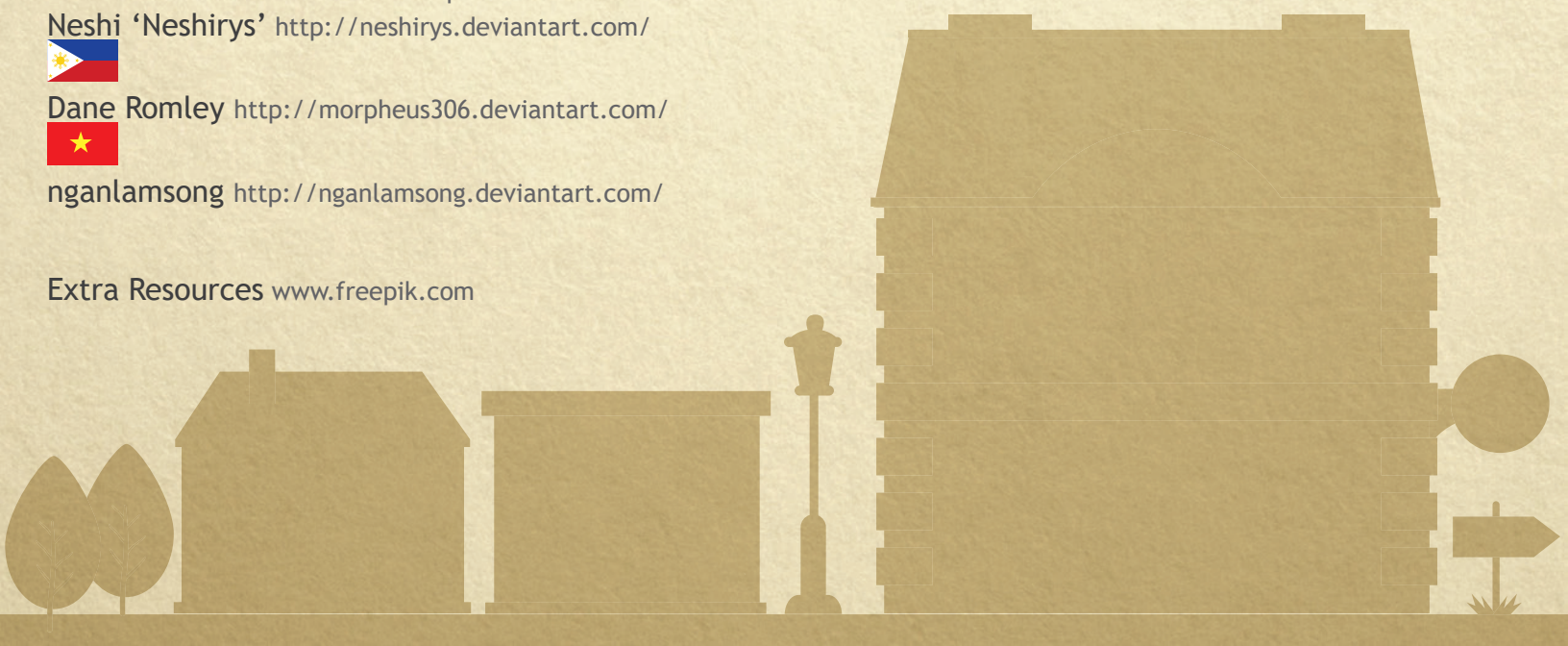
“La Razicha” group  
The Role-playing community of Monterrey, NL.

## Special Thanks to

Mom, our friends, and family.  
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## Disclaimer

Pokérole Project is a game from fans to fans.  
We’re not making any profit from this book.  
Pokérole Project Team is not reponsible for broken pokéballs, fainted shinies, bad-timed Critical Hits or saying “Yeah, I can take it!” when the foe uses Hyper Beam.





# Table of Contents

	<b>Introduction</b>	<b>07</b>		<b>Items for the Journey</b>	<b>72</b>
	What's a Role Playing Game?			Trainer's Basics	72
	What does a Storyteller do?			Healing Items	73
	What's a Pokémon?			Pokéballs	76
	Where do I fit in as a Player?			Items for Pokémon Care	77
	How to use this book			Evolutionary Items	79
				Held Items	79
	<b>The Marvelous World of Pokémon</b>	<b>08</b>		<b>Pokédex</b>	<b>83</b>
	A Whole New World of Adventure	08		Kanto Pokédex	84
	Pocket Monsters	08		Relevant Notes	126
	Life in the World of Pokémon	09		Jotho Pokédex	128
	Main Regions	10		Hoenn Pokédex	153
	The Pokémon League	12		Sinnoh Pokédex	187
	Antagonists	14		Unova Pokédex	216
	Becoming a Trainer	16		Kalos Pokédex	256
				Alola Pokédex	275
	<b>Starting the Game</b>	<b>18</b>		<b>Pokémon Moves</b>	<b>298</b>
	Creating a Character	18		Effect Icons	299
	Filling a Trainer character sheet	19		Bug Moves	301
	Creating a Pokémon	21		Dark Moves	304
	Filling a Pokémon character sheet	21		Dragon Moves	307
	Mental and Physical Attributes	23		Electric Moves	309
	Social Attributes	24		Fairy Moves	312
	Skills and Specialties	25		Fighting Moves	313
	Health Points (HP)	27		Fire Moves	318
	Will Points	27		Flying Moves	321
	Happiness, Loyalty & Disobedience	28		Ghost Moves	323
	Rolling the Dice	30		Grass Moves	325
	Creating a Story	33		Ground Moves	330
	Experience	36		Ice Moves	332
	<b>Natures</b>	<b>40</b>		Normal Moves	334
				Poison Moves	351
	<b>Pokémon Battles</b>	<b>44</b>		Psychic Moves	354
	The Different Pokémon Types	44		Rock Moves	360
	How to Battle	46		Steel Moves	361
	Damage	48		Water Moves	364
	Multiple Actions	51		Combat Maneuvers	367
	Strategies to win	52		Frequently Asked Questions	367
	Critical Hits	55		Strength & Dexterity Chart	369
	Healing in Battle	56		Environment Challenges	369
	Weather Conditions & Scenario	58		<b>Pokémon Abilities</b>	<b>371</b>
	Status Conditons	60			
	<b>Catching Pokémon</b>	<b>64</b>		<b>Challenges Ahead</b>	<b>402</b>
	Habitats	64		Random Encounters	403
	Special Pokémon	64		Myths and Legends from the Pokémon World	406
	Using Pokéballs	65		Conquering the Pokémon League	410
	Steps to Catch a Pokémon	66		Final Words	413
	Other ways to obtain Pokémon	67			
	<b>Training Pokémon</b>	<b>68</b>		<b>Glossary</b>	<b>414</b>
	Training Sessions	68		<b>Game Resources</b>	<b>416</b>
	Training Rolls	68			
	Training Disobedient Pokémon	69			
	Teaching a New Move	69			
	Raising Attributes & Gaining Level	70			
	The Limits of a Pokémon	70			









# 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’ve 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, 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 any way 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.

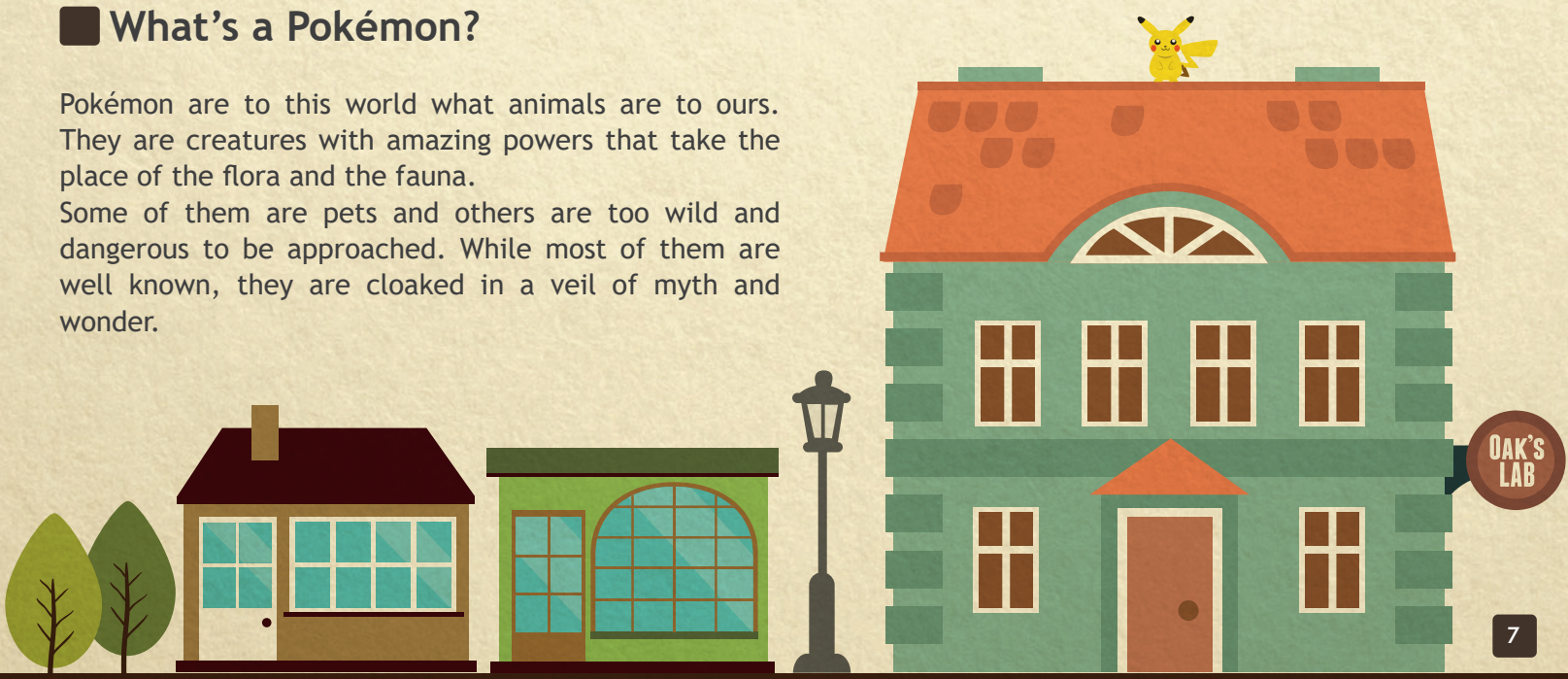
The main tool for this game is your **imagination**; with it, you will be able to truly make the impossible: Fly across the skies! Jump from moving cars! Ride dragons and befriend ghosts! If you can see it in your mind, you can make it come true inside the game.

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 on 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 between our world and theirs. For one, the existence of Pokémon changes almost everything.

In this world, many people travel the regions looking for adventures, 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 into these lands you will need a Pokémon to protect you from the many dangers ahead in your journey.

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

*Crocodiles are dangerous creatures, right? Well, try to imagine a crocodile that's as fast as a cheetah, also capable of shooting beams from its mouth and lightning from its 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 amazing 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, 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.



## ■ Pokémon Evolution

Pokémon are special for their amazing powers, they can go through a sudden and dramatic metamorphosis to become bigger, faster and stronger.

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

This change is triggered by a variety of reasons, the most common being the **Pokémon reaching a stage of growth that allows it to evolve.** **Contact with different kinds of energy, nurturing care, body enlargement, or even a dire situation may trigger the Evolution of 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 phenomenon 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 mellow 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 of 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.





# Main Regions

Just like our world, the Pokémon world is divided into 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 regions 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 dares 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 of 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 its 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 in touch with grandeur, with giant metropolis and great transportation, trains, and airports, which are rare in other regions. 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.

## Alola

This region is a small archipelago that only got its own Pokémon League in recent times. Its paradisal islands make for amazing tourism locations and the local culture is very rich and in touch with Pokémon as magical creatures.

This is reflected in their take on League Challenges and special connection to lore and myth regarding “Guardian Pokémon” on their islands.

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 evildoers who used Pokémon to hurt others 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 in 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 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 sustained 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, there's a staff of nurses at the medical bay along with a healer Pokémon such as a *Chansey*, *Wigglytuff*, or *Audino*; a health-restoring machine, and an emergencies room for anyone 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.



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

When you and your companions are tired, in the 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 devise better strategies. After all, there's only so much you can learn on your own. What if there was 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 on 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 their Leader to a battle.

It's the Gym Leader's duty to battle whenever 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 earn the right to enter the Championship.

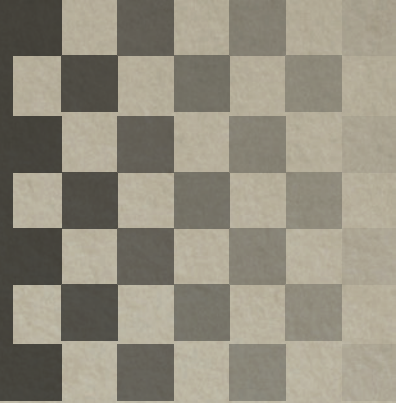




# POKÉMON LEAGUE



## 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 of 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 a 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 offense, 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 repercussions 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 is 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 leaves 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 an 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 bring down most law breakers, but there have also been cases of organized criminals groups that have been too powerful to be brought down with ease.

### Team Rocket

The case started with a gang that was stealing Pokémon from weaker trainers. The suspects were also linked to a case of badge theft in a Pokémon gym; finally, they were related to the disappearance of secret technology at Silph Co. Whatever the police managed to recover had been branded with a big red “R”. Only then the Police knew that they weren’t dealing with just a handful of criminals, this was a big organization showing they were prepared for trouble. Soon after, many crimes related to “*Team Rocket*” began surfacing; Pokémon robbery and private property vandalization for the most part. No matter how many “Rockets” the police caught there always seemed to be more and there are suspicions 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 criminal 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 Johto region. Be careful when you visit **Kanto** and **Johto** or you might get blasted at the speed of light.

### Team Aqua & Team Magma

Hoenn’s Archipelago has a Legend where two mighty giants fought an incredible battle for owning both the land and sea. Ironically, there’s still a battle for territories going on as these two bands of thugs, “*Team Aqua*” and “*Team Magma*” have been causing problems in that region.





It is not clear what their ultimate goal is, but their Leaders **Archie** from Aqua and **Maxie** from Magma have a huge feud and will have their underlings quarrel to foil each other's plans at every opportunity. They don't trouble civilians or trainers directly, but there have been incidents where innocent bystanders are caught in the middle of the crossfire from members of these two teams. Both teams have tried to steal submarine equipment and their attempts have been foiled by the police who's struggling to keep them at bay.

Team PLASMA

You can find them all through Unova's parks and public places, holding their megaphone and angry signs, preaching about the horrors of the Pokémon League, on 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 in order to "liberate" them. This counts as Pokémon stealing, a serious crime in this world; but there hasn't been enough proof to have any these grunts charged with it for none of the Pokemon are ever seen again. Through their zealous message, they are gaining more followers each day. How long before they kidnap or steal more innocent Pokémon?

Team Flare

A peculiar group of very stylish people can be found loitering on the luxurious streets of Lumiose city and other parts of the Kalos Region, they call themselves "Team Flare". A few have been detained and interrogated due to the 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.

However, it is kind of unsettling to find such elegant people in caves and far away from the cities, 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 in red suits. Who knows? Maybe a little spark will make them 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 was already out of control.

"Team Galactic" is their official name. Known for stealing high technology weapons, researching material for space programs, dangerous equipment, and even secret federal property, the purpose remains a secret to the world. There is no known recruiting process as with other teams, and the identities of those who were caught were never discovered. They lie under the radar for a long time then deliver a quick strike and practically disappear afterward. They have been a major headache for worldwide authorities although some recent intel points to Sinnoh as the region with the most activity.

Special investigators have been sent to the region, but there might be a whole universe of trouble lurking within their ranks.

Team Skull

Considered by police as the most harmless criminal team from all regions, "Team Skull" is ready to live up to their reputation! They are gonna skip lines! Steal candy from children! And never say "Bless you" when somebody sneezes! Although they have been known for attempting to steal Pokémon, all of the victims have come back unharmed... on their own.





Most Alolan elders eye suspiciously at these rebellious youngsters who’ve resorted to petty crimes after failing the region’s rite for children. A guy called Guzma leads this band of misfits who have no other goal than to make mischief in order to amuse themselves.

It is unknown how they get the means to fund their organization, for all their equipment can’t be bought with just their parent’s allowances.

Let’s just hope these misguided grunts get back to school and stop being so thick-headed.

A Quick Note on Weapons

Weapons are very rare in this world since **Pokémon** are preferred for protection and police work. They do exist and can be used, however, there is not a list of their properties and capabilities within this book. 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.



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 in this world and be facing the trials it may present you with. Overcoming difficulties and dealing with the 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.

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.

Character creation and Storytelling are explained in detail. All the basic mechanics are 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.

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. 83)  
There are 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.

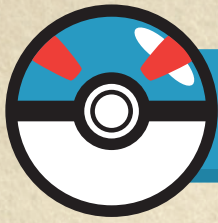
No Disobedience (Optional)

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 warn you, though.









# Starting the Game

## Creating a Character

In Pokémon the 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 a hero from a cartoon or base your identity on someone you admire or even be a parody of a famous character. Preferably, 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 your character's life. Think of a job or a profession for your character; 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 create and this will require some teamwork between you, your playmates and the storyteller, to make a great party of players.

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



## Personality and Background

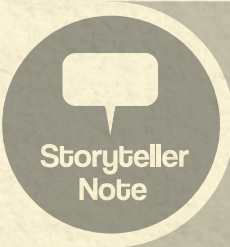
Tell your storyteller and playmates a little bit of your trainer's past.

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.

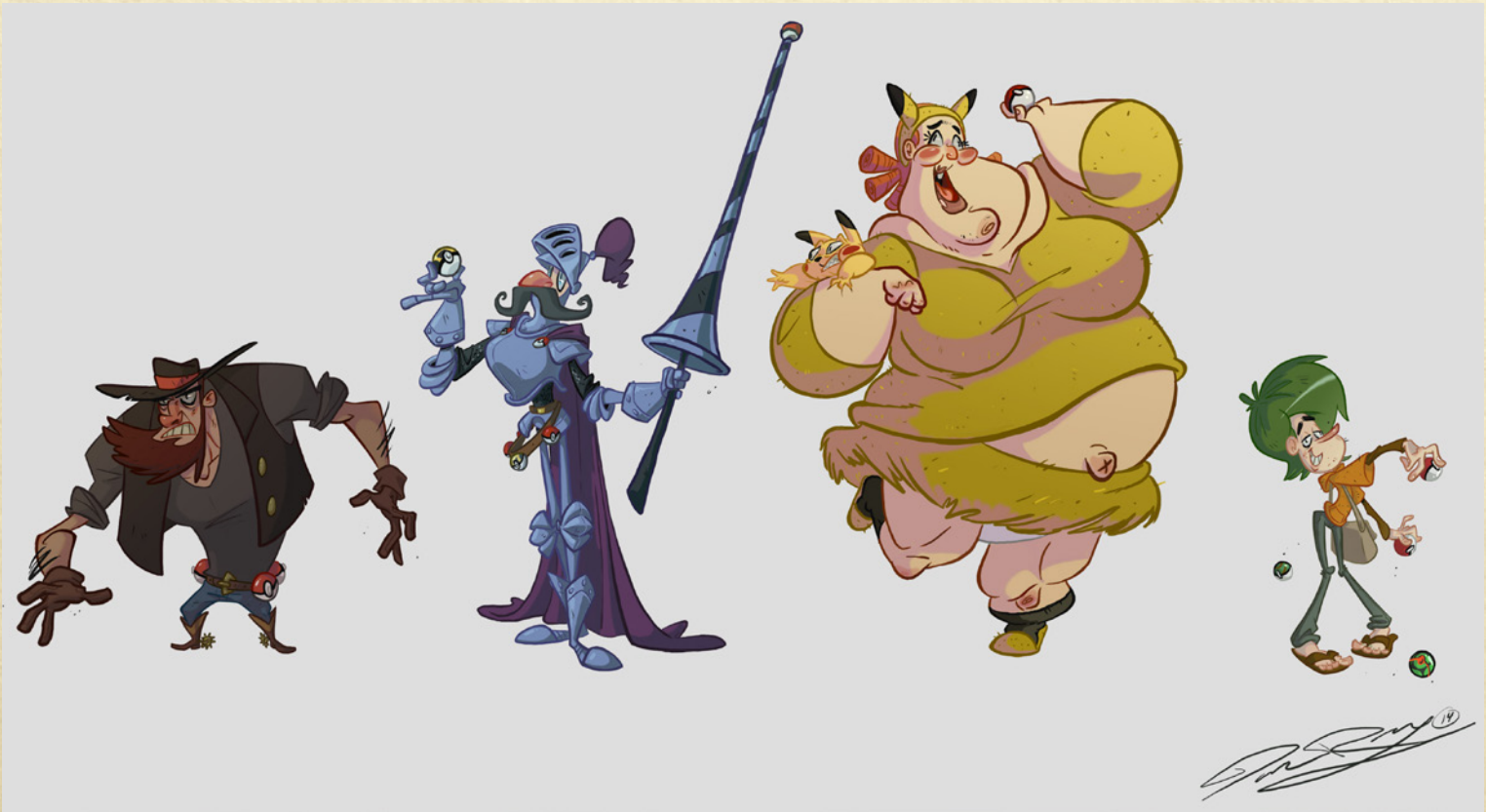
To aid you to make a fleshed out and believable character ask yourself these questions and answer them to the storyteller as your character would.

- 1. What's your name?
- 2. What is your age?
- 3. What's your Nature? (p. 40)
- 4. What's your occupation/concept?
- 5. What do you expect from the world of Pokémon?
- And most importantly:**
- 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.



A player should not start playing until he or she has answered these questions.





## 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

Head to the Training Pokémon Section (p. 68), in there you’ll find the costs for increasing the Attributes and Skills of your Trainer and Pokémon.



- Starter has 1 Pokémon.
  - Beginner has up to 2 Pokémon.
  - Average has up to 4 Pokémon.
- Only Ace and Professional may have a full party of 6 Pokémon with more in storage.





# 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.40).
- 4 Your Character's Age.
- 5 Your Name.
- 6 Your Character's Concept. (p.18)
- 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. 70).
- 11 Active Party Window. Write down the Pokémon you are currently carrying.

1

POKÉMON LEAGUE

Trainer's card

NAME: 2

NATURE: 3 AGE: 4

PLAYER: 5 CONCEPT: 6

MONEY: 9 EXPERIENCE: 10

HP 7

WILL 8

11

## 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.

12

STRENGTH

13

TOUGH

DEXTERITY

COOL

VITALITY

BEAUTY

INSIGHT

INTELLIGENCE

16

OTHER SKILLS

14

FIGHT

SURVIVAL

CONTEST

KNOWLEDGE

15

BRAWL

THROW

EVASION

WEAPONS

ALERT

ATHLETIC

NATURE

STEALTH

EMPATHY

TIQUETTE

INTIMIDATE

PERFORM

CRAFTS

LORE

MEDICINE

SCIENCE

## BACKPACK WINDOW

- 17 Potion's Pocket. List how many Potions you have and how many units remain in the bottle.
- 18 Small Pocket. Items in here can be used in-battle.
- 19 Main Pocket. Items in here can't be used during a fight.
- 20 Gym Badges Case.

Potion x

Super Potion x

Hyper Potion x

17

18

19

Badges

20



## 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 to not 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.

While similar, Pokémon are **NOT** people. They are mostly incapable of speech nor they see the world the same as humans do.



Most Pokémon are capable of Evolving, to learn more about the different ways Evolution is triggered, head to p. 127



Pokémon do not need to have a concept as Trainers do. Each Pokémon will behave according to the instinct their species gives them and following their **Nature (p. 40)**. 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.

If you are just starting your adventure, head to the Pokédex section of this book. p. 83

Look for this icon on the Pokédex entries:



Pokémon marked with this icon, are good Starter options for Novice Trainers.

A Starter Pokémon will be your companion during your journey, so it's better if you choose a Pokémon that matches you Trainer's personality.

And don't despair if you could not start with a Pokémon you wanted, this world is very vast and catching Pokémon is half the fun.

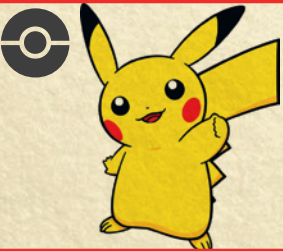



## Filling a Pokémon Character Sheet

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 raise your Pokémon's Level, they may be learned at once or one by one at storyteller's discretion. Moves with cost are bought with Experience.

#025 Pikachu	TYPE: Electric	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	STRENGTH ●●●●	0	Electric	Thunder Shock	0	Normal	Tail Whip
HEIGHT: 0.4m / 1'04"	DEXTERITY ●●●●●	5	Normal	Growl	7	Normal	Play Nice
WEIGHT: 6kg / 13 lbs	VITALITY ●●●●	10	Normal	Quick Attack	13	Electric	Thunder Wave
Mouse Pokémon	SPECIAL ●●●●	18	Electric	Electro Ball	21	Normal	Double Team
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.	INSIGHT ●●●●	23	Electric	Nuzzle	26	Normal	Slam
	BASE HP: 4	29	Electric	Thunderbolt	34	Normal	Feint
	DISOBEDIENCE: ●●●●●	37	Psychic	Agility	42	Electric	Discharge
	ABILITIES: Static	45	Psychic	Light Screen	50	Electric	Thunder
	EVOLUTION: Second Stage. Evolves with a Thunder Stone.	? Normal	Extreme Speed	? Water	Surf		
	 #172  #025  #026	? Electric	Volt Tackle				



# 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.40).
- 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. 79).
- 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/Channel/Melee.
- 12 Damage is equal to Strength/Special + Move’s Power.
- 13 Evasion is equal to Dexterity + Fight + Evasion.
- 14 DEF/SPDEF is equal to your Vitality score.
- 15 Starting Level is 1. (See p. 70)
- 16 Starting Experience is 0. (See p. 70)
- 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.44).
- 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 appropriate for your Pokémon species.

1

#000  
Name  
Nature  
Ability

2  
3  
4  
5

HP  
WILL

6  
7

8  
ITEM:

9  
STATUS:

10  
INITIATIVE:

11  
ACCURACY:

12  
DAMAGE:

13  
EVASION:

14  
DEF/SP. DEF:

15  
LEVEL:

16  
EXP.

17

FIGHT  
SURVIVAL  
CONTEST

18

19  
BRAWL  
CHANNEL  
EVASION  
CLASH

20  
ALERT  
ATHLETIC  
NATURE  
STEALTH

21  
ALLURE  
ETIQUETTE  
INTIMIDATE  
PERFORM

SIZE:  
WEIGHT:

20  
21

HAPPINESS  
LOYALTY

22  
23

TYPE:  
WEAKNESSES/RESISTANCES:

24  
25

DISOBEDIENCE:

26

27

STRENGTH  
DEXTERITY  
VITALITY  
SPECIAL  
INSIGHT

28  
TOUGH  
COOL  
BEAUTY  
CUTE  
SMART



## Mental and Physical Attributes

Before you jump into adventure, you need to know how you'll use the info on your character sheet.

These attributes and skills will be the tools for your character to interact in the world of Pokémon. Attributes and Skills 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. **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.**

The scores range from 1 to 5 in humans, but some of the stronger Pokémon can exceed that number.

- ●●

●●●

●●●●

●●●●●

●●●●●●
- 1 Point is Poor

2 Points is Average

3 Points is Good

4 Points is Excellent

5 Points is Superior

6 or more points is Inhuman

### Strength

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

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



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

### Dexterity

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

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

### Insight

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

<div>●●●●●●</div>	A brick wall seems more aware to its surroundings than you.
<div>●●●●●●</div>	You can perceive well enough. You do a little introspection from time to time.
<div>●●●●●●</div>	Your gut feelings are right most of the time.
<div>●●●●●●</div>	You could clearly understand what a Pokémon is trying to tell you.
<div>●●●●●●</div>	You feel the connection between yourself, the others and the world.
<div>●●●●●●</div>	Like <i>Blissey</i> , 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, controlling shadows, etc.



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

## Social Attributes

Most of the time you will be **roleplaying 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 raise 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.

<div><div></div><div></div><div></div><div></div><div></div></div>	You are as intimidating as a cute garden lily.
<div><div></div><div></div><div></div><div></div><div></div></div>	It can be scary when you make an angry scowl.
<div><div></div><div></div><div></div><div></div><div></div></div>	Others fear and respect you.
<div><div></div><div></div><div></div><div></div><div></div></div>	You command the ultimate authority.
<div><div></div><div></div><div></div><div></div><div></div></div>	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.

<div><div></div><div></div><div></div><div></div><div></div></div>	You're kind of awkward and rarely talk to people.
<div><div></div><div></div><div></div><div></div><div></div></div>	You can make new friends and be good company.
<div><div></div><div></div><div></div><div></div><div></div></div>	Popularity contests are not a problem, you're a people's person.

<div><div></div><div></div><div></div><div></div><div></div></div>	The charisma of a superstar, everyone admires your confidence.
<div><div></div><div></div><div></div><div></div><div></div></div>	You could befriend a <i>Voltorb</i> 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 enhance your Beauty attribute with make-up, clothing, and accessories.

<div><div></div><div></div><div></div><div></div><div></div></div>	You could take care of your appearance a lot more.
<div><div></div><div></div><div></div><div></div><div></div></div>	You look good enough. A little make-up wouldn't hurt.
<div><div></div><div></div><div></div><div></div><div></div></div>	People often compliment your appearance.
<div><div></div><div></div><div></div><div></div><div></div></div>	You attract the looks and favor of everyone around.
<div><div></div><div></div><div></div><div></div><div></div></div>	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 finding out the best solutions.

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

### Smart

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

<div><div></div><div></div><div></div><div></div><div></div></div>	Understanding simple actions like "fetch" and "attack" can be a challenge.
<div><div></div><div></div><div></div><div></div><div></div></div>	Can recognize itself and some objects by name.
<div><div></div><div></div><div></div><div></div><div></div></div>	Can understand simple mechanisms and even try to solve them without using force.
<div><div></div><div></div><div></div><div></div><div></div></div>	Can use tools to solve day to day problems and understand complicated orders.
<div><div></div><div></div><div></div><div></div><div></div></div>	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.



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 train them so they can grow stronger.

A **Skill** is a varied compendium of applied knowledge, broad but useful in most situations.

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 your base Skill**, you’ll need to learn more about the general sense of an 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 Non-Ranged combat, making contact with punches, kicks, tackles, bites etc.

Channel

Pokémon control the energy of their Type, using this specialty allows them to use their Ranged attacks a lot better.

Clash

Pokémon attacks often clash during battle, use this specialty to block a foe’s attack with one of your own.

Evasion

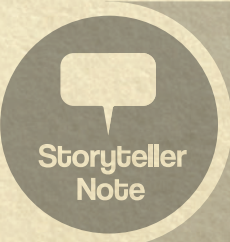
Dodging attacks is what you know best, you focus on cover, jumping out of range or fluid movements of the body to minimize the damage.

Throw

Trainers use this ability to throw Pokéballs, rocks, bait, darts and other projectiles.

Weapons

Humans don’t have Moves but they can use all kinds of weapons if their Pokémon isn’t around to protect them.



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:

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

## Survival Specialties

### Alert

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

### Athletic

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

### 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 letting 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:

<div><div></div><div></div><div></div><div></div><div></div></div>	What you do may look forced or sloppy.
<div><div></div><div></div><div></div><div></div><div></div></div>	Sometimes you get it right.
<div><div></div><div></div><div></div><div></div><div></div></div>	Your actions feel natural and enjoyable.
<div><div></div><div></div><div></div><div></div><div></div></div>	You are graceful and your presence is recognized.
<div><div></div><div></div><div></div><div></div><div></div></div>	If you wanted, you could bring tears to people's eyes with just the way you act.
<div><div></div><div></div><div></div><div></div><div></div></div>	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, your ability to sympathize to other's feelings and share their joys and sorrows will be measured by this specialty.

### 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, Impersonating, and 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 are taught in school, others will seek answers through the path of wisdom. Here's what you know:

<div><div></div><div></div><div></div><div></div><div></div></div>	You barely know how to write and read.
<div><div></div><div></div><div></div><div></div><div></div></div>	You have an Elementary Education.
<div><div></div><div></div><div></div><div></div><div></div></div>	You have high-school levels of knowledge.
<div><div></div><div></div><div></div><div></div><div></div></div>	You could major in a specific area.
<div><div></div><div></div><div></div><div></div><div></div></div>	Your knowledge is that of an expert in the field.
<div><div></div><div></div><div></div><div></div><div></div></div>	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 tales about the location and origin of the rare Pokémon in the area.



Medicine

How to take care of wounds, first aid, emergency care, give 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, chemistry, 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 (BHP)** 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. 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 your 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.

If you keep receiving damage after fainting, that damage will 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.



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.

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 on 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 Die**. Should the dice pool be zero, 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.

**The Trainer has to teach his 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 as a reward for good role-play.

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 (p. 31)

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.

## 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.

The 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, a **Pokémon usually has 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.

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 especially they want to feel useful.

We all share this world to make it better. Sometimes a Pokémon understands 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 will 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.

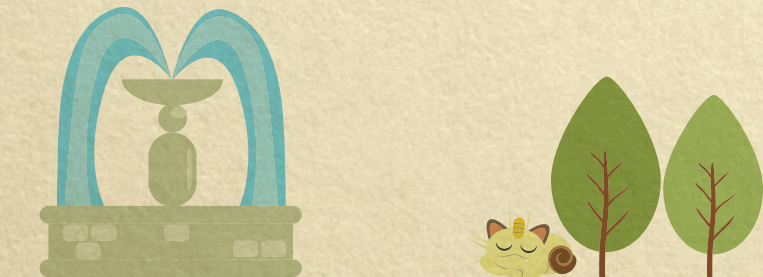
The *Dragon-Type* Pokémon along with *Ghost*, *Psychic* and *Dark-Type* are some of the most difficult to train, but all types have species that are more difficult than others.

Evolving is also a factor; a sweet and compliant Pokémon may evolve into a rampaging beast.

Disobedience score may also be assigned at storyteller'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.

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.



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 though you may never be able to control them doesn't mean they won't be able to give you their loyalty.

## 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 of your old board games!

To start playing, 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.

Unless it's something simple, every Action roll is an ensemble 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.

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 on the dice roll**, reducing the character's dice pool.

It all depends on 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

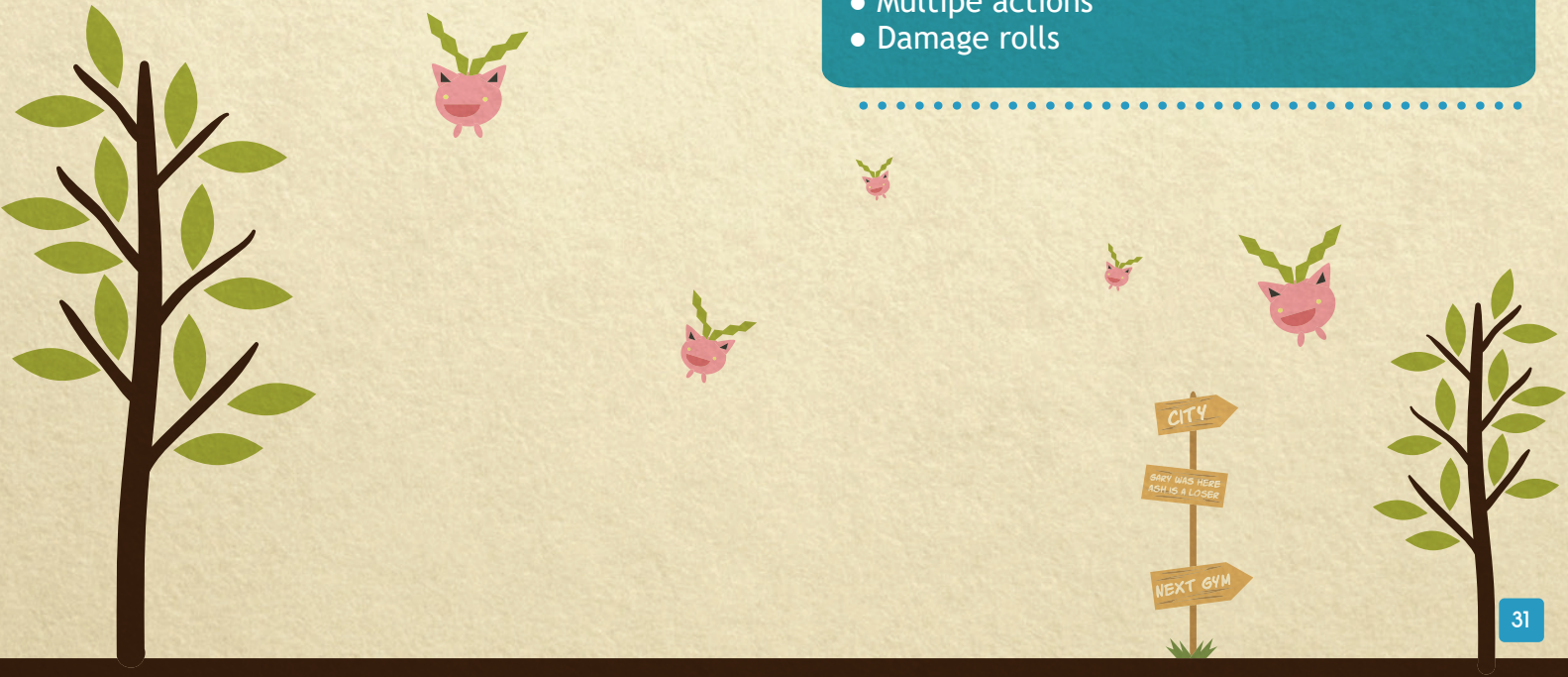
You always have a chance at any action, even a clumsy kid can get a strike of luck to impress everyone.

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 Die**.  
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.

Luck dice doesn't cover these situations:

- Will rolls
- Multiple actions
- Damage rolls









# 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.

Do 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 "The 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 timeline can help you to order 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 to the Problem:

This may be a faraway 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 and 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 every day. 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 to 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.

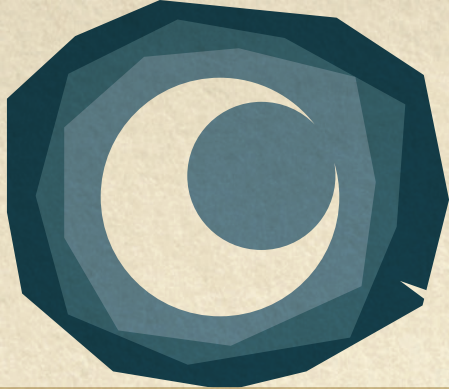
It’s common to see people start a Chronicle and never finish it. You can do it, though. Communication between players and storyteller makes all the difference.

Storyteller Rotation

Storyteller Rotation has a great advantage due to many people taking turns to storytelling. The characters will be provided with many more kinds of adventures because everyone has a distinctive way of thinking.

Storytellers may take a break and also play their characters and there’s more time to write better adventures. 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.





## 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 illogic. 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 story flow 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 in-game the interactions and comments they make out-of-game. The results may surprise you.



# 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. 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, like specially difficult battles or challenges.

- 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.

### 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. Points
21-30	3 Exp. Points
31-40	4 Exp. Points
41-50	5 Exp. Points
51-60	6 Exp. Points
61-70	7 Exp. Points
71-80	8 Exp. Points
81-90	9 Exp. Points
91-100	10 Exp. Points

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.

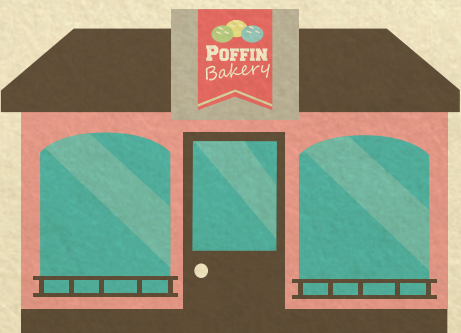
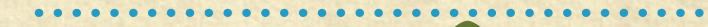


## Experience for multiple Pokémon in battle

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.





## 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 on the scene. Be 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

Forgetting 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 about rules and mechanics

Remember that the Storyteller will decide what’s appropriate in the story. If there is a conflict or a stalemate use common sense and prioritize the story flow over anything else.

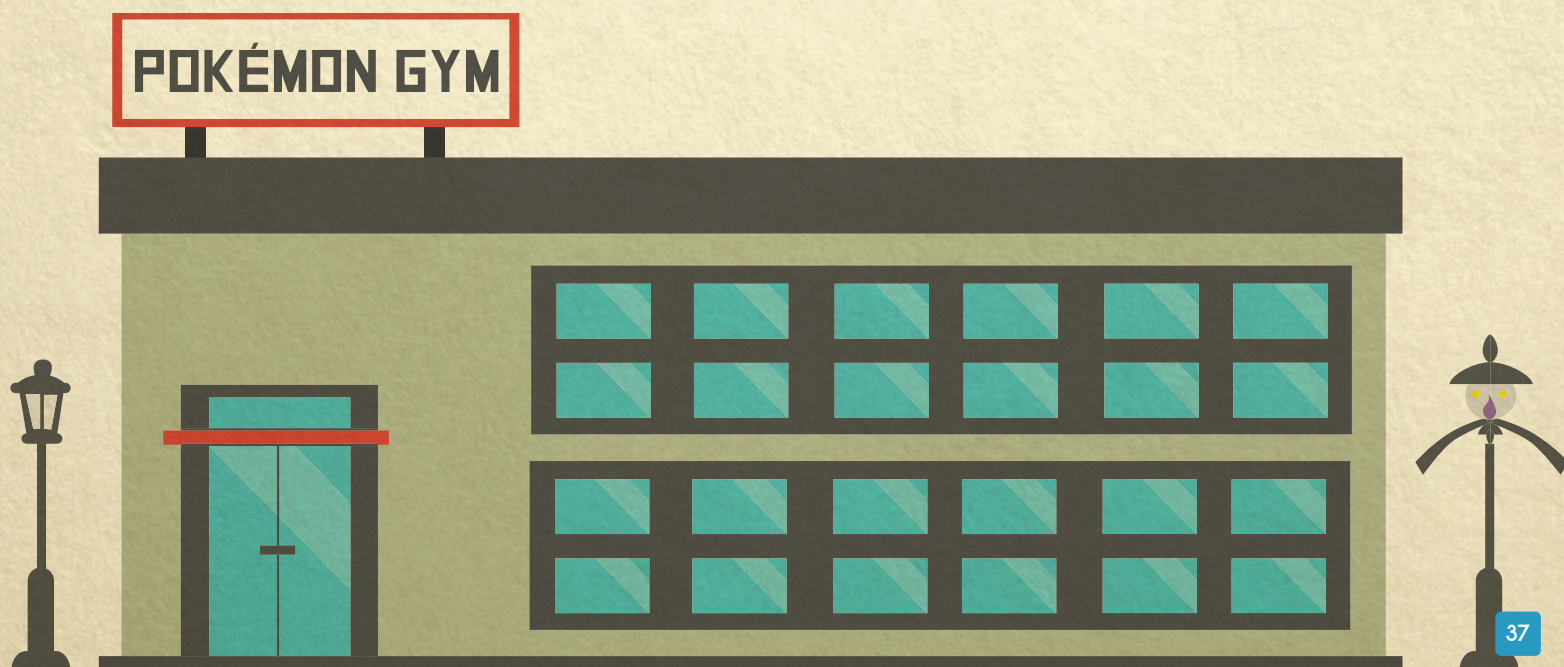
### Be a good player

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!















# Natures

Your *Nature* is your essence. For humans and Pokémon, it defines their values and what’s important to 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 show 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 can have their own 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.



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 are what they respect the most. You are either their equal or you’re 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 many thrills 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 of 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 to 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 revel in their sophisticated presence. They enjoy luxuries but can be quite demanding with their tastes. Give them the attention they seek and they'll shower you with glamour and style.

## Hardy

*Dependable, Resilient, Resourceful*

Life has been tough, but they know how to face any difficulty that may arise. The word "disheartened" is foreign to them. You'll rarely find them unprepared. Life is full of obstacles, yet they do their best to endure and overcome. Taking things lightly is difficult for them, but they are dependable. They'll help you get through the hardest of 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 another 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 of mind, they dislike routine and chores. They are the kind to circle 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 know the power to move a mountain lies in 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 a 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 people and Pokémon and have a natural talent to do it. They tend to keep their needs to themselves and sometimes stay in the background, but they are the ones to turn when you 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.

## Naughty

*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 in 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. 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 also famous for their quick-temper, loud-mouth, and foolhardy deeds.

## Relaxed

*Carefree, Meditative, Nonchalant*

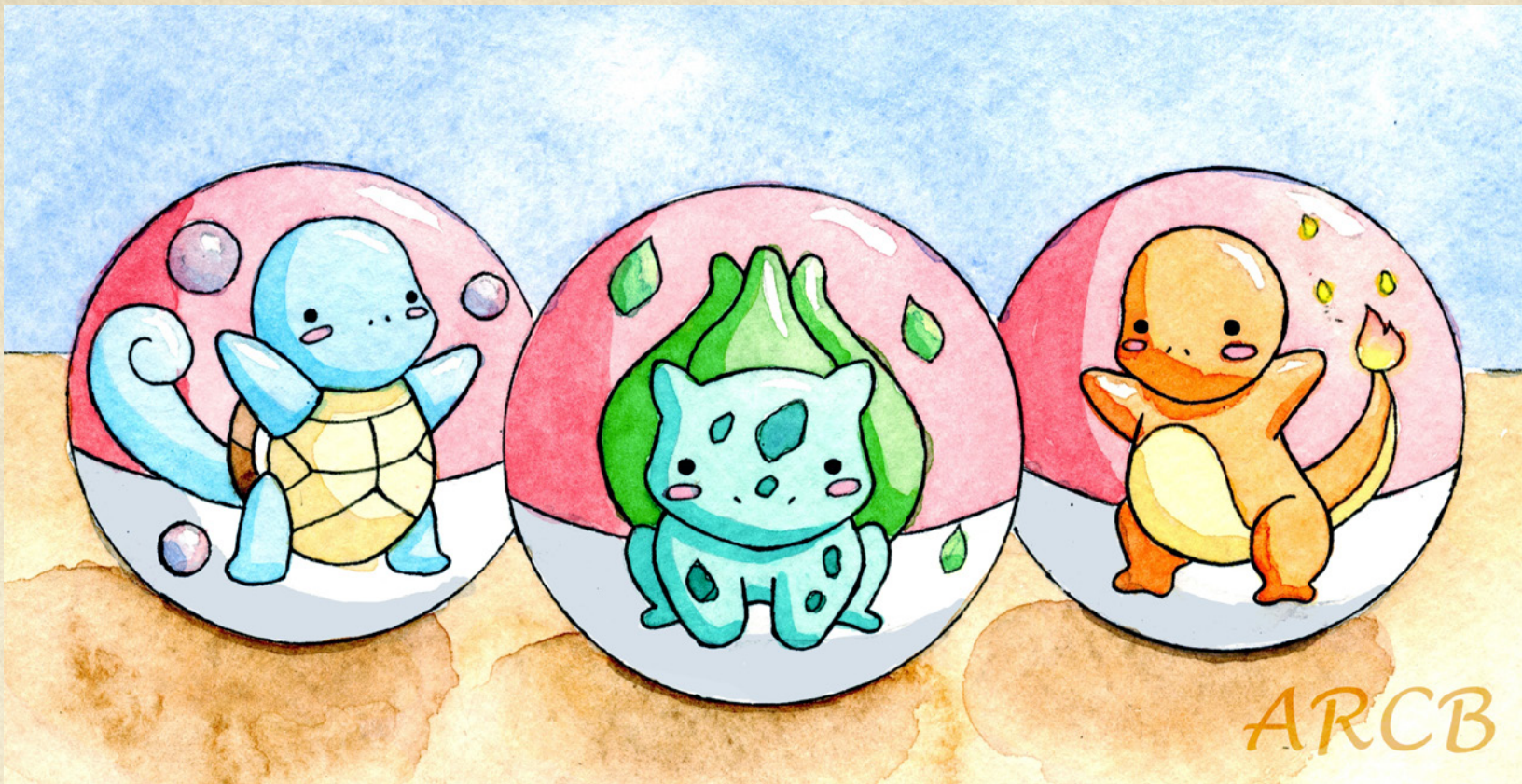
The problems of the world are not their problems. A Relaxed nature will allow its bearer to take it easy and never lose their cool. They will never stress over trivial matters and won’t instigate trouble. Should disputes arise, they will invite others to calm down through breathing and meditation. Some may call them carefree, they will call themselves enlightened.

## Sassy

*Lively, Irreverent, Mouthy*

They have an attitude, and those who take themselves too seriously may dislike it, but the Sassy natured are simply not afraid to voice their honest opinion and will always find ways to say their thoughts in a creative way. There are no middle grounds with them, they either love or hate something, so they can be difficult or easy to deal with, they won’t willingly bend to anyone but that is part of their charm.





## Serious

*Steadfast, Rigid, Committed*

They have a big sense of responsibility and won't appreciate when others don't take things seriously. If they have a duty to fulfill they will not stop until it's finished, in the meanwhile, everything else is a useless distraction. They have a hard time relaxing but if you want things 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 anything. Their confidence is usually placed 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.

Whenever a Player catches a new Pokémon you'll need to assign it a Nature. Take into account their species and/or ability to do this.

Storyteller  
Note

### 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!

## 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 portray the traits of your Nature, and how you learn to overcome the flaws of that personality, you will measure your role-playing skills. 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. The Storyteller must reward players who keep true to their Nature inside the game.

Every Nature has its 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, it's 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.





# Pokémon Battles

## The Different Pokémon Types

This world is filled with different sources of energy that Pokémon can control. They absorb it as part of their bodies or shape it into powerful attacks. The Pokémon that is especially proficient at using certain kind of energy is labeled with what we call a Type. Until now, **18 types of Pokemon** have been discovered.

Normal	Pokémon that are not especially proficient at controlling other energies.
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 committing dishonorable actions.
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

There are many ways to win during a battle; 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 resists 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-type 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: Beedrill, 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. Beedrill 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

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 Die 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.



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 its actions for this round. Every success the defender scores will reduce 1 success from the Accuracy Roll of its 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 dice we’ll know zangoose’s damage pool:

  
Zangoose’s Strength


+

  
Pursuit’s Power

–

  
Roselia’s Defense

=

  
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 Multiple Actions may get another turn. The order in which everyone takes this 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, Multiple Actions! Use Mega-Drain first!”–  
Orders Michael at the beginning of the Turn.

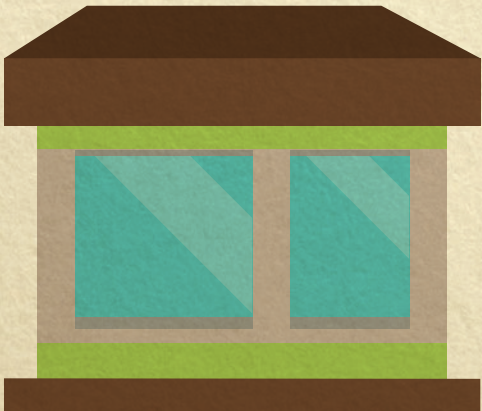
Zangoose sees the opening to use Quick attack.  
Michael realizes and quickly screams  
–Out of the way!–

Roselia evades at the cost of one of her actions but she’s now has the possibility to perform more actions this 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 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 its 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 its roll, it heard “poison gas” and it’s a move it doesn’t know. It starts scattering 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 is coming out from a safe environment within the Pokéball and into a chaotic battlefield.
- It will stay looking at its 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 not be able to attack or evade until the beginning of the next round.** Switch your Pokémon at the end of the round to avoid this Penalty.

In official League matches where switching is allowed, you 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.

This 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.



## 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.

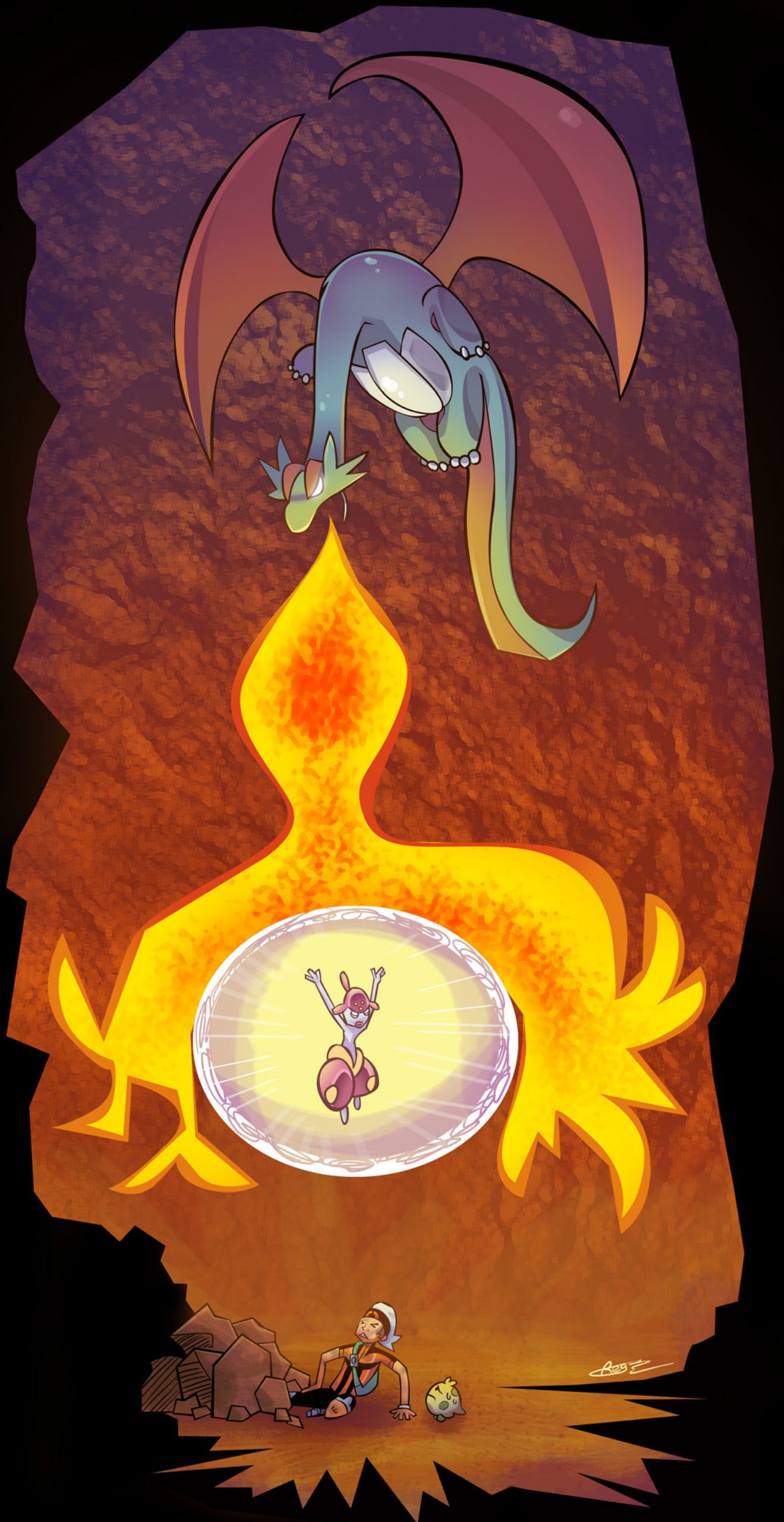
Some Pokémon can learn devastating moves able to inflict Lethal Damage directly.

Unlike regular damage, that heals itself over time, receiving 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 from 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.

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



If a Pokémon or Trainer is going to die, make it meaningful, 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.

Before you Roll your first action, you must declare you're going to take Multiple Actions this Round. Right after that, proceed to:

### Step One: Gather the dice pool for your action.

e.g. Dexterity + Fight + Channel

### Step Two: Subtract dice according to the following table.

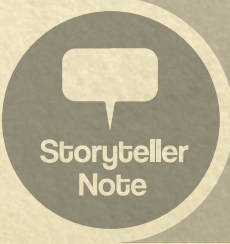
Multiple Action	Dice Removed from Pool
1st Action	-2
2nd Action	-4
3rd Action	-6
4th Action	-8
5th Action	-10

Up to 5 multiple actions per character may be performed each round, and it gets harder and harder the more you push your skills.

Increase your Attributes, Skills, and Specialties to do more actions; however, you must have a Dice Pool of **at least one dice** to be able to perform a Multiple Action. If you run out of Dice, more actions are impossible.



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.



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 how much you can do if you train to 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, so 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.

Chuckie's Attributes are:

Dexterity Intelligence

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

4

+

2

-

2

=

4

Chuckie's Dexterity

Chuckie's Survival

1st Multiple Action

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

+

3

-

4

=

3

Chuckie's Dexterity

Chuckie's Fight

2nd Multiple Action

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

+

4

-

6

=

1

Chuckie's Intelligence

Chuckie's Knowledge

3rd Multiple Action

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 exceptions being: **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 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.

### Holding Action

When you declare to hold your action your character will remain immobile looking at the foe, this will seem like an invitation to 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.

52



### Evading

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.

### Clashing Attacks

Some Pokémon are not dexterous enough to be constantly evading, but they can rely on their sheer power to fend off their foe’s attacks by making what we call a *Clash*.

After an opponent makes its accuracy roll you can order your Pokémon to use one of its own Damaging Moves (i.e. Thunderbolt, Water Gun, Close Combat) to try to deflect most of the damage. Gather your current pool of:

Strength/Special + Fight + Clash

If you score more successes than the foe’s Accuracy roll, the foe will receive 1 automatic damage, however, you will still suffer 1 damage dice from the foe’s Move, as both Pokémon get caught in the explosion.

All Damage taken from a Clash is still affected by the Super Effective and It’s Not Very Effective rule.

While not as effective to reduce damage intake as Evasion, Clashing attacks is a good option for slower but strong and resilient Pokémon.

Once you use Move for a Clash you can’t repeat it during the same Round; You’ll have to wait until the next one!

Trainer Tips



Support Moves, Moves that ignore Defenses and Moves that have a Set Damage can’t be Clashed.

### Taking Cover

A Cover, on the other hand, will help you resist damage against Ranged attacks depending on much of your body is covered.

Body Coverage	Dice Removed from Foe’s Damage Pool
1/4	-1
1/2	-2
FULL	-3

It is possible to avoid damage completely at Storyteller’s Discretion. A Cover may also be reduced or destroyed after taking a few hits.



You can use the Maneuver “Cover an Ally” to use your body as a shield for a small Pokémon. Or you can make a big Pokémon use it to cover yourself!

### Same Type Attack Bonus (STAB)

All Pokémon can control different types of energy. For example, a Grass-Type can control plants as if they were its 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 its 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 match 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.





### Low Accuracy Moves

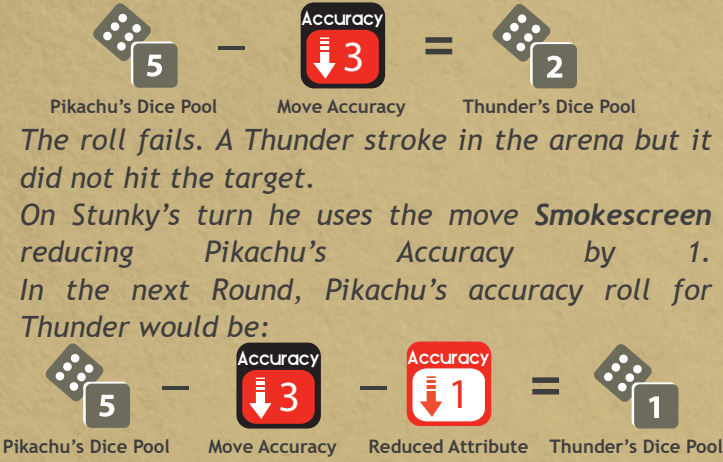
If you perform a move labeled with a sign like this:



Decrease the noted number of dice from your Accuracy pool.

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:*



*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:*



*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 a valid strategy to reduce your foe's Attributes to get an advantage. If you combine this with increasing your own Pokémon Attributes, you will be on the right path to victory.

**A move may increase or decrease an attribute by 1, 2 or 3 points, this effect is only temporary.**

These points do not stack on the same attribute, but instead only take into account the move with the highest modifier.

*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

**Temporary increases 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.

**Temporary increases 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 of 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.

Your little pink Snubull goes into battle against an 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.

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:

Archen's Strength (4) + Crunch's Power (3) + Critical Hit Bonus (2) - Amaura's Defense (2)

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

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.



Also, Moves labeled 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, a 6-second Round is too-short a 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**  
Roll dice equal to Half the Pokémon's HP.



**High Heal**  
Roll dice equal the Pokémon's full HP.



**Fixed Heal.**  
For example: Heal up to 2 Damage.



**Fixed Heal.**  
For example: Heal up to 2 Lethal Damage.

If your Pokémon makes the accuracy 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 Accuracy roll fails you don't need to spend the Will Point.

Healing Moves are not infinite, Your Pokemon's Will score can run out before recovering all of its HP.  
Always carry Potions!



You can only heal 3 HP per round when using Potions and most healing moves, but moves identified with this icon.



**Complete Heal**  
Are able to heal up to 5 HP per round.

Once you reach the healing limit or the Subject restores its full HP, the recovery stops and any remaining points will be 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:*



**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 3 units of Potion that will restore 3 HP 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.*

*A couple of rounds pass and someone activated Sunny Weather in the field, Meganium has 5 HP so you order it to use the move Synthesis, one of its effects being:*



**If Sunny Weather is in effect this Move becomes a High Heal.**

*Meganium makes its roll and it scores 5 successes, which means it would recover 5HP, but Meganium's HP only has taken 4 damage at the moment. So Meganium heals 4HP and the remaining point is lost.*

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



## Holding Back

Sometimes it’s more convenient to contain the full force of your Pokémon’s 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.

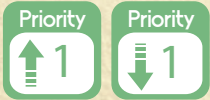
If your Pokémon has points on Disobedience, you’ll need to roll its Loyalty in order for it to do as you command and really restrain its attacks.



## 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:



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 its move but it will take effect at the end of the Round.

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: once you announce a Priority Move, your foe may change his order/action to try to Evade it or use another Priority Move!

**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 opposite will take effect at the End of the Round, it may look like the foe is holding their action while in reality, it is just about to strike.



## 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 succession.



For every Shield Move you use in the same round, you'll be adding an extra reduced Accuracy. That means:



And so on if you keep using them uninterruptedly.

### Successive Actions

Multiple Actions are handled per round. But some moves have the special property of unleashing all actions at once, these are called “Successive Actions”

Moves marked with this symbols:

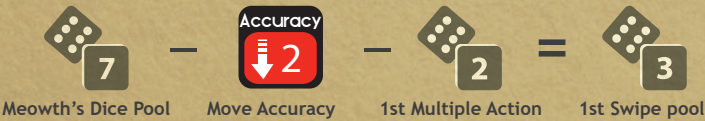


Mean that you can unleash from 2 to 5 multiple actions in a single attack!

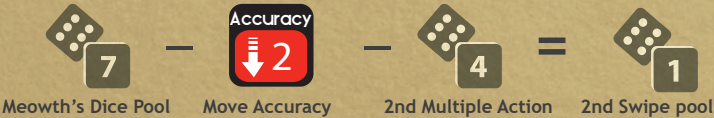
*Meowth* will use the move *Fury Swipes*, which is a Successive Action move.

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:



*Meowth's* second swipe:



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 enhanced or diminished by weather conditions. Harsh Sunlight, Rain, Snow, and Sandstorms 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 in arid regions and barren lands.



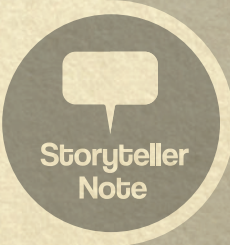
**Hail Weather**  
Typical in areas close to cold and snowy places.

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.



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 their total damage reduced by 1.
- No Pokémon can be affected by the Frozen Status Condition.

## 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 their 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 hard to breathe 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 paralyzing.

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:

Burn 1

Burn 1

*A part of your body caughted 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.

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.

Storyteller Note

Some conditions may worsen if left unattended, a small flame can grow into a raging fire, a light nap could become a deep slumber.

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 repercussions 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 its 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 nauseous. 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 Round. Roll Vitality -2. If successful, you do not receive the damage this round.

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



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

If these Status Conditions go without healing, you will make a roll to resist their effects every hour when resting, or every round when performing a strenuous physical activity.

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.*

Badly Poisoned

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 for 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 your body can't resist any longer.

Sleep

Sleep

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

Effect: The subject falls into a deep slumber and cannot perform any action until it wakes up. Grass-type Pokémon are immune.

Resist: If the subject is in Batte or under stress, roll its Insight at the beginning of its attempted action, the subject wakes up after adding up 5 successes.

Duration: 5 minutes.

Confused

Confuse

*Did someone just order you to hit yourself?*

Effect: All of the subject's rolls have two extra 1's on them. If the Action fails inflict 1 point of damage to the subject.

Resist: The subject rolls Insight instead of taking an action, after adding up 5 successes the Status is removed.\*

Duration: If not resisted, one scene or until the subject is switched out.

Disabled

Disable

*Something is preventing you from using your attack!*

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

Resist: Can't be resisted.

Duration: Ranges from a few Rounds to a Scene.

Flinched

Flinch

*You want to react but your body does not respond!*

Effect: The subject loses its next action.

Resist: Can't be resisted.

Duration: 1 Action.

In Love

Love

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

Effect: The subject refuses to take an aggressive 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.

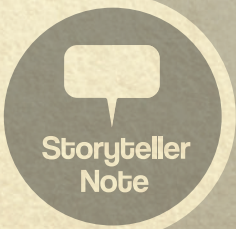
You and your Pokémon are a team, together you share victory and you share defeat. The road to success is built around failures. Don't lose heart, and keep trying!

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 their 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 all of the 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!



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 their action or performance would look, use the **Success Table** on page 30, 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.

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 or try to gain the trust and respect of a Pokémon that seems especially wary.

Some Pokémon are so rare that people don’t know if they are real or legends. To find them all 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 their nature.

### Shiny Pokémon / Alternate Forms

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, the so-called “Shiny Pokémon” are distinguished by the sparkles they leave behind as if they were coated in a glittery dust. Their exotic look makes them highly appreciated and 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.

On the other hand, Alternate Forms refer to Pokémon of the same species that somehow look different from each other although with some resemblance still. This change may be only aesthetic, **but in most cases, it involves a change in Typing, Attribute Limits, Moves and/or Abilities.**

It usually depends on the Pokémon’s environment as they are live creatures who adapt to different circumstances, like harsh climates, scarce shelter or the food available.

Some Pokémon may even change forms at will.

### 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 their size and weight keep 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:

$$\text{Size in Ft.} \times \text{Size Percentage} = \text{Base HP} \quad (\text{rounded down})$$

*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 Ursaring'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 in its species natural capabilities.

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 its 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 a tie, 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.



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 unconsciousness.

## 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.

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



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



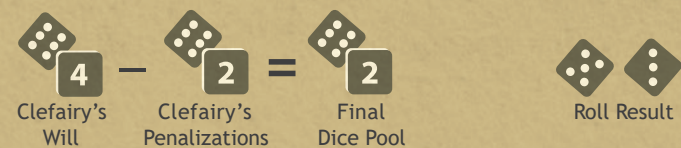
Leslie found a Clefairy and is now trying to catch it.

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 Die from its roll to resist the Pokéball for each -1 it has due to Pain.

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

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





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.



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 raise and nurture 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 pokédollars. 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 pokédollars in less reputable places, but it is up to you to 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 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 for 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 on 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 Pokémon 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.



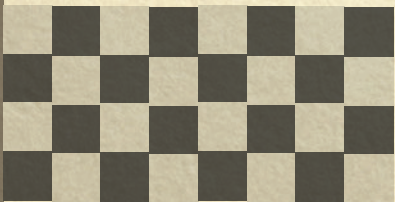
Your Pokémon will be tired after a training session and may need to rest for at least an hour.



## 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 starting 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.



It's up to you to determine how often Players can make Training Rolls, usually 1 or 2 game sessions apart. You may even have game sessions exclusively for Training.

Players may roll more often if their training is more demanding or creative. It may take longer to make the Training Roll if the Pokémon are not practicing properly or not practicing at all.



## ■ Training a Disobedient Pokémon

You will subtract dice from your Training Roll equal to the total Disobedience Score of your rebellious 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's 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 New Moves, Forgetting old ones.

Sometimes you Pokémon are able to learn incredibly good moves but the experience required for it is simply too much.

You don't need to stick to your old moves simply because you already got them. **Pokémon are able to forget a Move they already know.**

When your Pokémon forgets a Move you recover the Experience points you used for it. However, you can only use those Experience points to buy another move from its Move Pool.



It's best to save up Exp. and get an extra from forgetting a Move to get a new one.  
If the move you buy cost less than the one you forgot you'll waste Exp.

## ■ Move Tutors

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.





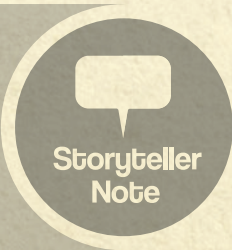
## Rising Attributes & Gaining Level

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.

TRAIT	EXPERIENCE COST
Attributes	10x Current Score
Social Attributes	Awarded when buying a point in a linked Attribute
New Skill	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**; if you buy the second point, it will grow two levels if you buy the fifth, it will grow five levels and so on. **Moves** you buy (Except those with a cost of zero experience) **will only increase 1 level** to your Pokémon. **Humans do not have levels.**

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.



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's Limits are different for each species and tend to increase with evolution.

Even if a Pokémon's Limit 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.

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.



Overtraining

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 through 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 its un-evolved stage.

That is what we call Overtraining and it is a costly but rewarding practice amongst Trainers. 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.



Once your Pokémon evolves and the Limit has been surpassed you cannot increase the Attribute any further.







# Items for the Journey

## Trainer's Basics

Traveling alone through the wild can be pretty tough. Your Pokémon companions will keep you safe, but 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 Items 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 rich 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.	



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 through 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. 56). 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.

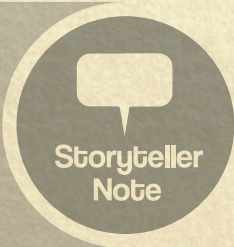
ITEM	PRICE
Antidote	\$100.00
A shot that quickly reduces the fever and relieves the pain.	HEALS POISON & POISON+
Awakening	\$250.00
Sprays a water-based solution to awake a drowsy Pokémon.	HEALS SLEEP
Burn Heal	\$250.00
A powder that douses the fire and aids in the healing of the burnt area.	HEALS BURN 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

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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.

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 of the bloodstream.	HEALS POISON
Persim Berry	COMMON
A strong flavored berry to snap out of confusion.	HEALS CONFUSION
Rawst berry	UNCOMMON
Its 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



Berries are a common ingredient in Pokémon food. Try to search for them whenever you can and discover their many properties!



Pokémon will gladly eat any Berry, 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. <i>Extremely rare to find.</i>	RECOVER FULL HP & RESTORE AWARENESS

Pokémon really dislike these herbs and powders. Treating their injuries with this type of medicine will reduce their 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 possible. For those situations, Revives are sold.

Revives are shards of a 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 consciousness 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

Once used, a Revive will lose it’s energy.  
Try to keep at least one with you for emergencies.

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.

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
<b>Berry Juice</b> This mixed drink of various berries is also quite refreshing. Some Pokémon produce it naturally.	<b>\$100.00</b> <b>RESTORES UP TO: 2 HP</b>
<b>Fresh Water</b> Full of electrolytes and just the right amount of sodium, restores the vitality of those who are tired.	<b>\$200.00</b> <b>RESTORES UP TO: 4 HP</b>
<b>Sodapop</b> This Sugary drink gives you a quick shot of energy after being quite tired.	<b>\$250.00</b> <b>RESTORES UP TO: 5 HP</b>
<b>Lemonade</b> The Citric boost and added vitamins make this a favorite after exercise.	<b>\$300.00</b> <b>RESTORES UP TO: 6 HP</b>
<b>MooMoo Milk</b> Found in organic farms, this milk is full of calcium and is right out of the Miltank.	<b>\$350.00</b> <b>RESTORES UP TO: 7 HP</b>

Fresh Water can be found in the wild. You can place a source or a fountain before a grand-scale battle.



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 magical 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
<b>Pokéball</b> A basic ball for catching Pokémon and carrying heavy items.	<b>\$200.00</b> <b>SEAL POTENCY: 2 DICE</b>
<b>Greatball</b> A sturdier barrier protects the seal allowing an easier catch.	<b>\$600.00</b> <b>SEAL POTENCY: 4 DICE</b>
<b>Ultraball</b> The best seal in the market to ensure the catch of stronger Pokémon.	<b>\$1,200.00</b> <b>SEAL POTENCY: 6 DICE</b>
<b>Masterball</b> 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.	<b>NOT FOR SALE</b> <b>SEAL POTENCY: UNKNOWN</b>

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-protein kibble made for athletes. <i>Add 1 dice to the next Training Roll of the Pokémon.</i>	



## 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 <u>ONE USE</u> <u>ONLY</u>
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 Pokémon evolve without any kind of intervention, just by growing stronger ang gaining level, others evolve by being nurtured and gaining Happiness or Loyalty, 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: 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
Its crystal-like surface allows you to see a ball of light inside.	
Dusk Stone	NOT FOR SALE
This stone seems to suck the light around 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, as there would be no proof of 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 a 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 that 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 special effects.

A Pokémon may only have one active Held Item for the scene. It may be able 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 effect with the highest modifier.









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.

















ITEM	RARITY
<b>Black Belt</b> After years of training in martial arts you can proudly wear this. Adds damage to a certain type of moves.	UNCOMMON  Fight
<b>Black Glasses</b> These glasses make you look cool and mean. Adds damage to a certain type of moves.	COMMON  Dark
<b>Charcoal</b> A piece of special charcoal that never turns to ash and keeps a steady flame. Adds damage to a certain type of moves.	UNCOMMON  Fire
<b>Dragon Fang</b> A Dragon Pokémon that fought fiercely lost this fang. It's sprit lives within. Adds damage to a certain type of moves.	RARE  Dragon
<b>Hard Stone</b> A Stone that is embed on the body to protect it from impact. Adds damage to a certain type of moves.	COMMON  Rock
<b>Magnet</b> This magnet keeps positive and negative charge within itself. Adds damage to a certain type of moves.	UNCOMMON  Electric
<b>Metal Coat</b> This chromed coat keeps all surfaces shiny. Adds damage to a certain type of moves.	RARE  Steel
<b>Miracle Seed</b> It is said that this seed came from the same forest as the tree of life. Adds damage to a certain type of moves.	UNCOMMON  Grass

ITEM	RARITY
<b>Mystic Water</b> A small vessel with water that emits a mysterious glow. Adds damage to a certain type of moves.	RARE  Water
<b>Never-Melt Ice</b> A magical piece of ice that never melts. Adds damage to a certain type of moves.	RARE  Ice
<b>Poison Barb</b> This poison-infused barb is sure to take the toxines into the foe. Adds damage to a certain type of moves.	UNCOMMON  Poison
<b>Sharp Beak</b> A sharp metal cover for the beak of your Pokémon. Adds damage to a certain type of moves.	COMMON  Flying
<b>Silk Scarf</b> Just a regular everyday normal scarf. Nothing special about it. Adds damage to a certain type of moves.	COMMON  Normal
<b>Silver Powder</b> Be careful as this powder is itchy and gives you allergies. Adds damage to a certain type of moves.	COMMON  Bug
<b>Soft Sand</b> A pouch with special sand that's smooth and soft to the touch. Adds damage to a certain type of moves.	UNCOMMON  Ground
<b>Spell Tag</b> An old piece of paper that once sealed the spirit of an angry spirit. Adds damage to a certain type of moves.	RARE  Ghost





ITEM	RARITY
<b>Twisted Spoon</b> A spoon that bends with the power of the mind. Adds damage to a certain type of moves.	<b>COMMON</b>  Psychic
<b>Light Ball</b> A rare ball of light that reacts only to a Pikachu's energy.	<b>UNCOMMON</b>  
<b>Lucky Punch</b> A set of boxing gloves specially fit for a Chansey or Blissey's arms.	<b>UNCOMMON</b> 
<b>Stick</b> A piece of Leek that allows Farfetch'd to fight swiftly. You can also cook it; it is delicious.	<b>COMMON</b> 
<b>Thick Club</b> A heavy bone piece, only Cubone and Marowak react to the remains.	<b>UNCOMMON</b> 
<b>Amulet Coin</b> A good luck charm that is said to bring money to your pocket. If your Pokémon wears it, it will bring you fortune.	<b>RARE</b> DOUBLE ANY MONEY PRIZE
<b>Eviolite</b> A strange lump that boosts the defenses of an un-evolved Pokémon.	<b>RARE</b>  
<b>Expert Belt</b> The belt of a seasoned warrior who knows many techniques. Adds damage to Super Effective Moves.	<b>RARE</b>  Super Effective

ITEM	RARITY
<b>Life Orb</b> A magic orb that grants great power at the cost of the life energy of the wielder. (Adds damage & recoil to all attacks)	<b>RARE</b>  
<b>King's Rock</b> A crown-shaped rock that makes some Pokémon feel like the king.	<b>RARE</b> 
<b>Lucky egg</b> A small egg that's said to contain happiness inside.	<b>RARE</b> RECEIVE 1 EXTRA EXP. POINT PER BATTLE
<b>Quick Claw</b> This claw allows you a firm grip on the ground to move faster.	<b>UNCOMMON</b> 
<b>Razor Claw</b> This sharp claw can pierce through tough surfaces with ease.	<b>RARE</b> 
<b>Razor Fang</b> A big pair of fangs that make you look like a vampire.	<b>UNCOMMON</b> 
<b>Rocky Helmet</b> A helmet covered with sharp edges and rocks. Deal damage to a foe attacking you with a Non-ranged Physical Attack.	<b>UNCOMMON</b> 
<b>Wide Lens</b> A magnifying glass used to see the small details.	<b>COMMON</b> 











# 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 its 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.

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.

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 44.

### 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 70

### Base HP (BHP)

The starting HP of the Pokémon. Add the Vitality Score to get the Total HP. See page 27.

### Disobedience score

Some Pokémon are naturally prone to dislike and disobey orders.

For more information about Disobedience check pages 28 & 69.

### Ability

Special Abilities for the Pokémon.

Check Pokémon Abilities chapter, page 371.

### Evolution

The Evolutive line and stage of the Pokémon, along with the way it most commonly evolves. p. 127

### Moves

The complete list of moves for the Pokémon and their experience cost.

Moves marked with a "?" can be obtained at Story Teller's discretion.

For more information about moves see page 298.

### Starter Icon

Pokédex entries marked with this Icon:



Are suitable Pokémon for a **Starter Trainer**.

**THESE ARE MERE SUGGESTIONS, THOUGH.**


Your Storyteller will decide if they are fit for the campaign; some of them may have Disobedience or be Second Stages with none of its Pre-Evolution Moves.







#005 Charmeleon



HEIGHT:  
1.1m / 3'07"




WEIGHT:  
20kg / 42 lbs

Flame Pokémon  
It turns aggressive after evolving, so 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.





TYPE: Fire

STRENGTH ●●●○  
DEXTERITY ●●○○○  
VITALITY ●●●○  
SPECIAL ●●○○○  
INSIGHT ●●●○  
BASE HP: 4  
ABILITIES: Blaze

EVOLUTION: Second Stage.  
Evolves after reaching a certain level.

#004#005#006


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		
EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME		STRENGTH	●●●●●		
0	Flying	Air Slash	0	Normal	Smokescreen		DEXTERITY	●●●●●		
0	Dragon	Dragon Claw	0	Ghost	Shadow Claw		VITALITY	●●●●●		
0	Normal	Scratch	0	Normal	Growl		SPECIAL	●●●●●		
0	Fire	Ember	17	Dragon	Dragon Rage		INSIGHT	●●●●●		
21	Normal	Scary Face	28	Fire	Fire Fang		BASE HP:	5	DISOBEDIENCE:	●●●●●
32	Fire	Flame Burst	36	Flying	Wing Attack		ABILITIES:	Blaze		
41	Normal	Slash	47	Fire	Flamethrower		EVOLUTION: Final Form.			
56	Fire	Fire Spin	62	Fire	Inferno		 #004  #005  #006			
71	Fire	Heat Wave	77	Fire	Flare Blitz					
?	Electric	Thunder Punch	?	Dragon	Outrage					
?	Fire	Blast Burn								
						</				

[illegible]

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			

## #008 Wartortle



**HEIGHT:** 1m / 3'03"

**WEIGHT:** 23kg / 50 lbs

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.

**TYPE:** Water

**STRENGTH:** ●●●●

**DEXTERITY:** ●●●●

**VITALITY:** ●●●●●

**SPECIAL:** ●●●●




**INSIGHT:** ●●●●●

**BASE HP:** 4

**DISOBEDIENCE:** ●●●●●

**ABILITIES:** Torrent

**EVOLUTION:** Second Stage.  
Evolves after reaching a certain level.



#007

#008

#009



#009 Blastoise



HEIGHT: 1.6m / 5'03"

WEIGHT: 170kg / 380 lbs

Shellfish Pokémon

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.

TYPE: Water

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 5


DISOBEDIENCE: ●●●●●

ABILITIES: Torrent

EVOLUTION: Final Form.


#007

#008

#009

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



HEIGHT: 0.3m / 1'00"

WEIGHT: 3kg / 6 lbs

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.

TYPE: Bug

STRENGTH ●●●

DEXTERITY ●●●●●

VITALITY ●●●

SPECIAL ●●●


INSIGHT ●●●


BASE HP: 3


DISOBEDIENCE: ●●●●●

ABILITIES: Shield Dust

EVOLUTION: First Stage. Evolves while still young.


#010

#011

#012

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



HEIGHT: 0.7m / 2'04"

WEIGHT: 10kg / 22 lbs

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.

TYPE: Bug

STRENGTH ●●●

DEXTERITY ●●●

VITALITY ●●●●●

SPECIAL ●●●


INSIGHT ●●●


BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Shed Skin

EVOLUTION: Second Stage. Evolves after 7 days in this form.


#010

#011

#012

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Harden	?	Steel	Iron Defense
?	Electric	Electro Web			

#012 Butterfree



HEIGHT: 1.1m / 3'07"

WEIGHT: 32kg / 70 lbs

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.

TYPE: Bug Flying

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●


BASE HP: 5


DISOBEDIENCE: ●●●●●

ABILITIES: Compoundeyes

EVOLUTION: Final Form.

#010


#011

#012

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
43	Flying	Air Slash	46	Bug	Quiver Dance
?	Ghost	Nightmare	?	Bug	Signal Beam
?	Electric	Electro Web			



#013 Weedle



HEIGHT: 0.3m / 1'00"

WEIGHT: 3kg / 6 lbs

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.

TYPE: Bug

Poison

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH ●●●

DEXTERITY ●●●●

VITALITY ●●●

SPECIAL ●●●




INSIGHT ●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Shield Dust

EVOLUTION: First Stage. Evolves while still Young.



0 Poison Poison Sting

15 Bug Bug Bite

0 Normal String Shot

? Electric Electro Web

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

#014 Kakuna

TYPE: Bug

Poison

STRENGTH ●●●

DEXTERITY ●●●

VITALITY ●●●●

SPECIAL ●●●




INSIGHT ●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Shed Skin

EVOLUTION: Second Stage. Evolves after 10 days in this form.



0 Normal Harden

? Electric Electro Web


? Steel Iron Defense

HEIGHT: 6 m / 2'00"

WEIGHT: 10kg / 22 lbs

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 that may roam close to it.



#015 Beedrill



HEIGHT: 1 m / 3'03"

WEIGHT: 30kg / 65 lbs

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.

TYPE: Bug

Poison

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●


INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Swarm

EVOLUTION: Final Form.



0 Normal Fury Attack

16 Bug Twineedle

22 Dark Pursuit

25 Poison Toxic Spikes

31 Psychic Agility

37 Poison Poison Jab

45 Bug Fell Stinger

? Flying Tailwind

13 Normal Focus Energy

19 Normal Rage

23 Poison Venoshock

28 Bug Pin Missile

34 Dark Assurance

40 Normal Endeavor

? Ground Drill Run

? Ghost Ominous Wind

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

#016 Pidgey

TYPE: Normal

Flying

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●

SPECIAL ●●●




INSIGHT ●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Keen Eye & Tangled Feet

EVOLUTION: First Stage. Evolves after honing its flight skills.



0 Normal Tackle

9 Flying Gust

17 Normal Whirlwind

25 Flying Feather Dance

33 Flying Wing Attack

41 Flying Tailwind

49 Flying Air Slash

? Dark Feint Attack

? Steel Steel Wing

5 Ground Sand-Attack

13 Normal Quick Attack

21 Dragon Twister

29 Psychic Agility

37 Flying Roost

45 Flying Mirror Move

53 Flying Hurricane


? Normal Uproar

HEIGHT: 0.3m / 1'00"

WEIGHT: 2kg / 4 lbs


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.





#017 Pidgeotto



HEIGHT: 1.1m / 3'07"

WEIGHT: 30kg / 66 lbs

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.

TYPE: Normal Flying

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●




INSIGHT ●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Keen Eye & Tangled Feet

EVOLUTION: Second Stage. Evolves after mastering its flight skills.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0NormalTackle0GroundSand-Attack

0FlyingGust13NormalQuick Attack

17NormalWhirlwind22DragonTwister

27FlyingFeather Dance32PsychicAgility

37FlyingWing Attack42FlyingRoost

47FlyingTailwind52FlyingMirror Move

57FlyingAir Slash62FlyingHurricane

?DarkFeint Attack?NormalUproar

?SteelSteel Wing

#018 Pidgeot



HEIGHT: 1.5m / 5'07"

WEIGHT: 80kg / 174 lbs

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.

TYPE: Normal Flying

STRENGTH ●●●●●

DEXTERITY ●●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Keen Eye & Tangled Feet

EVOLUTION: Final Form.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0FlyingHurricane0GroundSand-Attack

0NormalQuick Attack17NormalWhirlwind

22DragonTwister27FlyingFeather Dance


32PsychicAgility38FlyingWing Attack

44FlyingRoost50FlyingTailwind

56FlyingMirror Move?FireHeat Wave

?PsychicReflect?GhostOminous Wind

#019 Rattata



HEIGHT: 0.3m / 1'00"

WEIGHT: 3kg / 7 lbs

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.

TYPE: Normal

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●



INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Run Away & Guts

EVOLUTION: First Stage. Evolves after reaching maturity.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0NormalTackle0NormalTail whip

4NormalQuick Attack7NormalFocus Energy

10DarkBite13DarkPursuit

16NormalHyper Fang19DarkSucker Punch

22DarkCrunch25DarkAssurance

28NormalSuper Fang31NormalDouble-Edge

34NormalEndeavor?FireFlame Wheel

?NormalScreech?SteelIron Tail

#019 Rattata (Alola)



HEIGHT: 0.3m / 1'00"

WEIGHT: 3kg / 7 lbs

Mouse Pokémon

Rattata first came to Alola through cargo ships, it thrived and almost destroyed the region's ecosystem. Attempts to exterminate this Pokémon made it more vicious than its regular counterpart.

TYPE: Dark Normal

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Gluttony & Hustle

EVOLUTION: First Stage. Evolves after reaching maturity.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0NormalTackle0NormalTail Whip

4NormalQuick Attack7NormalFocus Energy

10DarkBite13DarkPursuit

16NormalHyper Fang19DarkAssurance

22DarkCrunch25DarkSucker Punch

28NormalSuper Fang31NormalDouble-Edge

34NormalEndeavor?FightReversal

?DarkSnatch?DarkSwitcheroo



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Swords Dance

0

Normal

Tackle

0

Normal

Tail Whip

0

Normal

Quick Attack

0

Normal

Focus Energy

10

Dark

Bite

13

Dark

Pursuit

16

Normal

Hyper Fang

19

Dark

Sucker Punch

20

Normal

Scary Face

24

Dark

Crunch

29

Dark

Assurance

34

Normal

Super Fang

39

Normal

Double-Edge

44

Normal

Endeavor

?

Fire

Flame Wheel

?

Normal

Last Resort

?

Fight

Final Gambit

HEIGHT:

0.7m / 2'04"

WEIGHT:

18kg / 40 lbs

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.

TYPE:

Normal

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Run Away & Guts

EVOLUTION:

Final Form.

#019

#020

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Scary Face

0

Normal

Swords Dance

0

Normal

Tackle

0

Normal

Tail Whip

0

Normal

Quick Attack

0

Normal

Focus Energy

10

Dark

Bite

13

Dark

Pursuit

16

Normal

Hyper Fang

19

Dark

Assurance

24

Dark

Crunch

29

Dark

Sucker Punch

34

Normal

Super Fang

39

Normal

Double-Edge

44

Normal

Endeavor

?

Normal

Stockpile

?

Normal

Swallow

?

Normal

Me First

HEIGHT:

0.7m / 2'04"

WEIGHT:

25kg / 56 lbs

Mouse Pokémon

Alolan Raticate command their Rattata underlings to bring them food every night. Five star restaurants often struggle with these aggressive Pokémon nesting close to their grounds.

TYPE:

Dark

Normal

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Hustle & Thick Fat

EVOLUTION:

Final Form.

#019

#020

#021 Spearow

TYPE:

Normal

Flying

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Flying

Peck

0

Normal

Growl

5

Normal

Leer

9

Normal

Fury Attack

13

Dark

Pursuit

17

Flying

Aerial Ace

21

Flying

Mirror Move

25

Psychic

Agility

29

Dark

Assurance

29

Normal

Focus Energy

33

Flying

Roost

37

Flying

Drill Peck

?

Flying

Tailwind

?

Normal

Scary Face

?

Flying

Feather Dance

HEIGHT:

0.3m / 1'00"

WEIGHT:

2kg / 4 lbs

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.

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Keen Eye

EVOLUTION:

First Stage. Evolves by being dominant in the flock.

#021

#022

#022 Fearow

TYPE:

Normal

Flying

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Ground

Drill Run

0

Flying

Pluck

0

Flying

Peck

0

Normal

Growl

0

Normal

Leer

0

Normal

Fury Attack

13

Dark

Pursuit

17

Flying

Aerial Ace

23

Flying

Mirror Move

29

Psychic

Agility

32

Normal

Focus Energy

35

Dark

Assurance

41

Flying

Roost

47

Flying

Drill Peck

?

Flying

Sky Attack

?

Normal

Scary Face

?

Ghost

Curse

HEIGHT:

1.2 m / 3'03"

WEIGHT:

40kg / 84 lbs

Beak Pokémon

Fearows 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.

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Keen Eye

EVOLUTION:

Final Form.

#021

#022



#023 Ekans



HEIGHT: 2 m / 6'07"

WEIGHT: 20kg / 42 lbs

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.

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 6

DISOBEDIENCE: ●●●●●

ABILITIES:

Intimidate & Shed Skin

EVOLUTION: First Stage.

Evolves after reaching a certain size.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Wrap	0	Normal	Leer
4	Poison	Poison Sting	9	Dark	Bite
12	Normal	Glare	17	Normal	Screech
20	Poison	Acid	25	Normal	Stockpile
25	Normal	Spit up	25	Normal	Swallow
28	Poison	Acid Spray	33	Ground	Mud Bomb
36	Poison	Gastro Acid	38	Poison	Belch
41	Ice	Haze	44	Poison	Coil
49	Poison	Gunk Shot	?	Water	Aqua Tail
?	Normal	Scary Face	?	Normal	Disable

#024 Arbok



HEIGHT: 3.5m / 11'06"

WEIGHT: 65kg / 143 lbs

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.

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 11

DISOBEDIENCE: ●●●●●

ABILITIES:

Intimidate & Shed Skin

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Ice Fang	0	Electric	Thunder Fang
0	Fire	Fire Fang	0	Normal	Wrap
0	Normal	Leer	0	Poison	Poison Sting
0	Dark	Bite	12	Normal	Glare
17	Normal	Screech	20	Poison	Acid
22	Dark	Crunch	27	Normal	Stockpile
27	Normal	Spit up	27	Normal	Swallow
32	Poison	Acid Spray	39	Ground	Mud Bomb
44	Poison	Gastro Acid	48	Poison	Belch
51	Ice	Haze	56	Poison	Coil
63	Poison	Gunk Shot	?	Ghost	Spite
?	Water	Aqua Tail	?	Steel	Iron Tail

#025 Pikachu



HEIGHT: 0.4m / 1'04"

WEIGHT: 6kg / 13 lbs

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.

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES:

Static & Lightning Rod

EVOLUTION: Second Stage.

Evolves with a Thunder Stone.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Thunder Shock	0	Normal	Tail Whip
5	Normal	Growl	7	Normal	Play Nice
10	Normal	Quick Attack	13	Electric	Thunder Wave
18	Electric	Electro Ball	21	Normal	Double Team
23	Electric	Nuzzle	26	Normal	Slam
26	Electric	Spark	29	Electric	Thunderbolt
34	Normal	Feint	37	Psychic	Agility
42	Electric	Discharge	45	Psychic	Light Screen
50	Electric	Thunder	50	Electric	Wild Charge
?	Water	Surf	?	Electric	Volt Tackle
?	Normal	Extreme Speed			

#026 Raichu



HEIGHT: 0.8m / 2'07"

WEIGHT: 30kg / 66 lbs

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.

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES:

Static & Lightning Rod

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Thunder Shock	0	Normal	Tail Whip
0	Normal	Quick Attack	0	Electric	Thunderbolt
?	Normal	Fake Out	?	Normal	Wish
?	Electric	Volt Tackle			

90



EXPERIENCE COST

0

Psychic

Psychic

0

Electric

Thunder Shock

0

Normal

Quick Attack

?

Electric

Electric Terrain

?

Electric

Volt Tackle

EXPERIENCE COST

0

Psychic

Speed Swap

0

Normal

Tail Whip

0

Electric

Thunderbolt

?

Psychic

Reflect



HEIGHT:

0.7m / 2'04"

WEIGHT:

21kg / 46 lbs

Mouse Pokémon

Scientists were baffled to discover Raichu's evolution in the Alola Region. There is no explanation as to how it gained Psychic abilities, but diet seems to be factor. It loves sweet food and pancakes.

TYPE:

Electric

Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

5

DISOBEDIENCE:

ABILITIES:

Surge Surfer

EVOLUTION:

Final Form.







EXPERIENCE COST

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



HEIGHT:

0.6m / 2'00"

WEIGHT:

12kg / 26 lbs

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.

TYPE:

Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:


ABILITIES:

Sand Veil & Sand Rush

EVOLUTION:

First Stage.  
Evolves after reaching certain level.





EXPERIENCE COST

0

Normal

Scratch

3

Normal

Bide

7

Ice

Ice Ball

11

Bug

Fury Cutter

17

Normal

Swift

23

Steel

Iron Defense

30

Steel

Iron Head

38

Normal

Swords Dance

46

Ice

Blizzard

?

Fight

Counter



HEIGHT:

0.7m / 2'04"

WEIGHT:

40kg / 88 lbs

Mouse Pokémon

Sandshrew who became trapped in the merciless cold weather of Alola had to change their types to survive. They now depend on snow to roll around, without it they are unable to curl up into a ball.

TYPE:

Ice

Steel

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Snow Cloak & Slush Rush

EVOLUTION:

First Stage.  
Evolves with an Ice Stone





EXPERIENCE COST

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



HEIGHT:

1m / 3'03"

WEIGHT:

45kg / 95 lbs

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.

TYPE:

Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4


DISOBEDIENCE:


ABILITIES:

Sand Veil & Sand Rush

EVOLUTION:

Final Form.







EXPERIENCE COST

0

Ice

Ice

0

Normal

0

Steel

?

Fight

MOVE NAME

Ice

Ice

Normal

Steel

Fight

0

0

0

0

?

TYPE

Ice

Ice

Normal

Steel

Ice

MOVE NAME

Spear

Crash

Curl

Claw

Counter

EXPERIENCE COST

0

0

0

?

?

TYPE

Steel

Normal

Ice

Normal

Ice

MOVE NAME

Metal Burst

Slash

Ice Ball

Chip Away

Aurora Veil

#028 Sandslash (Alola)



HEIGHT:

1.2m / 4'00"

WEIGHT:

55kg / 121 lbs

Mouse Pokémon

These Pokémon make their burrows on Alola's ice caverns, hidden in plain sight. Careful with its spikes, any puncture into the skin and you can get severe frostbite. They can't stand high temperatures.

TYPE:

Ice

Steel

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Snow Cloak & Slush Rush

EVOLUTION:

Final Form.

#027

#028

#029 Nidoran♀



HEIGHT:

0.4m / 1'04"

WEIGHT:

7kg / 15 lbs

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 venomous to the touch.

TYPE:

Poison

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Poison Point & Rivalry

EVOLUTION:

First Stage. Evolves after Reaching Maturity.

#029

#030

#031

EXPERIENCE COST

0

7

13

21

31

37

45

?

TYPE

Normal

Normal

Poison

Dark

Poison

Dark

Poison

Fairy

MOVE NAME

Scratch

Tail Whip

Poison Sting

Bite

Toxic Spikes

Crunch

Poison Fang

Moonlight

EXPERIENCE COST

0

9

19

25

33

43

?

?

TYPE

Normal

Fight

Normal

Normal

Dark

Normal

Normal

Fairy

MOVE NAME

Growl

Double Kick

Fury Swipes

Helping Hand

Flatter

Captivate

Lovely Kiss

Charm

#029

#030

#031

EXPERIENCE COST

0

7

13

23

35

43

58

?

TYPE

Normal

Normal

Poison

Dark

Poison

Dark

Poison

Fairy

MOVE NAME

Scratch

Tail Whip

Poison Sting

Bite

Toxic Spikes

Crunch

Poison Fang

Moonlight

EXPERIENCE COST

0

9

20

28

38

50

?

?

TYPE

Normal

Fight

Normal

Normal

Dark

Normal

Normal

Fairy

MOVE NAME

Growl

Double Kick

Fury Swipes

Helping Hand

Flatter

Captivate

Lovely Kiss

Charm

#030 Nidorina



HEIGHT:

0.8m / 2'07"

WEIGHT:

20kg / 44 lbs

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.

TYPE:

Poison

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Poison Point & Rivalry

EVOLUTION:

Second Stage. Evolves with a Moon Stone.

#029

#030

#031

#031 Nidoqueen



HEIGHT:

1.3m / 4'03"

WEIGHT:

60kg / 132 lbs

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.

TYPE:

Poison

Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

5

DISOBEDIENCE:

ABILITIES:

Poison Point & Rivalry

EVOLUTION:

Final Form.

#029

#030

#031

EXPERIENCE COST

0

0

0

35

58

?

TYPE

Normal

Normal

Poison

Normal

Fight

Poison

MOVE NAME

Scratch

Tail Whip

Poison Sting

Body Slam

Superpower

Poison Tail

EXPERIENCE COST

0

0

23

43

?

?

TYPE

Normal

Fight

Normal

Ground

Electric

Ice

MOVE NAME

Growl

Double Kick

Chip Away

Earth Power

Shock Wave

Icy Wind

#029

#030

#031



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

#032 Nidoran♂

HEIGHT:

0.5m / 1'08"

WEIGHT:

9kg / 20 lbs

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.

TYPE: Poison

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Poison Point & Rivalry

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

23

Normal

Horn Attack

35

Poison

Toxic Spikes

43

Poison

Poison Jab

58

Normal

Horn Drill

?

Normal

Morning Sun

#033 Nidorino

HEIGHT:

0.9m / 2'11"

WEIGHT:

20kg / 44 lbs

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.

TYPE: Poison

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Poison Point & Rivalry

EVOLUTION:

Second Stage.

Evolves with a Moon Stone.

#032

#033

#034

EXPERIENCE COST

TYPE

MOVE NAME

0

Flying

Peck

9

Fight

Double Kick

20

Normal

Fury Attack

28

Normal

Helping Hand

38

Dark

Flatter

50

Normal

Captivate

?

Normal

Lovely Kiss

?

Steel

Smart Strike

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

#034 Nidoking

HEIGHT:

1.4 m / 4'07"

WEIGHT:

62kg / 136 lbs

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.

TYPE: Poison Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

5

DISOBEDIENCE:

ABILITIES:

Poison Point & Rivalry

EVOLUTION:

Final Form.

#032

#033

#034

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

After You

0

Normal

Spotlight

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

#035 Clefairy

HEIGHT:

0.6m / 2'00"

WEIGHT:

7kg / 16 lbs

Fairy Pokémon

Very rare to find. Clefairyres 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.

TYPE: Fairy

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Cute Charm & Magic Guard

EVOLUTION:

Second Stage.

Evolves with a Moon Stone.

#035

#036

EXPERIENCE COST

TYPE

MOVE NAME

0

Fairy

Disarming Voice

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

Steel

Meteor Mash

?

Normal

Swift

?

Psychic

Heal Pulse



EXPERIENCE COST

?

Normal

Spotlight

0

Fairy

Moonblast

0

Normal

Double Slap

0

Normal

Metronome

?

Normal

Wish

EXPERIENCE COST

0

Normal

Sing

0

Normal

Minimize

?

Fight

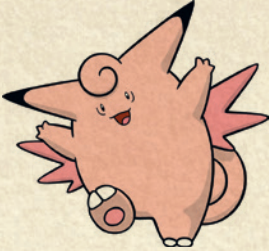
Drain Punch

?

Psychic

Heal Pulse

#036 Clefable



HEIGHT: 0.3m / 1'00"

WEIGHT: 2kg / 4 lbs

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.

TYPE: Fairy

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●


BASE HP: 5


DISOBEDIENCE: ●●●●●

ABILITIES: Cute Charm & Magic Guard


EVOLUTION: Final Form.

#173

#035

#036

#037 Vulpix



HEIGHT: 0.6m / 2'00"

WEIGHT: 10kg / 22 lbs

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.

TYPE: Fire

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●


BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Flash Fire & Drought

EVOLUTION: First Stage.  
Evolves with a Fire Stone.

#037

#038

EXPERIENCE COST

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

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

#037 Vulpix (Alola)



HEIGHT: 0.6m / 2'00"

WEIGHT: 10kg / 22 lbs

Fox Pokémon  
The Vulpix who became stranded in Alola had to change type in order to survive. Alola's local name for this Pokémon is Keokeo. They use their tails as a fan to cool themselves in hot climates.

TYPE: Ice

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●


BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Snow Cloak & Snow Warning

EVOLUTION: First Stage.  
Evolves with an Ice Stone.

#037

#038

EXPERIENCE COST

0

Ice

Powder Snow

7

Normal

Roar

10

Ice

Ice Shard

15

Ice

Icy Wind

20

Ice

Mist

26

Ghost

Hex

31

Psychic

Extrasensory

36

Ice

Ice Beam

42

Ice

Blizzard

47

Normal

Captivate

?

Fairy

Moonblast

?

Ice

Freeze Dry

EXPERIENCE COST

4

Normal

Tail Whip

9

Fairy

Baby-Doll Eyes

12

Ghost

Confuse Ray

18

Dark

Payback

23

Dark

Feint Attack

28

Ice

Aurora Beam

34

Normal

Safeguard

39

Psychic

Imprison

44

Ghost

Grudge

50

Ice


Sheer Cold

?

Ghost

Spite

#038 Ninetales



HEIGHT: 1.1m / 3'07"

WEIGHT: 20kg / 44 lbs

Fox Pokémon  
It is known to understand human speech. It is very valued for its exuberant golden fur and the mystical power of its nine tails. It is, however, known to hold a grudge against those who mistreat it.

TYPE: Fire

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●


BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Flash Fire & Drought

EVOLUTION: Final Form.

#037

#038

EXPERIENCE COST

0

Psychic

Imprison

0

Fire

Flame Thrower

0

Normal

Quick Attack

?

Psychic

Hypnosis

?

Fire

Heat Wave

EXPERIENCE COST

0

Dark

Nasty Plot

0

Ghost

Confuse Ray

0

Normal

Safeguard

?

Normal

Pain Split

94



EXPERIENCE COST

TYPE

MOVE NAME

0FairyDazzling Gleam

0DarkNasty Plot

0IceIce Shard

0NormalSafeguard

?FairyMoonblast

EXPERIENCE COST

TYPE

MOVE NAME

0PsychicImprison

0IceIce Beam

0GhostConfuse Ray

?IceAurora Veil

?PsychicAgility

#038 Ninetales (Alola)



HEIGHT:1.1m / 3'07"

WEIGHT:20kg / 44 lbs

Fox Pokémon

In old times, Alolan natives revered this Pokémon as a god incarnate. It is usually calm and benevolent, but it can be ruthless when disturbed, leaving its foes as a cold block of ice in the snow.

TYPE:IceFairy

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:4

DISOBEDIENCE:

ABILITIES:Snow Cloak & Snow Warning

EVOLUTION:Final Form.



#037#038

EXPERIENCE COST

TYPE

MOVE NAME

0NormalSing

7NormalPound

13NormalDisable

21RockRollout

25NormalStockpile

25NormalSwallow

33NormalBody Slam


41FightWake-Up Slap

48NormalHyper Voice

53NormalDouble-Edge

?NormalMimic

#039 Jigglypuff



HEIGHT:0.5m / 1'08"

WEIGHT:5kg / 12 lbs

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.

TYPE:NormalFairy

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT

BASE HP:4

DISOBEDIENCE:

ABILITIES:Cute Charm & Competitive

EVOLUTION:Second Stage. Evolves with a Moon Stone.



#174#039#040

EXPERIENCE COST

TYPE

MOVE NAME

5NormalDefense Curl

10NormalPlay Nice

17NormalRound

25NormalDouble Slap

25NormalSpit Up

29PsychicRest

37SteelGyro Ball

45NormalMimic

50FairyDisarming Voice

?DarkFake Tears

?PsychicHeal Pulse

EXPERIENCE COST

TYPE

MOVE NAME

0NormalDouble-Edge


0NormalSing

0NormalDefense Curl

?DarkFake Tears

?PsychicHeal Pulse

#040 Wigglytuff



HEIGHT:1m / 3'03"

WEIGHT:12kg / 26 lbs

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.

TYPE:NormalFairy

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT

BASE HP:5

DISOBEDIENCE:

ABILITIES:Cute Charm & Competitive

EVOLUTION:Final Form.



#174#039#040

EXPERIENCE COST

TYPE

MOVE NAME

0FairyPlay Rough

0NormalDisable

0NormalDouble Slap

?NormalScary Face

EXPERIENCE COST

TYPE

MOVE NAME

0GrassAbsorb

7GhostAstonish

13FlyingWing Attack

19FlyingAir Cutter

25PoisonPoison Fang

30FlyingAcrobatics

35IceHaze

41FlyingAir Slash

?DarkNasty Plot

?PoisonVenom Drench

#041 Zubat



HEIGHT:0.8m / 2'07"

WEIGHT:7kg / 16 lbs

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.

TYPE:PoisonFlying

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT

BASE HP:3

DISOBEDIENCE:

ABILITIES:Inner Focus

EVOLUTION:First Stage. Evolves after reaching certain level.



#041#042#169

EXPERIENCE COST

TYPE

MOVE NAME

5NormalSupersonic

11DarkBite

17GhostConfuse Ray

23NormalSwift

29NormalMean Look

31BugLeech Life

37PoisonVenoshock

43FightQuick Guard

?NormalSuper Fang



EXPERIENCE COST

0

Normal

Screech

0

Normal

Supersonic

11

Dark

Bite

17

Ghost

Confuse Ray

23

Normal

Swift

32

Normal

Mean Look

35

Bug

Leech Life

43

Poison

Venoshock

51

Fight

Quick Guard

?

Normal

Super Fang

EXPERIENCE COST

0

Grass

Absorb

0

Ghost

Astonish

13

Flying

Wing Attack

19

Flying

Air Cutter

27

Poison

Poison Fang

33

Flying

Acrobatics

40

Ice

Haze

48

Flying

Air Slash

?

Dark


Nasty Plot

?

Poison

Venom Drench

#042 Golbat



HEIGHT: 1.6 m / 5'03"

WEIGHT: 55kg / 121 lbs

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.

TYPE: Poison

Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL




INSIGHT

BASE HP: 5

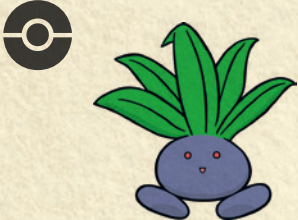
DISOBEDIENCE:

ABILITIES: Inner Focus

EVOLUTION: Second Stage. Evolves with happiness.



#043 Oddish



HEIGHT: 0.5m / 1'08"

WEIGHT: 5kg / 12 lbs

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.

TYPE: Grass

Poison

STRENGTH

DEXTERITY

VITALITY

SPECIAL





INSIGHT

BASE HP: 3

DISOBEDIENCE:

ABILITIES: Chlorophyll

EVOLUTION: First Stage. Evolves after reaching certain size.



EXPERIENCE COST

0

Normal

Growth

5

Normal

Sweet Scent

13

Poison

Poison Powder

17

Grass

Sleep Powder

25

Normal

Lucky Chant

33

Fairy

Moonlight

41

Grass

Petal Dance

45

Grass

Grassy Terrain

?

Poison

Gastro Acid

EXPERIENCE COST

0

Grass

Absorb

9

Poison

Acid

15

Grass

Stun Spore

21

Grass

Mega Drain

29

Normal

Natural Gift

37

Grass

Giga Drain

43

Fairy

Moonblast

?

Fairy


Charm

?

Normal

Endure

#044 Gloom



HEIGHT: 0.8m / 2'07"

WEIGHT: 9kg / 19 lbs

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.

TYPE: Grass

Poison

STRENGTH

DEXTERITY

VITALITY

SPECIAL





INSIGHT

BASE HP: 4

DISOBEDIENCE:

ABILITIES: Chlorophyll

EVOLUTION: Second Stage. Evolves with a Leaf Stone or Sun Stone.



EXPERIENCE COST

0

Normal

Growth

0

Normal

Sweet Scent

13

Poison

Poison Powder

17

Grass

Sleep Powder

29

Normal

Lucky Chant

39

Poison

Toxic

47

Grass

Giga Drain

53

Grass

Petal Dance

?

Fairy

Charm

?

Normal

Endure

EXPERIENCE COST

0

Grass

Absorb

0

Poison

Acid

15

Grass

Stun Spore

23

Grass

Mega Drain

35

Normal

Natural Gift

41

Fairy

Moonlight

50

Grass

Petal Blizzard

38

Grass


Grassy Terrain

?

Poison

Gastro Acid

#045 Vileplume



HEIGHT: 1.2m / 4'00"

WEIGHT: 19kg / 41 lbs

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.

TYPE: Grass

Poison

STRENGTH

DEXTERITY

VITALITY

SPECIAL





INSIGHT

BASE HP: 5

DISOBEDIENCE:

ABILITIES: Chlorophyll

EVOLUTION: Final Form. Evolved with a Leaf Stone.



EXPERIENCE COST

0

Grass

Mega Drain

0

Grass

Stun Spore

50

Grass

Petal Blizzard

65

Grass

Solar Beam

?

Grass

Seed Bomb

EXPERIENCE COST

0

Grass

Aromatherapy

0

Poison

Poison Powder

53

Grass

Petal Dance

?

Normal

Swords Dance

?

Fight

Drain Punch

96



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0	Normal	Scratch	6	Grass	Stun Spore
6	Poison	Poison Powder	11	Grass	Absorb
17	Bug	Fury Cutter	22	Grass	Spore
27	Normal	Slash	33	Normal	Growth
38	Grass	Giga Drain	43	Grass	Aromatherapy
49	Bug	Rage Powder	54	Bug	X-Scissor
?	Rock	Wide Guard	?	Ground	Rototiller
?	Grass	Leech Seed			

HEIGHT:

0.3m / 1'00"

WEIGHT:

5kg / 12 lbs

#046

Paras

0.3m / 1'00"

5kg / 12 lbs

TYPE:

Bug

Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Effect Spore & Dry Skin

EVOLUTION:

First Stage.

Evolves if its mushroom grows too big.

#046

#047

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0	Poison	Cross Poison	0	Grass	Absorb
0	Normal	Scratch	0	Grass	Stun Spore
0	Poison	Poison Powder	17	Bug	Fury Cutter
22	Grass	Spore	29	Normal	Slash
37	Normal	Growth	44	Grass	Giga Drain
51	Grass	Aromatherapy	59	Bug	Rage Powder
66	Bug	X-Scissor	?	Psychic	Psybeam
?	Grass	Synthesis	?	Grass	Seed Bomb

HEIGHT:

1m / 3'03"

WEIGHT:

30kg / 65 lbs

#046

Parasect

1m / 3'03"

30kg / 65 lbs

TYPE:

Bug

Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Effect Spore & Dry Skin

EVOLUTION:

Final Form.

#046

#047

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0	Normal	Tackle	0	Normal	Disable
0	Normal	Foresight	5	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
?	Psychic	Agility	?	Normal	Baton Pass
?	Grass	Giga Drain			

HEIGHT:

1m / 3'03"

WEIGHT:

30kg / 66 lbs

#048

Venonat

1m / 3'03"

30kg / 66 lbs

TYPE:

Bug

Poison

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Compoundeyes & Tinted Lens

EVOLUTION:

First Stage.

Evolves after reaching certain level.

#048

#049

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			

HEIGHT:

1.5m / 5'00"

WEIGHT:

13kg / 28 lbs

#048

Venomoth

1.5m / 5'00"

13kg / 28 lbs

TYPE:

Bug

Poison

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

5

DISOBEDIENCE:

ABILITIES:

Shield Dust & Tinted Lens

EVOLUTION:

Final Form.

#048

#049



EXPERIENCE COST

0

Normal

Scratch

EXPERIENCE COST

4

Normal

Growl

EXPERIENCE COST

12

Ground

Mud Slap

EXPERIENCE COST

18

Ground

Bulldoze

EXPERIENCE COST

26

Ground

Mud Bomb

EXPERIENCE COST

34

Ground

Dig

EXPERIENCE COST

40

Ground

Earthquake

EXPERIENCE COST

?

Normal

Screech

EXPERIENCE COST

?

Dark

Feint Attack

TYPE

Ground

TYPE

Ghost

TYPE

Ground

TYPE

Dark

TYPE

Ground

TYPE

Normal

TYPE

Ground

TYPE

Rock

MOVE NAME

Sand Attack

MOVE NAME

Astonish

MOVE NAME

Magnitude

MOVE NAME

Sucker Punch

MOVE NAME

Earth Power

MOVE NAME

Slash

MOVE NAME

Fissure

MOVE NAME

Stealth Rock

#050 Diglett



HEIGHT:

0.2m / 0'08"

WEIGHT:

0.8kg / 2 lbs

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.

TYPE:

Ground

STRENGTH

●●●●

DEXTERITY

●●●●●●

VITALITY

●●●●

SPECIAL

●●●●

INSIGHT

●●●●

BASE HP:

3

DISOBEDIENCE:

●●●●●●

ABILITIES:

Sand Veil & Arena Trap

EVOLUTION:

First Stage.  
Evolves after reaching certain size.





EXPERIENCE COST

0

Ground

Sand Attack

EXPERIENCE COST

4

Normal

Growl

EXPERIENCE COST

10

Ground

Mud Slap

EXPERIENCE COST

18

Ground

Bulldoze

EXPERIENCE COST

25

Ground

Mud Bomb

EXPERIENCE COST

31

Ground

Dig

EXPERIENCE COST

39

Ground

Earthquake

EXPERIENCE COST

?

Dark

Feint Attack

EXPERIENCE COST

?

Normal

Thrash

TYPE

Steel

TYPE

Ghost

TYPE

Ground

TYPE

Dark

TYPE

Ground

TYPE

Steel

TYPE

Ground

TYPE

Steel

MOVE NAME

Metal Claw

MOVE NAME

Astonish

MOVE NAME

Magnitude

MOVE NAME

Sucker Punch

MOVE NAME

Earth Power

MOVE NAME

Iron Head

MOVE NAME

Fissure

MOVE NAME

Metal Sound

#050 Diglett (Alola)



HEIGHT:

0.2m / 0'08"

WEIGHT:

1kg / 2 lbs

Mole Pokémon

This variant of Diglett is only found in the Alola region. The small hairs on its head are used perceive its surroundings while burrowed, do not cut them or Diglett will become very sick.

TYPE:

Ground

Steel

STRENGTH

●●●●

DEXTERITY

●●●●●●

VITALITY

●●●●

SPECIAL

●●●●

INSIGHT

●●●●

BASE HP:

3

DISOBEDIENCE:

●●●●●●

ABILITIES:

Sand Veil & Tangling Hair

EVOLUTION:

First Stage.  
Evolves by taking good care of its hair.





#051 Dugtrio



HEIGHT:

0.7m / 2'04"

WEIGHT:

33kg / 73 lbs

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.

TYPE:

Ground

STRENGTH

●●●●●●

DEXTERITY

●●●●●●●●

VITALITY

●●●●●●

SPECIAL

●●●●●●

INSIGHT

●●●●●●

BASE HP:

4

DISOBEDIENCE:


●●●●●●

ABILITIES:

Sand Veil & Arena Trap

EVOLUTION:

Final Form.





#051 Dugtrio (Alola)



HEIGHT:

0.7m / 2'04"

WEIGHT:

66kg / 146 lbs

Mole Pokémon

Thanks to its golden mane, this Pokémon has been revered as a feminine diety. The triplets groom each other to help keep the hair glossy and dirt-free, they don't like to be petted.

TYPE

Ground

Steel

STRENGTH

●●●●●●●●

DEXTERITY

●●●●●●●●

VITALITY

●●●●●●

SPECIAL

●●●●●●

INSIGHT

●●●●●●

BASE HP:

4

DISOBEDIENCE:

●●●●●●

ABILITIES:

Sand Veil & Tangling Hair

EVOLUTION:

Final Form.





EXPERIENCE COST

0

Ground

Sand Tomb

EXPERIENCE COST

0

Dark

Night Slash

EXPERIENCE COST

0

Ground

Sand Attack

EXPERIENCE COST

0

Normal

Growl

EXPERIENCE COST

10

Ground

Mud Slap

EXPERIENCE COST

18

Ground

Bulldoze

EXPERIENCE COST

25

Ground

Mud Bomb

EXPERIENCE COST

35

Ground

Dig

EXPERIENCE COST

47

Ground

Earthquake

EXPERIENCE COST

?

Rock

Ancient Power

EXPERIENCE COST

?

Rock

Stone Edge

TYPE

Ground

TYPE

Dark

TYPE

Steel

TYPE

Ghost

TYPE

Ground

TYPE

Dark

TYPE

Ground

TYPE

Steel

TYPE

Ground

TYPE

Normal

MOVE NAME

Rototiller

MOVE NAME

Tri Attack

MOVE NAME

Metal Claw

MOVE NAME

Astonish

MOVE NAME

Magnitude

MOVE NAME

Sucker Punch

MOVE NAME

Earth Power

MOVE NAME

Iron Head



MOVE NAME

Fissure

MOVE NAME

Thrash

#050 Diglett (Alola)



HEIGHT:

0.7m / 2'04"

WEIGHT:

66kg / 146 lbs

Mole Pokémon

This variant of Diglett is only found in the Alola region. The small hairs on its head are used perceive its surroundings while burrowed, do not cut them or Diglett will become very sick.

TYPE:

Ground

Steel

STRENGTH

●●●●●●●●

DEXTERITY

●●●●●●●●

VITALITY

●●●●●●

SPECIAL

●●●●●●

INSIGHT

●●●●●●

BASE HP:

4

DISOBEDIENCE:


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ABILITIES:

Sand Veil & Tangling Hair

EVOLUTION:

Final Form.







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

HEIGHT:

0.4m / 1'04"

WEIGHT:

4kg / 9 lbs

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 possession.

TYPE:

Normal

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:


ABILITIES:


Pick up & Technician


EVOLUTION:

First Stage.

Evolves when it's surrounded by riches.







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

Payday

33

Normal

Slash

38

Dark

Nasty Plot

41

Dark

Assurance

46

Normal

Captivate

49

Dark

Night Slash

50

Normal

Feint

55

Dark

Dark Pulse

?

Fairy

Charm

?

Ghost

Spite

?

Dark

Flatter

HEIGHT:

0.4m / 1'04"

WEIGHT:

4kg / 9 lbs

Scratch Cat Pokémon

In old times, Meowth were taken to Alola as gifts for the tribe's royals, this caused them to become incredibly greedy and pampered. Nowadays they are feral, but their prideful nature remained.

TYPE:

Dark

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Pick up & Technician

EVOLUTION:

First Stage.

Evolves by being spoiled rotten.








#053 Persian

TYPE:

Normal



HEIGHT:

1.1m / 3'03"

WEIGHT:

32kg / 70 lbs

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.

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4


DISOBEDIENCE:


ABILITIES:

Limber & Technician

EVOLUTION:

Final Form.





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

#053 Persian (Alola)

TYPE:

Dark



HEIGHT:

1.1m / 3'03"

WEIGHT:

33kg / 72 lbs

Classy Cat Pokémon

They were bred for their silky fur and round faces, not for their temperament. This is an extremely proud Pokémon who will look down to anyone but itself, despite this, it's very popular among Alola's elite.

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Fur Coat & Technician

EVOLUTION:

Final Form.





EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Swift

0

Dark

Quash

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

32

Rock

Power Gem

37

Normal

Slash

44

Dark

Nasty Plot

49

Dark

Assurance

56

Normal

Captivate

61

Dark

Night Slash

65

Normal

Feint

69

Dark

Dark Pulse

?

Dark

Parting Shot

?

Dark

Snarl

?

Dark

Torment



EXPERIENCE COST

0

Water

Water Sport

EXPERIENCE COST

4

Normal

Tail Whip

EXPERIENCE COST

11

Normal

Disable

EXPERIENCE COST

18

Water

Water Pulse

EXPERIENCE COST

25

Normal

Screech

EXPERIENCE COST

32

Water

Aqua Tail

EXPERIENCE COST

39

Normal

Psych Up

EXPERIENCE COST

46

Water

Hydro Pump

EXPERIENCE COST

?

Poison

Clear Smog

EXPERIENCE COST

?

Psychic

Future Sight

TYPE

Normal

Scratch

TYPE

Water

Water Gun

TYPE

Psychic

Confusion

TYPE

Normal

Fury Swipes

TYPE

Psychic

Zen Headbutt

TYPE

Water

Soak

TYPE

Psychic

Amnesia

TYPE

Psychic

Wonder Room

TYPE

Ghost

Confuse Ray

#054 Psyduck

HEIGHT:

0.8 m / 2'07"

WEIGHT:

20kg / 44 lbs

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.

TYPE:

Water

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

3

DISOBEDIENCE:

●●●●●

ABILITIES:

Damp & Cloud Nine

EVOLUTION:

First Stage.

Evolves by learning to control its powers.

#054

#055

#055 Golduck

HEIGHT:

1.7m / 5'07"

WEIGHT:

76kg / 170 lbs

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.

TYPE

Water

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

5

DISOBEDIENCE:

●●●●●

ABILITIES:

Damp & Cloud Nine

EVOLUTION:

Final Form.

#054

#055

EXPERIENCE COST

0

Normal

Me First

EXPERIENCE COST

0

Water

Water Sport

EXPERIENCE COST

0

Normal

Tail Whip

EXPERIENCE COST

14

Normal

Disable

EXPERIENCE COST

22

Water

Water Pulse

EXPERIENCE COST

31

Normal

Screech

EXPERIENCE COST

44

Normal

Psych Up

EXPERIENCE COST

56

Psychic

Amnesia

EXPERIENCE COST

69

Psychic

Wonder Room

EXPERIENCE COST

?

Ghost

Confuse Ra

TYPE

Water

Aqua Jet

TYPE

Normal

Scratch

TYPE

Water

Water Gun

TYPE

Psychic

Confusion

TYPE

Normal

Fury Swipes

TYPE

Water

Soak

TYPE

Psychic

Zen Headbutt

TYPE

Water

Hydro Pump

TYPE

Normal

Tri Attack y

TYPE

Psychic

Future Sight

#056 Mankey

HEIGHT:

0.5m / 1'08"

WEIGHT:

28kg / 61 lbs

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.

TYPE

Fight

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

3

DISOBEDIENCE:

●●●●●

ABILITIES:

Vital Spirit & Anger Point

EVOLUTION:

First Stage.

Evolves after a terrible temper tantrum.

#056

#057

EXPERIENCE COST

0

Normal

Covet

EXPERIENCE COST

0

Fight

Low Kick

EXPERIENCE COST

0

Normal

Focus Energy

EXPERIENCE COST

12

Dark

Pursuit

EXPERIENCE COST

17

Fight

Seismic Toss

EXPERIENCE COST

25

Dark

Assurance

EXPERIENCE COST

37

Fight

Cross Chop

EXPERIENCE COST

43

Ground

Stomping Tantrum

EXPERIENCE COST

47

Dragon

Outrage

EXPERIENCE COST

53

Fight

Final Gambit

EXPERIENCE COST

?

Dragon

Dual Chop

TYPE

Normal

Scratch

TYPE

Normal

Leer

TYPE

Normal

Fury Swipes

TYPE

Fight

Karate Chop

TYPE

Normal

Screech

TYPE

Normal

Swagger

TYPE

Dark

Punishment

TYPE

Fight

Close Combat

TYPE

Psychic

Meditate

TYPE

Dark

Beat Up

#057 Primeape

HEIGHT:

1m / 3'03"

WEIGHT:

32kg / 70 lbs

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.

TYPE

Fight

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

4

DISOBEDIENCE:

●●●●●

ABILITIES:

Vital Spirit & Anger Point

EVOLUTION:

Final Form.

#056

#057

EXPERIENCE COST

0

Fight

Final Gambit

EXPERIENCE COST

0

Normal

Scratch

EXPERIENCE COST

0

Normal

Focus Energy

EXPERIENCE COST

12

Dark

Pursuit

EXPERIENCE COST

17

Fight

Seismic Toss

EXPERIENCE COST

25

Dark

Assurance

EXPERIENCE COST

35

Normal

Swagger

EXPERIENCE COST

47

Normal

Thrash

EXPERIENCE COST

53

Dark

Punishment

EXPERIENCE COST

59

Fight

Close Combat

EXPERIENCE COST

?

Psychic

Meditate

TYPE

Normal

Fling

TYPE

Normal

Leer

TYPE

Normal

Fury Swipes

TYPE

Fight

Karate Chop

TYPE

Normal

Screech

TYPE

Normal

Rage

TYPE

Fight

Cross Chop

TYPE

Ground

Stomping Tantrum

TYPE

Dragon

Outrage

TYPE

Dark

Night Slash

TYPE

Fire

Overheat



EXPERIENCE COST

TYPE

MOVE NAME

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

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

#058 Growlithe

HEIGHT:

0.7m / 2'04"

WEIGHT:

19kg / 41 lbs

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.

TYPE:

Fire

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Intimidate & Flash Fire

EVOLUTION:

First Stage. Evolves with a Fire Stone.

#058

#059

#059 Arcanine

HEIGHT:

1.9m / 6'03"

WEIGHT:

155kg / 340 lbs

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.

TYPE:

Fire

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

6

DISOBEDIENCE:

ABILITIES:

Intimidate & Flash Fire

EVOLUTION:

Final Form.

#058

#059

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Electric

Thunder Fang

0

Dark

Bite

0

Dark

Bite

0

Dark

Bite

0

Normal

Roar

0

Normal

Odor Sleuth

0

Normal

Odor Sleuth

0

Normal

Odor Sleuth

0

Fire

Fire Fang

0

Fire

Burn Up

0

Fire

Burn Up

0

Fire

Burn Up

34

Normal

Extreme Speed

?

Normal

Morning Sun

?

Normal

Morning Sun

?

Normal

Morning Sun

?

Dragon

Dragon Pulse

?

Electric

Wild Charge

?

Electric

Wild Charge

?

Electric

Wild Charge

#060 Poliwhag

HEIGHT:

0.6m / 2'00"

WEIGHT:

12kg / 26 lbs

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.

TYPE:

Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Water Absorb & Damp

EVOLUTION:

First Stage. Evolves after reaching certain level.

#060

#061

#062

#186

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Water

Water Sport

5

Water

Water Gun

0

Water

Water Gun

0

Water

Water Gun

8

Psychic

Hypnosis

11

Water

Bubble

11

Water

Bubble

11

Water

Bubble

15

Normal

Double Slap

18

Water

Rain Dance

18

Water

Rain Dance

18

Water

Rain Dance

21

Normal

Body Slam

25

Water

Bubble Beam

25

Water

Bubble Beam

25

Water

Bubble Beam

28

Ground

Mud Shot

31

Normal

Belly Drum

31

Normal

Belly Drum

31

Normal

Belly Drum

35

Fight

Wake-Up Slap

38

Water

Hydro Pump

38

Water

Hydro Pump

38

Water

Hydro Pump

41

Ground

Mud Bomb

?

Ice

Icy Wind

?

Ice

Icy Wind

?

Ice

Icy Wind

?

Normal

Mind Reader

?

Normal

Refresh

?

Normal

Refresh

?

Normal

Refresh

#061 Poliwhirl

HEIGHT:

1m / 3'03"

WEIGHT:

20kg / 44 lbs

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.

TYPE:

Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

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

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Water

Water Sport

0

Water

Water Gun

0

Water

Water Gun

0

Water

Water Gun

0

Psychic

Hypnosis

11

Water

Bubble

11

Water

Bubble

11

Water

Bubble

15

Normal

Double Slap

18

Water

Rain Dance

18

Water

Rain Dance

18

Water

Rain Dance

21

Normal

Body Slam

27

Water

Bubble Beam

27

Water

Bubble Beam

27

Water

Bubble Beam

32

Ground

Mud Shot

37

Normal

Belly Drum

37

Normal

Belly Drum

37

Normal

Belly Drum

43

Fight

Wake-Up Slap

48

Water

Hydro Pump

48

Water

Hydro Pump

48

Water

Hydro Pump

53

Ground

Mud Bomb

?

Ice

Ice Punch

?

Ice

Ice Punch

?

Ice

Ice Punch

?

Normal

Mind Reader

?

Normal

Refresh

?

Normal

Refresh

?

Normal

Refresh



EXPERIENCE COST

0

Fight

Circle Throw

0

Psychic

Hypnosis

0

Fight

Submission

43

Normal

Mind Reader

?

Fight

Seismic Toss

EXPERIENCE COST

0

Water

Bubble Beam

0

Normal

Double Slap

32

Fight

Dynamic Punch

?

Ice

Ice Punch

?

Fight

Counter

#062 Poliwrath



HEIGHT: 1.3 m / 4'03"

WEIGHT: 54kg / 120 lbs

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.

TYPE: Water

Fight

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Water Absorb & Damp

EVOLUTION: Final Form

Evolved with a Water Stone.



#063 Abra



HEIGHT: 0.9m / 3'00"

WEIGHT: 19kg / 43 lbs

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.

TYPE: Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Synchronize & Inner Focus

EVOLUTION: First Stage.

Evolves by learning to control its powers.



EXPERIENCE COST

0

Psychic

Teleport

?

Bug

Signal Beam

?

Normal

Mimic

?

Normal

Metronome

EXPERIENCE COST

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

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

#064 Kadabra



HEIGHT: 1.3m / 4'03"

WEIGHT: 56kg / 124 lbs

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.

TYPE: Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Synchronize & Inner Focus

EVOLUTION: Second Stage.

Evolves after being Traded.



#065 Alakazam



HEIGHT: 1.5m / 5'00"

WEIGHT: 48kg / 105 lbs

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.

TYPE: Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Synchronize & Inner Focus

EVOLUTION: Final Form.



EXPERIENCE COST

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

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



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
21	Dark	Knock Off	22	Fight	Seismic Toss
25	Fight	Revenge	31	Fight	Vital Throw
31	Dragon	Dual Chop	34	Fight	Submission
37	Fight	Wake-Up Slap	37	Fight	Bulk Up
43	Fight	Cross Chop	47	Normal	Scary Face
49	Fight	Dynamic Punch	?	Psychic	Meditate
?	Steel	Bullet Punch	?	Ice	Ice Punch

#066 Machop

0.8m / 2'07"

20kg / 44 lbs

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.

TYPE: Fight

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Guts & No Guard

EVOLUTION: First Stage.  
Evolves after reaching certain level.

#066

#067

#068

#067 Machoke

HEIGHT: 1.5m / 5'00"

WEIGHT: 70kg 155 lbs

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.

TYPE: Fight

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 5

DISOBEDIENCE: 5

ABILITIES: Guts & No Guard

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
21	Dark	Knock Off	22	Fight	Seismic Toss
25	Fight	Revenge	32	Fight	Vital Throw
33	Dragon	Dual Chop	36	Fight	Submission
40	Fight	Wake-Up Slap	43	Fight	Bulk Up
44	Fight	Cross Chop	51	Normal	Scary Face
55	Fight	Dynamic Punch	?	Psychic	Meditate
?	Steel	Bullet Punch	?	Fire	Fire Punch

#068 Machamp

HEIGHT: 1.6m / 5'03"

130kg / 286 lbs

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.

TYPE: Fight

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 5

DISOBEDIENCE: 5

ABILITIES: Guts & No Guard

EVOLUTION: Final Form.

#066

#067

#068

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0	Rock	Wide Guard	0	Normal	Strength
0	Normal	Leer	0	Fight	Low Kick
0	Fight	Karate Chop	0	Normal	Focus Energy
13	Fight	Low Sweep	19	Normal	Foresight
21	Dark	Knock Off	22	Fight	Seismic Toss
25	Fight	Revenge	32	Fight	Vital Throw
33	Dragon	Dual Chop	36	Fight	Submission
40	Fight	Wake-Up Slap	43	Fight	Bulk Up
44	Fight	Cross Chop	51	Normal	Scary Face
55	Fight	Dynamic Punch	?	Electric	Thunder Punch
?	Normal	Tickle	?	Fight	Close Combat

#069 Bellsprout

HEIGHT: 0.7m / 2'04"

WEIGHT: 4kg / 9 lbs

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.

TYPE: Grass

TYPE: Poison

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Chlorophyll

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
41	Poison	Poison Jab	47	Normal	Wring Out
?	Grass	Ingrain	?	Normal	Tickle
?	Normal	Weather Ball			



EXPERIENCE COST

0

Grass

MOVE NAME

Vine Whip

0

Normal

Wrap

15

Poison

Poison Powder

23

Poison

Acid

29

Normal

Sweet Scent

39

Grass

Razor Leaf

47

Normal

Wring Out

?

Normal

Tickle

?

Grass

Ingrain

EXPERIENCE COST

0

Normal

MOVE NAME

Growth

13

Grass

Sleep Powder

17

Grass

Stun Spore

27

Dark

Knock Off

35

Poison

Gastro Acid

41

Normal

Slam

47

Poison

Poison Jab

?

Normal

Weather Ball

HEIGHT:

1m / 3'03"

WEIGHT:

6kg / 14 lbs

Flycatcher Pokémon

It sprays its stun powder to immobilize a prey coming 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.

TYPE:

Grass

Poison

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Chlorophyll

EVOLUTION:

Second Stage.

Evolves with a Leaf Stone.

#069

#070

#071

HEIGHT:

1.7m / 5'07"

WEIGHT:

15kg / 34 lbs

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.

TYPE:

Grass

Poison

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

5

DISOBEDIENCE:

ABILITIES:

Chlorophyll

EVOLUTION:

Final Form.

#069

#070

#071

EXPERIENCE COST

0

Normal

MOVE NAME

Stockpile

0

Normal

Spit Up

0

Grass

Sleep Powder

0

Grass

Razor Leaf

47

Grass

Leaf Storm

?

Poison

Belch

?

Grass

Synthesis

EXPERIENCE COST

0

Normal

MOVE NAME

Swallow

0

Grass

Vine Whip

0

Normal

Sweet Scent

27

Grass

Leaf Tornado

47

Grass

Leaf Blade

?

Grass

Power Whip

EXPERIENCE COST

0

Poison

MOVE NAME

Poison Sting

8

Normal

Constrict

15

Poison

Toxic Spikes

22

Normal

Wrap

29

Psychic

Barrier

34

Water

Brine

40

Normal

Screech

47

Water

Hydro Pump

54

Normal

Wring Out

?

Ghost

Confuse Ray

EXPERIENCE COST

5

Normal

MOVE NAME

Supersonic

12

Poison

Acid

19

Water

Bubble Beam

26

Poison

Acid Spray

33

Water

Water Pulse

36

Poison

Poison Jab

43

Ghost

Hex

50

Poison

Sludge Wave

?

Ice

Aurora Beam

?

Psychic

Magic Coat

HEIGHT:

0.9m / 3'00"

WEIGHT:

45kg / 100 lbs

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.

TYPE:

Water

Poison

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Clear Body & Liquid Ooze

EVOLUTION:

First Stage.

Evolves after reaching certain size.

#072

#073

HEIGHT:

1.6m / 5'03"

WEIGHT:

55kg / 120 lbs

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.

TYPE:

Water

Poison

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

5

DISOBEDIENCE:

ABILITIES:

Clear Body & Liquid Ooze

EVOLUTION:

Final Form.

#072

#073

EXPERIENCE COST

0

Normal

MOVE NAME

Reflect Type

0

Poison

Poison Sting

0

Normal

Constrict

15

Poison

Toxic Spikes

22

Normal

Wrap

29

Psychic

Barrier

36

Water

Brine

43

Normal

Screech

52

Water

Hydro Pump

?

Grass

Giga Drain

?

Water

Aqua Ring

EXPERIENCE COST

0

Normal

MOVE NAME

Wring Out

0

Normal

Supersonic

12

Poison

Acid

19

Water

Bubble Beam

26

Poison

Acid Spray

34

Water

Water Pulse

38

Poison

Poison Jab

47

Ghost

Hex

56

Poison

Sludge Wave

?

Psychic

Mirror Coat



EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

4

Ground

Mud Sport

11

Rock

Rollout

18

Rock

Rock Throw

25

Rock

Smack Down

32

Ground

Bulldoze

39

Ground

Earthquake

46

Normal

Double-Edge

?

Normal

Rock Climb

\

Dark

Sucker Punch

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Defense Curl

8

Rock

Rock Polish

15

Ground

Magnitude

22

Rock

Rock Blast

29

Normal

Self Destruct

36

Rock

Stealth Rock

43

Normal

Explosion

50

Rock

Stone Edge

?

Rock

Wide Guard

#074 Geodude





HEIGHT:  
0.4 m / 1'04"

WEIGHT:  
20kg / 44 lbs

Rock Pokémon

Lives in mountains and caves. It looks indistinguishable 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.

TYPE: Rock

Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Rock Head & Sturdy

EVOLUTION: First Stage.  
Evolves after reaching certain size.



EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

4

Electric

Charge

10

Rock

Rollout

16

Rock

Rock Throw

22

Electric

Thunder Punch

28

Rock

Stealth Rock

34

Electric

Discharge

40

Normal

Double-Edge

?

Normal

Rock Climb

?

Normal

Screech

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Defense Curl

6

Rock

Rock Polish

12

Electric

Spark

18

Rock

Smack Down

24

Normal

Self Destruct

30

Rock

Rock Blast

36

Normal

Explosion

42

Rock

Stone Edge

?

Rock

Wide Guard

#074 Geodude (Alola)





HEIGHT:  
0.4m / 1'04"

WEIGHT:  
20kg / 44 lbs

Rock Pokémon

The magnetic fields on Alola's Blush Mountain made Geodude develop Electric chargers on its body. They tend to disguise themselves as regular rocks, caution is advised as they shock you if you step on them.

TYPE: Rock

Electric

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Magnet Pull & Sturdy

EVOLUTION: First Stage.  
Evolves after reaching certain size.



#075 Graveler



HEIGHT:  
1m / 3'03"

WEIGHT:  
105kg / 230 lbs

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.

TYPE: Rock

Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Rock Head & Sturdy

EVOLUTION: Second Stage.  
Evolves after being Traded.



EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

4

Ground

Mud Sport

11

Rock

Rollout

18

Rock

Rock Throw

27

Rock

Smack Down

36

Ground

Bulldoze

47

Ground

Earthquake

58

Normal

Double-Edge

?

Normal

Rock Climb

?

Dark

Sucker Punch

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Defense Curl

8

Rock

Rock Polish

15

Ground

Magnitude

22

Rock

Rock Blast

31

Normal

Self Destruct

42

Rock

Stealth Rock

53

Normal

Explosion

64

Rock


Stone Edge

?

Rock

Wide Guard

#075 Graveler (Alola)



HEIGHT:  
1m / 3'03"

WEIGHT:  
110kg / 242 lbs

Rock Pokémon

These Pokémon charge themselves by rolling around, it is dangerous if two of them collide, a loud noise and a flash of light will be seen and heard at great distance. They feed on golden dravite.

TYPE: Rock

Electric

STRENGTH

DEXTERITY

VITALITY

SPECIAL




INSIGHT

BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Magnet Pull & Sturdy

EVOLUTION: Second Stage.  
Evolves after being Traded.



EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

0

Electric

Charge

10

Rock

Rollout

16

Rock

Rock Throw

22

Electric

Thunder Punch

30

Rock

Stealth Rock

40

Electric

Discharge

50

Normal

Double-Edge

?

Normal

Rock Climb

?

Normal

Screech

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Defense Curl

0

Rock

Rock Polish

12

Electric

Spark

18

Rock

Smack Down

24

Normal

Self Destruct

34

Rock

Rock Blast

44

Normal

Explosion

54

Rock

Stone Edge

?

Rock

Wide Guard



EXPERIENCE COST

0

Normal

MOVE NAME

Tackle

EXPERIENCE COST

4

Ground

MOVE NAME

Mud Sport

EXPERIENCE COST

11

Bug

MOVE NAME

Steamroller

EXPERIENCE COST

18

Rock

MOVE NAME

Rock Throw

EXPERIENCE COST

27

Rock

MOVE NAME

Smack Down

EXPERIENCE COST

36

Ground

MOVE NAME

Bulldoze

EXPERIENCE COST

47

Ground

MOVE NAME

Earthquake

EXPERIENCE COST

58

Normal

MOVE NAME

Double-Edge

EXPERIENCE COST

69

Steel

MOVE NAME

Heavy Slam

EXPERIENCE COST

?

Fight

MOVE NAME

Superpower

EXPERIENCE COST

0

Normal

MOVE NAME

Defense Curl

EXPERIENCE COST

8

Rock

MOVE NAME

Rock Polish

EXPERIENCE COST

15

Ground

MOVE NAME

Magnitude

EXPERIENCE COST

22

Rock

MOVE NAME

Rock Blast

EXPERIENCE COST

31

Normal

MOVE NAME

Self Destruct

EXPERIENCE COST

42

Rock

MOVE NAME

Stealth Rock

EXPERIENCE COST

53

Normal

MOVE NAME

Explosion

EXPERIENCE COST

64

Rock

MOVE NAME

Stone Edge

EXPERIENCE COST

?

Steel

MOVE NAME

Iron Defense

EXPERIENCE COST

?

Electric

MOVE NAME

Thunder Punch

HEIGHT:

1.4m / 4'07"

WEIGHT:

300kg / 660 lbs

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.

TYPE:

Fight

Ground

STRENGTH

●●●○○○○

DEXTERITY

●●○○○

VITALITY

●●●○○○○

SPECIAL

●●○○○

INSIGHT

●●○○○

BASE HP:

5

DISOBEDIENCE:

○○○○○

ABILITIES:

Rock Head & Sturdy

EVOLUTION:

Final Form.

●

#074

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#075

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#076

EXPERIENCE COST

0

Normal

MOVE NAME

Tackle

EXPERIENCE COST

0

Electric

MOVE NAME

Charge

EXPERIENCE COST

10

Rock

MOVE NAME

Rollout

EXPERIENCE COST

16

Rock

MOVE NAME

Rock Throw

EXPERIENCE COST

22

Electric

MOVE NAME

Thunder Punch

EXPERIENCE COST

30

Rock

MOVE NAME

Stealth Rock

EXPERIENCE COST

40

Electric

MOVE NAME

Discharge

EXPERIENCE COST

50

Normal

MOVE NAME

Double-Edge

EXPERIENCE COST

60

Steel

MOVE NAME

Heavy Slam

EXPERIENCE COST

?

Fight

MOVE NAME

Counter

EXPERIENCE COST

0

Normal

MOVE NAME

Defense Curl

EXPERIENCE COST

0

Rock

MOVE NAME

Rock Polish

EXPERIENCE COST

12

Electric

MOVE NAME

Spark

EXPERIENCE COST

18

Rock

MOVE NAME

Smack Down

EXPERIENCE COST

24

Normal

MOVE NAME

Self Destruct

EXPERIENCE COST

34

Rock

MOVE NAME

Rock Blast

EXPERIENCE COST

44

Normal

MOVE NAME

Explosion

EXPERIENCE COST

54

Rock

MOVE NAME

Stone Edge

EXPERIENCE COST

?

Electric

MOVE NAME

Magnet Rise

EXPERIENCE COST

?

Electric

MOVE NAME

Wild Charge

HEIGHT:

1.7m / 5'07"

WEIGHT:

316kg / 696 lbs

MEGATON POKÉMON

The Alolan variant of Golem does not roll around like its counterpart, instead it loads rocks into the charger on its head and shoots them around, if the rocks miss, the electric shockwave doesn't.

TYPE:

Rock

Electric

STRENGTH

●●●○○○○

DEXTERITY

●●○○○

VITALITY

●●●○○○○

SPECIAL

●●○○○

INSIGHT

●●○○○

BASE HP:

5

DISOBEDIENCE:

○○○○○

ABILITIES:

Galvanize & Sturdy

EVOLUTION:

Final Form.

●

#074

●

#075

●

#076

EXPERIENCE COST

0

Normal

MOVE NAME

Tackle

EXPERIENCE COST

4

Normal

MOVE NAME

Tail Whip

EXPERIENCE COST

13

Fire

MOVE NAME

Flame Wheel

EXPERIENCE COST

21

Fire

MOVE NAME

Flame Charge

EXPERIENCE COST

29

Normal

MOVE NAME

Take Down

EXPERIENCE COST

37

Psychic

MOVE NAME

Agility

EXPERIENCE COST

45

Flying

MOVE NAME

Bounce

EXPERIENCE COST

?

Normal

MOVE NAME

Morning Sun

EXPERIENCE COST

?

Psychic

MOVE NAME

Hypnosis

HEIGHT:

1m / 3'03"

WEIGHT:

60kg / 132 lbs

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.

TYPE:

Fire

STRENGTH

●●○○○

DEXTERITY

●●○○○

VITALITY

●●○○○

SPECIAL

●●○○○

INSIGHT

●●○○○

BASE HP:

3

DISOBEDIENCE:

○○○○○

ABILITIES:

Run Away & Flash Fire

EVOLUTION:

First Stage.  
Evolves after reaching certain level.

●

#077

●

#078

EXPERIENCE COST

0

Poison

MOVE NAME

Poison Jab

EXPERIENCE COST

0

Fire

MOVE NAME

Ember

EXPERIENCE COST

0

Normal

MOVE NAME

Quick Attack

EXPERIENCE COST

13

Fire

MOVE NAME

Flame Wheel

EXPERIENCE COST

21

Fire

MOVE NAME

Flame Charge

EXPERIENCE COST

29

Normal

MOVE NAME

Take Down

EXPERIENCE COST

37

Psychic

MOVE NAME

Agility

EXPERIENCE COST

41

Fire

MOVE NAME

Fire Blast

EXPERIENCE COST

49

Fire

MOVE NAME

Flare Blitz

EXPERIENCE COST

?

Normal

MOVE NAME

Morning Sun

EXPERIENCE COST

0

Bug

MOVE NAME

Megahorn

EXPERIENCE COST

0

Normal

MOVE NAME

Growl

EXPERIENCE COST

0

Normal

MOVE NAME

Tail Whip

EXPERIENCE COST

17

Normal

MOVE NAME

Stomp

EXPERIENCE COST

25

Fire

MOVE NAME

Fire Spin

EXPERIENCE COST

33

Fire

MOVE NAME

Inferno

EXPERIENCE COST

40

Normal

MOVE NAME

Fury Attack

EXPERIENCE COST

45

Flying

MOVE NAME

Bounce

EXPERIENCE COST

?

Normal

MOVE NAME

Horn Drill

EXPERIENCE COST

?

Ground

MOVE NAME

Drill Run

HEIGHT:

1.7m / 5'07"

WEIGHT:

190kg / 420 lbs

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.

TYPE:

Fire

STRENGTH

●●●○○○○

DEXTERITY

●●●○○○○

VITALITY

●●○○○

SPECIAL

●●○○○

INSIGHT

●●○○○

BASE HP:

5

DISOBEDIENCE:

●●○○○

ABILITIES:

Run Away & Flash Fire

EVOLUTION:

Final Form.

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#077

●

#078



#079 Slowpoke



HEIGHT: 1.2m / 4'00"

WEIGHT: 36kg / 80 lbs

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 shelders will be attracted to it.

TYPE: Water Psychic

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH ●●●●

DEXTERITY ●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Oblivious & Own Tempo

EVOLUTION: First Stage. Evolves by natural means and Trade holding an item.



0 Normal Yawn

0 Ghost Curse

9 Water Water Gun

19 Normal Disable

28 Water Water Pulse

36 Normal Slack Off

45 Psychic Psychic

54 Normal Psych Up

? Psychic Future Sight

? Ice Icy Wind

0 Normal Tackle

5 Normal Growl

14 Psychic Confusion

23 Normal Headbutt

32 Psychic Zen Headbutt


41 Psychic Amnesia

49 Water Rain Dance

58 Psychic Heal Pulse

? Ground Mud Sport

#080 Slowbro



HEIGHT: 1.6m / 5'03"

WEIGHT: 78kg / 173 lbs

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.

TYPE: Water Psychic

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●●




INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Oblivious & Own Tempo

EVOLUTION: Final Form. Evolved when a shelder bit its tail.



0 Normal Tackle

5 Normal Growl

14 Psychic Confusion

23 Normal Headbutt

32 Psychic Zen Headbutt

41 Water Withdraw

19 Psychic Psychic

23 Normal Psych Up

? Water Aqua Tail

? Psychic Future Sight

0 Normal Yawn

0 Ghost Curse

9 Water Water Gun

19 Normal Disable

28 Water Water Pulse

36 Normal Slack Off

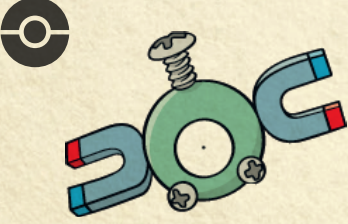
41 Psychic Amnesia

21 Water Rain Dance

58 Psychic Heal Pulse

? Normal Belly Drum

#081 Magnemite



HEIGHT: 0.3m / 1'00"

WEIGHT: 6kg / 13 lbs

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.

TYPE: Electric Steel

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●




INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Magnet Pull & Sturdy

EVOLUTION: First Stage. Evolves around a strong Magnetic Field.



0 Normal Tackle

7 Electric Thunder Shock

13 Psychic Light Screen

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

4 Normal Supersonic

11 Normal Sonic Boom

15 Electric Thunder Wave

21 Electric Spark

29 Steel Metal Sound

35 Steel Flash Cannon

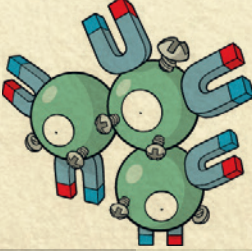
43 Electric Discharge

47 Electric Magnet Rise

57 Electric Zap Cannon

? Steel Iron Defense

#082 Magneton



HEIGHT: 1m / 3'03"

WEIGHT: 60kg / 132 lbs

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.

TYPE: Electric Steel

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●●




INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Magnet Pull & Sturdy

EVOLUTION: Second Stage. Evolves around a strong Magnetic Field.



0 Normal Tri Attack

0 Normal Supersonic

0 Normal Sonic Boom

13 Psychic Light Screen

18 Steel Magnet Bom

25 Steel Mirror Shot

34 Electric Electro Bal

45 Normal Screech

56 Normal Lock-On

67 Steel Gyro Ball

? Psychic Gravity

? Bug Signal Beam

0 Normal Tackle

0 Electric Thunder Shock

11 Electric Electric Terrain

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



#083 Farfetch'd



HEIGHT:0.8m / 2'07"

WEIGHT:15kg / 33 lbs

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.

TYPE:Normal

Flying

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT

BASE HP:4

DISOBEDIENCE:

ABILITIES:Keen Eye & Inner Focus

EVOLUTION: Final Form.



0

Flying

Peck

0

Poison

Poison Jab

0

Ground

Sand Attack

0

Normal

Leer

0

Bug

Fury Cutter

7

Normal

Fury Attack

13

Dark

Knock Off

19

Normal

Slash

21

Flying

Air Cutter

25

Normal

Swords Dance

31

Psychic

Agility

33

Dark

Night Slash

37

Flying

Acrobatics

43

Normal

Feint

45

Normal

False Swipe

49

Flying

Air Slash

55

Flying

Brave Bird

?

Grass

Leaf Blade

?

Flying

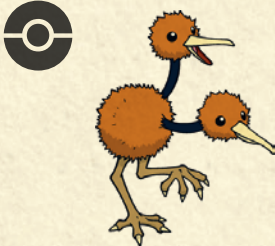
Feather Dance

?

Flying

Roost

#084 Doduo



HEIGHT:1.4m / 4'07"

WEIGHT:40kg / 86 lbs

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.

TYPE:Normal

Flying

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Growl

0

Normal

Quick Attack

10

Normal

Rage

19

Dark

Pursuit

23

Normal

Uproar

32

Normal

Double Hit

37

Psychic

Agility

41

Flying

Drill Peck

50

Normal

Thrash

?

Dark

Feint Attack

?

Flying

Mirror Move

?

Flying

Brave Bird

STRENGTH

DEXTERITY

VITALITY

SPECIAL



INSIGHT

BASE HP:4

DISOBEDIENCE:

ABILITIES:Run Away & Early Bird

EVOLUTION: First Stage. Evolves after reaching certain level.



#085 Dodrio



HEIGHT:1.8m / 6'00"

WEIGHT:85kg / 187 lbs

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.

TYPE:Normal

Flying

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Growl

0

Normal

Quick Attack

14

Normal

Fury Attack

23

Normal

Uproar

34

Normal

Tri Attack

41

Psychic

Agility

47

Flying

Drill Peck

60

Normal

Thrash

?

Dark

Feint Attack

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:6

DISOBEDIENCE:

ABILITIES:Run Away & Early Bird

EVOLUTION: Final Form.



#086 Seel



HEIGHT:1.1m / 3'07"

WEIGHT:90kg / 198 lbs

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.

TYPE:Water

EXPERIENCE COST

TYPE

MOVE NAME

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

STRENGTH

DEXTERITY

VITALITY

SPECIAL



INSIGHT

BASE HP:3

DISOBEDIENCE:


ABILITIES:Thick Fat & Hydration

EVOLUTION: First Stage. Evolves after reaching certain level.





#087 Dewgong



HEIGHT: 1.7m / 5'07"WEIGHT: 120kg 264 lbs

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.

TYPE: WaterIce

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Thick Fat & Hydration

EVOLUTION: Final Form.

#086

#087

0NormalHeadbutt0NormalGrowl

0BugSignal Beam0IceIcy Wind

13NormalEncore17IceIce Shard

21PsychicRest23WaterAqua Ring

27IceAurora Beam31WaterAqua Jet

33WaterBrine34IceSheer Cold

39NormalTake Down45WaterDive

49WaterAqua Tail55IceIce Beam

61NormalSafeguard65IceHail

?IceAvalanche?NormalPerish Song

?NormalHorn Drill

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0NormalPound

4NormalHarden

12NormalDisable

18NormalMinimize

26PoisonSludge Bomb

32NormalScreech

40PoisonAcid Armor

46PoisonBelch

?GhostShadow Sneak

?NormalScary Face

0PoisonPoison Gas

7GroundMud Slap

15PoisonSludge

21GroundMud Bomb

29NormalFling

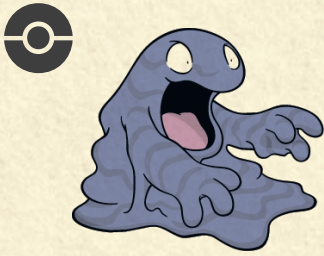
37PoisonSludge Wave

43PoisonGunk Shot

48DarkMemento

?GrassGiga Drain

#088 Grimer



HEIGHT: 0.9m / 3'00"WEIGHT: 30kg / 66 lbs

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.

TYPE: Poison

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Stench & Sticky Hold

EVOLUTION: First Stage.  
Evolves after reaching a certain size.

#088

#089

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0NormalPound

4NormalHarden

12NormalDisable

18PoisonPoison Fang

26DarkFling

32DarkCrunch

40PoisonGunk Shot

46PoisonBelch

?DarkAssurance

?GhostShadow Sneak

0PoisonPoison Gas

7DarkBite

15PoisonAcid Spray

21NormalMinimize

29DarkKnock Off


37NormalScreech

43PoisonAcid Armor

48DarkMemento

?PoisonClear Smog

#088 Grimer (Alola)



HEIGHT: 0.7m / 2'04"WEIGHT: 42kg / 92 lbs

Sludge Pokémon  
Grimer were brought into Alola to eat garbage on the region. It seemed like a counterintuitive measure but ended up solving the problem. But now Grimer are incredibly noxious, much more toxic than usual.

TYPE: PoisonDark

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Poison Touch & Power of Alchemy

EVOLUTION: First Stage.  
Evolves after reaching a certain size.

#088

#089

#089 Muk



HEIGHT: 1.2m / 4'00"WEIGHT: 60kg / 132 lbs

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.

TYPE: Poison

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Stench & Sticky Hold

EVOLUTION: Final Form.

#088

#089

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0NormalPound

0NormalHarden

0PoisonVenom Drench

15PoisonSludge

21GroundMud Bomb

29NormalFling

37PoisonSludge Wave

49PoisonGunk Shot

57DarkMemento

?GhostShadow Sneak

0PoisonPoison Gas

0GroundMud Slap

12NormalDisable

18NormalMinimize

26PoisonSludge Bomb

32NormalScreech

43PoisonAcid Armor

53PoisonBelch

?NormalSelf-Destruct

?GrassGiga Drain







#093 Haunter



HEIGHT: 1.6m / 5'03"

WEIGHT: 0.1kg / 0.2 lbs

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.

TYPE: Ghost

Poison

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●●

INSIGHT ●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Levitate

EVOLUTION: Second Stage.  
Evolves after being Traded.



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



HEIGHT: 1.5 m / 5'00"

WEIGHT: 40kg / 90 lbs

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.

TYPE: Ghost

Poison

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●●●


INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Levitate

EVOLUTION: Final Form



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



HEIGHT: 8m / 28'10"

WEIGHT: 420kg / 926 lbs

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.

TYPE: Rock

Ground

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 28

DISOBEDIENCE: ●●●●●

ABILITIES: Rock Head & Sturdy

EVOLUTION: First Stage.  
Evolves with high pressure, iron and heat.



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



HEIGHT: 1m / 3'03"

WEIGHT: 32kg / 71 lbs

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.

TYPE: Psychic

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Insomnia & Forewarn


EVOLUTION: First Stage.  
Evolves after eating the greatest dream.



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



HEIGHT: 1.6m / 5'03"WEIGHT: 75kg / 166 lbs

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.



STRENGTH ●●●●●  
DEXTERITY ●●●●●  
VITALITY ●●●●●  
SPECIAL ●●●●●  
INSIGHT ●●●●●

TYPE: Psychic

BASE HP: 5DISOBEDIENCE: ●●●●●

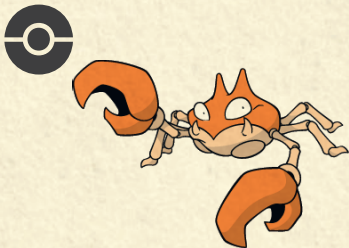
ABILITIES: Insomnia & Forewarn

EVOLUTION: Final Form.



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



HEIGHT: 0.4m / 1'04"WEIGHT: 6kg / 14 lbs

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.



STRENGTH ●●●●●  
DEXTERITY ●●●●●  
VITALITY ●●●●●  
SPECIAL ●●●●●  
INSIGHT ●●●●●

TYPE: Water

BASE HP: 3DISOBEDIENCE: ●●●●●

ABILITIES: Hyper Cutter & Shell Armor

EVOLUTION: First Stage.  
Evolves after reaching certain level.



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



HEIGHT: 1.4m / 4'03"WEIGHT: 60kg / 132 lbs

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..

STRENGTH ●●●●●  
DEXTERITY ●●●●●  
VITALITY ●●●●●  
SPECIAL ●●●●●  
INSIGHT ●●●●●

TYPE: Water

BASE HP: 4DISOBEDIENCE: ●●●●●

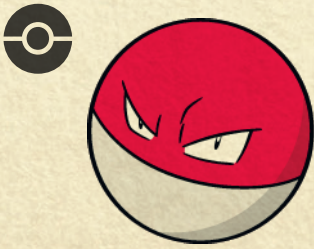
ABILITIES: Hyper Cutter & Shell Armor

EVOLUTION: Final Form.



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



HEIGHT: 0.5m / 1'08"WEIGHT: 10kg / 22 lbs

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.



STRENGTH ●●●●●  
DEXTERITY ●●●●●  
VITALITY ●●●●●  
SPECIAL ●●●●●  
INSIGHT ●●●●●

TYPE: Electric

BASE HP: 3DISOBEDIENCE: ●●●●●

ABILITIES: Soundproof & Static


EVOLUTION: First Stage.  
Evolves after a terrible temper tantrum.



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
37	Electric	Discharge	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



HEIGHT: 1.2m / 4'00"

WEIGHT: 66kg / 146 lbs

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.

TYPE: Electric

STRENGTH ●●●●

DEXTERITY ●●●●●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●●


INSIGHT ●●●●●●


BASE HP: 4

DISOBEDIENCE: ●●●●●●


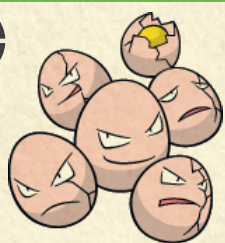


ABILITIES: Soundproof & Static

EVOLUTION: Final Form.

 #100

 #101

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	41	Electric	Discharge
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
EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME	 	STRENGTH	●●●
0	Normal	Barrage	0	Normal	Uproar		DEXTERITY	●●●
0	Psychic	Hypnosis	7	Psychic	Reflect		VITALITY	●●●●●
11	Grass	Leech Seed	17	Grass	Bullet Seed		SPECIAL	●●●●
19	Grass	Stun Spore	21	Poison	Poison Powder		INSIGHT	●●●●
23	Grass	Sleep Powder	27	Psychic	Confusion		BASE HP:	3
33	Grass	Worry Seed	37	Normal	Natural Gift	DISOBEDIENCE:	●●●●●	
43	Grass	Solar Beam	47	Psychic	Extrasensory	ABILITIES:	Chlorophyll	
50	Normal	Bestow	?	Ghost	Nightmare	EVOLUTION: First Stage. Evolves with a Leaf Stone.		
?	Grass	Ingrain	?	Ghost	Curse	 #102		
						 #103		

#103 Exeggutor



HEIGHT:

2m / 6'07"

WEIGHT:

120kg / 264 lbs

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.

TYPE:

Grass

Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

●●●●●●

●●●●●●

●●●●●●

●●●●●●

●●●●●●

BASE HP:

6

DISOBEDIENCE:

●●●●●●

ABILITIES:

Chlorophyll & Harvest

EVOLUTION: Final Form.





#102

#103

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

#103 Exeggutor (Alola)		TYPE:	Grass	Dragon	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME	
	STRENGTH	●●●●●○	0	Dragon	Dragon Hammer	0	Grass	Seed Bomb			
	DEXTERITY	●●●●○	0	Normal	Barrage	0	Psychic	Hypnosis			
	VITALITY	●●●●○	0	Psychic	Confusion	17	Psychic	Psyshock			
	SPECIAL	●●●●○	27	Normal	Egg Bomb	37	Grass	Wood Hammer			
	INSIGHT	●●●●○	47	Grass	Leaf Storm	?	Dragon	Dragon Tail			
HEIGHT:	WEIGHT:	BASE HP:	36	DISOBEDIENCE:	?	Grass	Ingrain	?	Normal	Giga Impact	
11m / 36'00"		415kg / 916 lbs									
Coconut Pokémon		ABILITIES:									
Alola is the native region for this Pokémon, only in there it can evolve into this form. With this size, its Psychic abilities are rarely needed and its trainer's order's rarely heard. They enjoy the sun in the beach..		Frisk & Harvest									
EVOLUTION: Final Form.											
											
#102		#103									



EXPERIENCE COST

0

Normal

Growl

EXPERIENCE COST

7

Ground

Bone Club

EXPERIENCE COST

13

Normal

Leer

EXPERIENCE COST

21

Ground

Bonemerang

EXPERIENCE COST

27

Normal

False Swipe

EXPERIENCE COST

33

Dark

Fling

EXPERIENCE COST

38

Ground

Stomping Tantrum

EXPERIENCE COST

43

Normal

Double Edge

EXPERIENCE COST

?

Steel

Iron Defense

EXPERIENCE COST

?

Fight

Detect

EXPERIENCE COST

3

Normal

Tail Whip

EXPERIENCE COST

11

Normal

Headbutt

EXPERIENCE COST

17

Normal

Focus Energy

EXPERIENCE COST

23

Normal

Rage

EXPERIENCE COST

31

Normal

Thrash

EXPERIENCE COST

37

Ground

Bone Rush

EXPERIENCE COST

41

Normal

Endeavor

EXPERIENCE COST

47

Normal

Retaliate

EXPERIENCE COST

?

Fight

Double Kick

#104 Cubone



HEIGHT: 0.4m / 1'04"

WEIGHT: 6kg / 14 lbs

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.

TYPE: Ground

STRENGTH ●●●●

DEXTERITY ●●●

VITALITY ●●●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Rock Head & Lightning Rod

EVOLUTION: First Stage. Evolves after overcoming its loss.

#104

#105

#105 Marowak



HEIGHT: 1m / 3'03"

WEIGHT: 45kg / 99 lbs

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.

TYPE: Ground

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●●

SPECIAL ●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Rock Head & Lightning Rod

EVOLUTION: Final Form.

#104

#105

EXPERIENCE COST

0

Normal

Growl

EXPERIENCE COST

0

Ground

Bone Club

EXPERIENCE COST

0

Normal

Leer

EXPERIENCE COST

21

Ground

Bonemerang

EXPERIENCE COST

27

Normal

False Swipe

EXPERIENCE COST

37

Dark

Fling

EXPERIENCE COST

45

Ground

Stomping Tantrum

EXPERIENCE COST

53

Normal

Double Edge

EXPERIENCE COST

?

Normal

Perish Song

EXPERIENCE COST

0

Normal

Tail Whip

EXPERIENCE COST

0

Normal

Headbutt

EXPERIENCE COST

17

Normal

Focus Energy

EXPERIENCE COST

23

Normal

Rage

EXPERIENCE COST

33

Normal

Thrash

EXPERIENCE COST

43

Ground

Bone Rush

EXPERIENCE COST

49

Normal

Endeavor

EXPERIENCE COST

59

Normal

Retaliate

EXPERIENCE COST

?

Dragon

Outrage

EXPERIENCE COST

?

Fight

Detect

#105 Marowak (Alola)



HEIGHT: 1m / 3'03"

WEIGHT: 34kg / 75 lbs

Bone Keeper Pokémon

Alola has many predators for an orphaned Cubone, so its mother's spirit lingered close to protect her baby. This otherworldly influence made Marowak fiercer and changed its type completely.

TYPE: Fire Ghost

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●●

SPECIAL ●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Cursed Body & Lightning Rod

EVOLUTION: Final Form.

#104

#105

EXPERIENCE COST

0

Normal

Growl

EXPERIENCE COST

0

Ground

Bone Club

EXPERIENCE COST

0

Normal

Leer

EXPERIENCE COST

21

Ground

Bonemerang

EXPERIENCE COST

27

Ghost

Shadow Bone

EXPERIENCE COST

37

Dark

Fling

EXPERIENCE COST

49

Normal

Endeavor

EXPERIENCE COST

59

Normal

Retaliate

EXPERIENCE COST

?

Normal

Perish Song

EXPERIENCE COST

?

Fire

Flame Charge

EXPERIENCE COST

0

Normal

Tail Whip

EXPERIENCE COST

0

Fire

Flame Wheel

EXPERIENCE COST

17

Ghost

Hex

EXPERIENCE COST

23

Fire

Will-o-Wisp

EXPERIENCE COST

33

Normal

Thrash

EXPERIENCE COST

43

Ground

Stomping Tantrum

EXPERIENCE COST

53

Fire

Flare Blitz

EXPERIENCE COST

65

Ground

Bone Rush


EXPERIENCE COST

?

Dark

Brutal Swing

#106 Hitmonlee



HEIGHT: 1.5m / 5'00"

WEIGHT: 50kg / 110 lbs

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.

TYPE: Fight

STRENGTH ●●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●


INSIGHT ●●●●●●


BASE HP: 5


DISOBEDIENCE: ●●●●●


ABILITIES: Limber & Reckless

EVOLUTION: Final Form. Evolved by maxing out Strength.

#236

#106

#107

#237

EXPERIENCE COST

0

Fight

Double Kick

EXPERIENCE COST

5

Psychic

Meditate

EXPERIENCE COST

13

Fight

Jump Kick

EXPERIENCE COST

21

Normal

Focus Energy

EXPERIENCE COST

29

Fight

High Jump Kick

EXPERIENCE COST

37

Normal

Foresight

EXPERIENCE COST

45

Fire

Blaze Kick

EXPERIENCE COST

53

Normal

Mega Kick

EXPERIENCE COST

61

Fight

Reversal

EXPERIENCE COST

?

Normal

Rapid Spin

EXPERIENCE COST

0

Fight

Revenge

EXPERIENCE COST

9

Fight

Rolling Kick

EXPERIENCE COST

17

Fight

Brick Break

EXPERIENCE COST

25

Normal

Feint

EXPERIENCE COST

33

Normal

Mind Reader

EXPERIENCE COST

41

Rock

Wide Guard

EXPERIENCE COST

49

Normal

Endure

EXPERIENCE COST

57

Fight

Close Combat

EXPERIENCE COST

?

Flying

Bounce

EXPERIENCE COST


?

Fight

Mach Punch



#107 Hitmonchan



HEIGHT: 1.4m / 4'07"

WEIGHT: 50kg 110 lbs

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.

TYPE: Fight

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Keen Eye & Iron Fist

EVOLUTION: Final Form.  
Evolved by maxing out Vitality.

#236

#106

#107

#237

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



HEIGHT: 1.2m / 4'00"

WEIGHT: 65kg / 144 lbs

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.

TYPE: Normal

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Own Tempo & Oblivious

EVOLUTION: First Stage.  
Evolves after mastering Rollout.

#108

#463

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



HEIGHT: 0.6m / 2'00"

WEIGHT: 1kg / 2 lbs

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.

TYPE: Poison

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Levitate

EVOLUTION: First Stage.  
Evolves after reaching certain size.

#109

#110

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



HEIGHT: 1.2m / 4'00"

WEIGHT: 9kg / 20 lbs

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.

TYPE: Poison

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Levitate

EVOLUTION: Final Form.

#109

#110

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

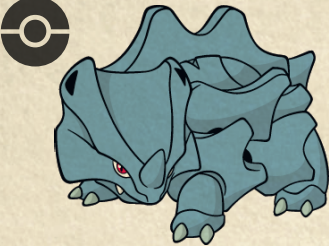
?

Psychic

Psybeam



#111 Rhyhorn



HEIGHT: 1m / 3'03"

WEIGHT: 115kg / 253 lbs

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.

STRENGTH ●●●●●

DEXTERITY ●●●

VITALITY ●●●●●

SPECIAL ●●●


INSIGHT ●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Rock Head & Lightningrod

EVOLUTION: First Stage.  
Evolves after reaching certain level.

#111#112#464

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0	Normal	Horn Attack	0	Normal	Tail Whip	0	Normal	Tail Whip
8	Normal	Stomp	0	Normal	Fury Attack	12	Normal	Fury Attack
13	Rock	Smack Down	19	Normal	Scary Face	19	Normal	Scary Face
23	Rock	Rock Blast	30	Ground	Bulldoze	30	Ground	Bulldoze
34	Normal	Chip Away	41	Normal	Take Down	41	Normal	Take Down
45	Ground	Drill Run	52	Rock	Stone Edge	52	Rock	Stone Edge
56	Ground	Earthquake	63	Normal	Horn Drill	63	Normal	Horn Drill
67	Bug	Megahorn	?	Electric	Thunder Fang	?	Electric	Thunder Fang
?	Ice	Ice Fang	?	Fire	Fire Fang	?	Fire	Fire Fang

#112 Rhydon



HEIGHT: 1.9m / 6'03"

WEIGHT: 240kg / 528 lbs

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.

STRENGTH ●●●●●

DEXTERITY ●●●

VITALITY ●●●●●

SPECIAL ●●●

INSIGHT ●●●

BASE HP: 6

DISOBEDIENCE: ●●●●●

ABILITIES: Rock Head & Lightningrod

EVOLUTION: Second Stage.  
Evolves after being Traded holding an item.

#111#112#464

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

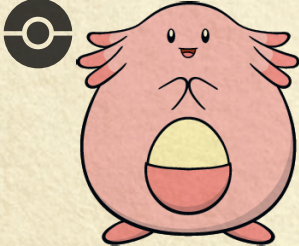
EXPERIENCE COST

TYPE

MOVE NAME

0	Normal	Horn Attack	0	Normal	Tail Whip	0	Normal	Tail Whip
0	Normal	Stomp	0	Normal	Fury Attack	0	Normal	Fury Attack
13	Rock	Smack Down	19	Normal	Scary Face	19	Normal	Scary Face
23	Rock	Rock Blast	30	Ground	Bulldoze	30	Ground	Bulldoze
34	Normal	Chip Away	41	Normal	Take Down	41	Normal	Take Down
42	Fight	Hammer Arm	47	Ground	Drill Run	47	Ground	Drill Run
56	Rock	Stone Edge	62	Ground	Earthquake	62	Ground	Earthquake
71	Normal	Horn Drill	77	Bug	Megahorn	77	Bug	Megahorn
?	Dragon	Dragon Rush	?	Normal	Skull Bash	?	Normal	Skull Bash
?	Steel	Smart Strike						

#113 Chansey



HEIGHT: 1.1m / 3'07"

WEIGHT: 34kg / 76 lbs

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.

STRENGTH ●●●

DEXTERITY ●●●

VITALITY ●●●

SPECIAL ●●●




INSIGHT ●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Natural Cure & Serene Grace

EVOLUTION: Second Stage.  
Evolves with Happiness.

#440#113#242

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

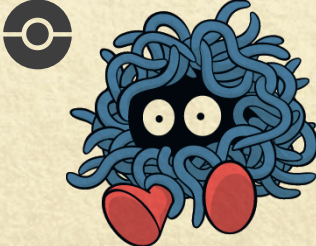
EXPERIENCE COST

TYPE

MOVE NAME

0	Normal	Double-Edge	0	Normal	Defense Curl	0	Normal	Defense Curl
0	Normal	Pound	0	Normal	Growl	0	Normal	Growl
0	Normal	Refresh	12	Normal	Double Slap	12	Normal	Double Slap
16	Normal	Soft Boiled	20	Normal	Bestow	20	Normal	Bestow
23	Normal	Minimize	27	Normal	Take Down	27	Normal	Take Down
31	Normal	Sing	34	Dark	Fling	34	Dark	Fling
38	Psychic	Heal Pulse	42	Normal	Egg Bomb	42	Normal	Egg Bomb
46	Psychic	Light Screen	50	Psychic	Healing Wish	50	Psychic	Healing Wish
?	Normal	Heal Bell	?	Fight	Seismic Toss	?	Fight	Seismic Toss
?	Normal	Present						

#114 Tangela



HEIGHT: 1m / 3'03"

WEIGHT: 35kg / 77 lbs

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.

STRENGTH ●●●

DEXTERITY ●●●

VITALITY ●●●●●

SPECIAL ●●●



INSIGHT ●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Chlorophyll & Leaf Guard

EVOLUTION: First Stage.  
Evolves after contact with Primal Forces.

#114#465

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST


TYPE

MOVE NAME

0	Normal	Constrict	0	Grass	Ingrain	0	Grass	Ingrain
4	Grass	Sleep Powder	7	Grass	Vine Whip	7	Grass	Vine Whip
10	Grass	Absorb	14	Poison	Poison Powder	14	Poison	Poison Powder
17	Normal	Bind	20	Normal	Growth	20	Normal	Growth
23	Grass	Mega Drain	27	Dark	Knock Off	27	Dark	Knock Off
30	Grass	Stun Spore	33	Normal	Natural Gift	33	Normal	Natural Gift
36	Grass	Giga Drain	38	Rock	Ancient Power	38	Rock	Ancient Power
41	Normal	Slam	44	Normal	Tickle	44	Normal	Tickle
46	Normal	Wring Out	48	Grass	Grassy Terrain	48	Grass	Grassy Terrain
50	Grass	Power Whip	?	Psychic	Amnesia	?	Psychic	Amnesia
?	Psychic	Confusion	?	Normal	Substitute	?	Normal	Substitute



#115 Kangaskhan



HEIGHT: 2.2m / 7'03"

WEIGHT: 420kg / 926 lbs

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 daughters fiercely defend eachother.

TYPE: Normal

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●

BASE HP: 7

DISOBEDIENCE: ●●●●●

ABILITIES: Early Bird & Scrappy

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Comet Punch	0	Normal	Leer
7	Normal	Fake Out	10	Normal	Tail Whip
13	Dark	Bite	19	Normal	Double Hit
22	Normal	Rage	25	Normal	Mega Punch
31	Normal	Chip Away	34	Normal	Dizzy Punch
37	Dark	Crunch	43	Normal	Endure
46	Dragon	Outrage	49	Dark	Sucker Punch
50	Fight	Reversal	?	Water	Aqua Tail
?	Normal	Captivate	?	Fight	Counter

#116 Horsea



HEIGHT: 0.4m / 1'04"

WEIGHT: 8kg / 17 lbs

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.

TYPE: Water

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●


ABILITIES: Swift Swim & Sniper

EVOLUTION: First Stage. Evolves after reaching certain level.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun	4	Normal	Smokescreen
8	Normal	Leer	11	Water	Bubble
14	Normal	Focus Energy	18	Water	Bubble Beam
23	Psychic	Agility	26	Dragon	Twister
30	Water	Brine	35	Water	Hydro Pump
38	Dragon	Dragon Dance	42	Dragon	Dragon Pulse
?	Ice	Aurora Beam	?	Bug	Signal Beam
?	Water	Octazooka			

#117 Seadra



HEIGHT: 1.2m / 4'00"

WEIGHT: 25kg / 55 lbs

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

TYPE: Water

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●



INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●


ABILITIES: Swift Swim & Sniper

EVOLUTION: Second Stage. Evolves after being Traded holding an item.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun	0	Normal	Smokescreen
0	Normal	Leer	0	Water	Bubble
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	57	Dragon	Dragon Pulse
?	Ice	Aurora Beam	?	Bug	Signal Beam
?	Water	Octazooka			

#118 Goldeen



HEIGHT: 0.6m / 2'00"

WEIGHT: 15kg / 33 lbs

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.

TYPE: Water

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●



INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Swift Swim & Water Veil

EVOLUTION: First Stage. Evolves after reaching certain level.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Peck	0	Water	Water Sport
7	Normal	Supersonic	11	Normal	Horn Attack
17	Water	Water Pulse	21	Normal	Flail
27	Water	Aqua Ring	31	Normal	Fury Attack
37	Water	Waterfall	41	Normal	Horn Drill
47	Psychic	Agility	50	Water	Soak
57	Bug	Megahorn	?	Flying	Bounce
?	Ground	Mud Sport	?	Ground	Drill Run



#119 Seaking



HEIGHT: 1.4m / 4'03"

WEIGHT: 60kg / 132 lbs

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.

TYPE: Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Swift Swim & Water Veil

EVOLUTION: Final Form.

#118

#119

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Poison Jab	0	Normal	Tail Whip
0	Flying	Peck	0	Water	Water Sport
0	Normal	Supersonic	11	Normal	Horn Attack
17	Water	Water Pulse	21	Normal	Flail
27	Water	Aqua Ring	31	Normal	Fury Attack
40	Water	Waterfall	47	Normal	Horn Drill
56	Psychic	Agility	63	Water	Soak
72	Bug	Megahorn	?	Flying	Bounce
?	Ground	Mud Sport	?	Ground	Drill Run

#120 Staryu



HEIGHT: 0.8m / 2'07"

WEIGHT: 34kg / 76 lbs

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.

TYPE: Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Illuminate & Natural Cure


EVOLUTION: First Stage. Evolves with a Water Stone

#120

#121

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Harden
4	Water	Water Gun	7	Normal	Rapid Spin
10	Normal	Recover	13	Psychic	Psywave
16	Normal	Swift	18	Water	Bubble Beam
22	Normal	Camouflage	24	Steel	Gyro Ball
28	Water	Brine	31	Normal	Minimize
35	Normal	Reflect Type	37	Rock	Power Gem
40	Ghost	Confuse Ray	42	Psychic	Psychic
46	Psychic	Light Screen	49	Psychic	Cosmic Power
53	Water	Hydro Pump	?	Electric	Thunder Wave
?	Bug	Signal Beam	?	Dragon	Twister

#121 Starmie



HEIGHT: 1.1m / 3'07"

WEIGHT: 80kg / 176 lbs

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.

TYPE: Water Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT


BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Illuminate & Natural Cure

EVOLUTION: Final Form.

#121

#122

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Spotlight	0	Water	Water Gun
0	Water	Hydro Pump	0	Normal	Recover
0	Normal	Rapid Spin	22	Ghost	Confuse Ray
0	Normal	Swift	?	Bug	Signal Beam
?	Electric	Thunder Wave	?	Dragon	Twister

#122 Mr. Mime



HEIGHT: 1.3m / 4'03"

WEIGHT: 54kg / 120 lbs

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.

TYPE: Psychic Fairy

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Soundproof & Filter

EVOLUTION: Final Form.


#122

#123

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 Scyther



HEIGHT:  
1.5m / 5'00"

WEIGHT:  
56kg / 123 lbs

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.

TYPE: Bug Flying

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●


ABILITIES: Swarm & Technician

EVOLUTION: First Stage.  
Evolves after being Traded holding an item.



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



HEIGHT:  
1.4m / 4'07"

WEIGHT:  
41kg / 89 lbs

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.

TYPE: Ice Psychic

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●


ABILITIES: Oblivious & Forewarn

EVOLUTION: Final Form.



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
?	Ice	Aurora Veil			

#125 Electabuzz



HEIGHT:  
1.1m / 3'07"

WEIGHT:  
30kg / 66 lbs

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.

TYPE: Electric

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●




INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●


ABILITIES: Static

EVOLUTION: Second Stage.  
Evolves after being Traded holding an item.



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



HEIGHT:  
1.3m / 4'03"

WEIGHT:  
44kg / 98 lbs

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.

TYPE: Fire

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●




INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Flame Body

EVOLUTION: Second Stage.  
Evolves after being Traded holding an item.




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			







#131 Lapras



HEIGHT: 2.5m / 8'02"

WEIGHT: 132kg / 292 lbs

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.

TYPE: Water Ice

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

EXPERIENCE COST 0

EXPERIENCE COST 0

EXPERIENCE COST 7

EXPERIENCE COST 14

EXPERIENCE COST 22

EXPERIENCE COST 32

EXPERIENCE COST 43

EXPERIENCE COST 50

EXPERIENCE COST ?

TYPE Normal

TYPE Water

TYPE Ghost

TYPE Water

TYPE Water

TYPE Ice

TYPE Normal

TYPE Ice

TYPE Ice

MOVE NAME Sing

MOVE NAME Water Gun

MOVE NAME Confuse Ray

MOVE NAME Water Pulse

MOVE NAME Rain Dance

MOVE NAME Ice Beam

MOVE NAME Safeguard

MOVE NAME Sheer Cold

MOVE NAME Freeze-Dry

EXPERIENCE COST 0

EXPERIENCE COST 4

EXPERIENCE COST 10

EXPERIENCE COST 18

EXPERIENCE COST 27

EXPERIENCE COST 37

EXPERIENCE COST 47

EXPERIENCE COST ?

EXPERIENCE COST ?

TYPE Normal

TYPE Ice

TYPE Ice

TYPE Normal

TYPE Water

TYPE Dragon

TYPE Dragon

MOVE NAME Growl

MOVE NAME Mist

MOVE NAME Ice Shard

MOVE NAME Body Slam

MOVE NAME Perish Song

MOVE NAME Brine

MOVE NAME Hydro Pump

MOVE NAME Dragon Dance


MOVE NAME Outrage

BASE HP: 8

DISOBEDIENCE: ●●●●●

ABILITIES: Shell Armor & Water Absorb

EVOLUTION: Final Form.



#131

#132 Ditto



HEIGHT: 0.3m / 1'00"

WEIGHT: 4kg / 8 lbs

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.

TYPE: Normal

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

EXPERIENCE COST 0

EXPERIENCE COST 0

EXPERIENCE COST 5

EXPERIENCE COST 10

EXPERIENCE COST 17

EXPERIENCE COST 23

EXPERIENCE COST 29

EXPERIENCE COST 37

EXPERIENCE COST 45

EXPERIENCE COST ?

TYPE Normal

TYPE Normal

TYPE Ground

TYPE Normal

TYPE Dark

TYPE Normal

TYPE Fairy

TYPE Normal

TYPE Normal

TYPE Normal

MOVE NAME Transform

MOVE NAME Helping Hand

MOVE NAME Tackle

MOVE NAME Sand Attack

MOVE NAME Swift

MOVE NAME Bite

MOVE NAME Covet

MOVE NAME Charm

MOVE NAME Double-Edge

MOVE NAME Trump Card

MOVE NAME Tickle

EXPERIENCE COST 0

EXPERIENCE COST 0

EXPERIENCE COST 9

EXPERIENCE COST 13

EXPERIENCE COST 20

EXPERIENCE COST 25

EXPERIENCE COST 33

EXPERIENCE COST 41

EXPERIENCE COST ?

EXPERIENCE COST ?

TYPE Normal

TYPE Normal

TYPE Fairy

TYPE Normal

TYPE Normal

TYPE Normal

TYPE Normal

TYPE Normal

TYPE Dark

MOVE NAME Growl

MOVE NAME Tail Whip

MOVE NAME Baby-Doll Eyes

MOVE NAME Quick Attack

MOVE NAME Refresh

MOVE NAME Take Down

MOVE NAME Baton Pass

MOVE NAME Last Resort

MOVE NAME Wish

MOVE NAME Fake Tears

BASE HP: 4

DISOBEDIENCE: ●●●●●


ABILITIES: Limber

EVOLUTION: Final Form.



#132

#133 Eevee



HEIGHT: 0.3m / 1'00"

WEIGHT: 6kg / 14 lbs

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.

TYPE: Normal

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

EXPERIENCE COST 0

EXPERIENCE COST 0

EXPERIENCE COST 5

EXPERIENCE COST 10

EXPERIENCE COST 17

EXPERIENCE COST 23

EXPERIENCE COST 29

EXPERIENCE COST 37

EXPERIENCE COST 45

EXPERIENCE COST ?

TYPE Normal

TYPE Normal

TYPE Ground

TYPE Normal

TYPE Dark

TYPE Normal

TYPE Fairy

TYPE Normal

TYPE Normal

TYPE Normal

MOVE NAME Helping Hand

MOVE NAME Tackle

MOVE NAME Sand Attack

MOVE NAME Swift

MOVE NAME Bite

MOVE NAME Covet

MOVE NAME Charm

MOVE NAME Double-Edge

MOVE NAME Trump Card

MOVE NAME Tickle

EXPERIENCE COST 0

EXPERIENCE COST 0

EXPERIENCE COST 9

EXPERIENCE COST 13

EXPERIENCE COST 20

EXPERIENCE COST 25

EXPERIENCE COST 33

EXPERIENCE COST 41

EXPERIENCE COST ?

EXPERIENCE COST ?

TYPE Normal

TYPE Normal

TYPE Fairy

TYPE Normal

TYPE Normal

TYPE Normal

TYPE Normal

TYPE Normal

TYPE Dark

MOVE NAME Growl

MOVE NAME Tail Whip

MOVE NAME Baby-Doll Eyes

MOVE NAME Quick Attack

MOVE NAME Refresh

MOVE NAME Take Down

MOVE NAME Baton Pass

MOVE NAME Last Resort

MOVE NAME Wish


MOVE NAME Fake Tears

BASE HP: 3

DISOBEDIENCE: ●●●●●


ABILITIES: Run Away & Adaptability

EVOLUTION: First Stage. Evolves through stones, happiness, and special conditions.



#133

#134 Vaporeon



HEIGHT: 1m / 3'03"

WEIGHT: 29kg / 63 lbs

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 translucent when it dives underwater.

TYPE: Water

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

EXPERIENCE COST 0

EXPERIENCE COST 0

EXPERIENCE COST 9

EXPERIENCE COST 17

EXPERIENCE COST 25

EXPERIENCE COST 33

EXPERIENCE COST 41

EXPERIENCE COST ?

EXPERIENCE COST ?

TYPE Normal

TYPE Normal

TYPE Water

TYPE Water

TYPE Water

TYPE Ice

TYPE Normal

TYPE Normal

TYPE Normal

MOVE NAME Tackle

MOVE NAME Tail Whip

MOVE NAME Water Gun

MOVE NAME Water Pulse

MOVE NAME Aqua Ring

MOVE NAME Haze

MOVE NAME Last Resort

MOVE NAME Wish

MOVE NAME Yawn

EXPERIENCE COST 0

EXPERIENCE COST 5

EXPERIENCE COST 13

EXPERIENCE COST 20

EXPERIENCE COST 29

EXPERIENCE COST 37

EXPERIENCE COST 45

EXPERIENCE COST ?

EXPERIENCE COST ?

TYPE Normal

TYPE Ground

TYPE Normal

TYPE Ice

TYPE Poison

TYPE Water

TYPE Water

TYPE Ice

MOVE NAME Helping Hand

MOVE NAME Sand Attack

MOVE NAME Quick Attack

MOVE NAME Aurora Beam

MOVE NAME Acid Armor

MOVE NAME Muddy Water

MOVE NAME Hydro Pump


MOVE NAME Icy Wind


BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Water Absorb

EVOLUTION: Final Form  
Evolved with a Water Stone.



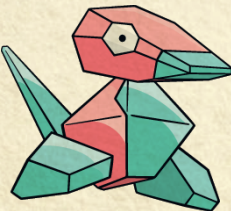








#133

#134



EXPERIENCE COST			TYPE			MOVE NAME			#136 Flareon			TYPE: Fire	
0	Normal	Tackle	0	Normal	Helping Hand		HEIGHT: 0.9m / 2'11"		WEIGHT: 25kg / 55 lbs		STRENGTH ●●●○○○○		
0	Normal	Tail Whip	5	Ground	Sand Attack						DEXTERITY ●●○○○		
9	Fire	Ember	13	Normal	Quick Attack						VITALITY ●●○○○		
17	Dark	Bite	20	Fire	Fire Fang						SPECIAL ●●●○○○		
25	Fire	Fire Spin	29	Normal	Scary Face						INSIGHT ●●●○○○		
33	Poison	Smog	37	Fire	Lava Plume						BASE HP: 4		
41	Normal	Last Resort	45	Fire	Flare Blitz						DISOBEDIENCE: ○○○○○○		
?	Normal	Wish	?	Fight	Detect						ABILITIES: Flash Fire		
?	Fire	Heat Wave								EVOLUTION: Final Form. Evolved with a Fire Stone.			
										 #133  #136			


#137 Porygon	TYPE: Normal	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
 <div> <div>HEIGHT: 0.8m / 2'07"</div> <div>WEIGHT: 36kg / 80 lbs</div> </div>	<div> <div>STRENGTH ●●●●</div> <div>DEXTERITY ●●●●</div> <div>VITALITY ●●●●●</div> <div>SPECIAL ●●●●●</div> <div>INSIGHT ●●●●●</div> </div> <div> <div>BASE HP: 3</div> <div>DISOBEDIENCE: ●●●●●</div> </div>	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
<div>Virtual Pokémon</div> <div>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.</div>	<div>ABILITIES:</div> <div>Trace &amp; Download</div>						
	<div>EVOLUTION: First Stage.</div> <div>Evolves in the next software update.</div>						
	<div>  #137  #233  #474 </div>						

				#138 Omanyte		TYPE:	Rock	Water
EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME	 <b>HEIGHT:</b> 0.4m / 1'04" <b>WEIGHT:</b> 7kg / 16 lbs  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.		
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	<b>STRENGTH</b> ●●●● <b>DEXTERITY</b> ●●●● <b>VITALITY</b> ●●●●●● <b>SPECIAL</b> ●●●●●● <b>INSIGHT</b> ●●●●●●  <b>BASE HP:</b> 3 <b>DISOBEDIENCE:</b> ●●●●●● <b>ABILITIES:</b> Swift Swim & Shell Armor  <b>EVOLUTION:</b> First Stage. Evolves after reaching certain level.		
50	Normal	Shell Smash	55	Water	Hydro Pump			
?	Poison	Toxic Spikes	?	Ground	Spikes			
?	Steel	Iron Defense						
						 #138  #139		



#139 Omastar		TYPE:	Rock	Water				
	STRENGTH	●●●●	0	Normal	Constrict	0	Water	Withdraw
	DEXTERITY	●●●●	0	Dark	Bite	10	Water	Water Gun
	VITALITY	●●●●●●	16	Rock	Rollout	19	Normal	Leer
	SPECIAL	●●●●●●	25	Ground	Mud Shot	28	Water	Brine
	INSIGHT	●●●●●	34	Normal	Protect	37	Rock	Ancient Power
HEIGHT:	WEIGHT:	BASE HP:	4	DISOBEDIENCE:				
1m / 3'03"	35kg / 72 lbs							
Spiral Pokémon		ABILITIES:		Swift Swim & Shell Armor				
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.		EVOLUTION:		Final Form.				
								
		#138		#139				



#140 Kabuto					
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			



HEIGHT:  
0.5m / 1'08"

WEIGHT:  
11kg / 25 lbs

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.

TYPE:	Rock	Water
STRENGTH	●●●●●	
DEXTERITY	●●●●●	
VITALITY	●●●●●	
SPECIAL	●●●●●	
INSIGHT	●●●●●	
BASE HP:	3	DISOBEDIENCE: ●●●●●
ABILITIES: <b>Swift Swim &amp; Battle Armor</b>		
<b>EVOLUTION:</b> First Stage. Evolves after reaching certain level.		
<div>#140</div> <div>#141</div>		

#141 Kabutops



HEIGHT: 1.3m / 4'03"

WEIGHT: 40kg / 13 lbs

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.

TYPE: Rock

Water

STRENGTH ●●●○○○

DEXTERITY ●●○○○○

VITALITY ●●●○○○

SPECIAL ●●○○○○

INSIGHT ●●○○○○

BASE HP: 4

DISOBEDIENCE: ●●●○○○

ABILITIES: Swift Swim & Battle Armor

EVOLUTION: Final Form.

 #140


 #141

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

EXPERIENCE COSTTYPEMOVE NAME			EXPERIENCE COSTTYPEMOVE NAME			#142 Aerodactyl	TYPE:RockFlying
0	Steel	Iron Head	0	Ice	Ice Fang		STRENGTH●●●●●●
0	Fire	Fire Fang	0	Electric	Thunder Fang		DEXTERITY●●●●●●
0	Flying	Wing Attack	0	Normal	Supersonic		VITALITY●●●●●●
0	Dark	Bite	0	Normal	Scary Face		SPECIAL●●●●●●
9	Normal	Roar	17	Psychic	Agility		INSIGHT●●●●●●
33	Dark	Crunch	41	Normal	Take Down	HEIGHT:1.8m / 6'00"	WEIGHT:120kg / 260 lbs
49	Flying	Sky Drop	65	Normal	Hyper Beam	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.	BASE HP:6DISOBEDIENCE:●●●●●●
73	Rock	Rock Slide	81	Normal	Giga Impact		ABILITIES:Rock Head & Pressure
?	Dragon	Dragon Breath	?	Flying	Roost		EVOLUTION: Final Form.
?	Water	Aqua Tail					 #142



#143 Snorlax



HEIGHT: 2.1m / 7'00"

WEIGHT: 460kg /1014 lbs

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.

TYPE: Normal

STRENGTH ●●●●●●

DEXTERITY ●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●●


BASE HP: 7

DISOBEDIENCE: ●●●●●

ABILITIES: Immunity & Thick Fat


EVOLUTION: Final Form.

#446

#143

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
57	Ground	High Horsepower	?	Dragon	Outrage
?	Poison	Gunk Shot	?	Normal	Self-Destruct

#144 Articuno



HEIGHT: ?m / '???"

WEIGHT: ???kg / ??? lbs

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.

TYPE: Ice Flying

STRENGTH ●●●●●●●●

DEXTERITY ●●●●●●●●

VITALITY ●●●●●●●●

SPECIAL ●●●●●●●●


INSIGHT ●●●●●●●●

BASE HP: ?

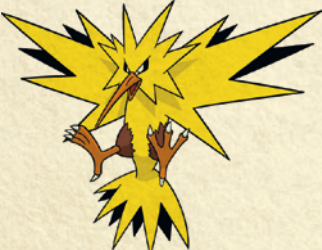
DISOBEDIENCE: ●●●●●

ABILITIES: Pressure & Snow Cloak  
Plot Device

EVOLUTION: Unknown.

#144

#145 Zapdos



HEIGHT: ?m / '???"

WEIGHT: ???kg / ??? lbs

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.

TYPE: Electric Flying

STRENGTH ●●●●●●●●

DEXTERITY ●●●●●●●●

VITALITY ●●●●●●●●

SPECIAL ●●●●●●●●


INSIGHT ●●●●●●●●

BASE HP: ?


DISOBEDIENCE: ●●●●●

ABILITIES: Pressure & Static  
Plot Device

EVOLUTION: Unknown.

#145

#146 Moltres



HEIGHT: ?m / '???"

WEIGHT: ???kg / ??? lbs

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.

TYPE: Fire Flying

STRENGTH ●●●●●●●●

DEXTERITY ●●●●●●●●

VITALITY ●●●●●●●●

SPECIAL ●●●●●●●●


INSIGHT ●●●●●●●●

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: Pressure & Flame Body  
Plot Device


EVOLUTION: Unknown.

#146

124



#147 Dratini



HEIGHT: 1.7m / 5'11"

WEIGHT: 3kg / 7 lbs

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.

TYPE: Dragon

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●




INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Shed Skin

EVOLUTION: First Stage.  
Evolves after reaching certain level.



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



HEIGHT: 4m / 13'01"

WEIGHT: 16kg / 36 lbs

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.

TYPE: Dragon

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 13

DISOBEDIENCE: ●●●●●

ABILITIES: Shed Skin

EVOLUTION: Second Stage.  
Evolves at a high level.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
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	61	Dragon	Dragon Dance
67	Dragon	Outrage	75	Normal	Hyper Beam
?	Water	Aqua Jet	?	Normal	Extreme Speed
?	Ice	Mist			

#149 Dragonite



HEIGHT: 2.2m / 7'03"

WEIGHT: 210kg / 463lbs

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.

TYPE: Dragon Flying

STRENGTH ●●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●●


INSIGHT ●●●●●●

BASE HP: 7

DISOBEDIENCE: ●●●●●


ABILITIES: Inner Focus

EVOLUTION: Final Form.



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



HEIGHT: ?m / '???'?

WEIGHT: ??kg / ??? lbs

Pokédex has no data.

An article in a science magazine talked about how much the cloning research was progressing, but... could it be?

TYPE: Psychic

STRENGTH ●●●●●●●●

DEXTERITY ●●●●●●●●

VITALITY ●●●●●●●●

SPECIAL ●●●●●●●●


INSIGHT ●●●●●●●●

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: Pressure & Unnerve  
Plot Device

EVOLUTION: Unknown.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
		NO DATA			



What you just saw is only the first part of a great variety of creatures, how many of them you'll end up seeing? It's up to you!

This world has many ecosystems which you can fill with whatever number of creatures you want to bring it closer to life, with almost a thousand Pokémon to choose from.

Adding variety to the creatures you encounter will increase the sense of wonder and discovery.

This world is vast and extensive with many regions to explore. It is very easy to get carried away, wanting to start really big, however, we recommend you start small.

Start in a town or a Small city, let the world expand in the direction your players want to explore rather than putting them on a big world map with no direction on where to start.

In the end they can end up going through every city, just not in the “expected” order, or even travel through regions, changing leagues, skipping gyms, or even end up in a completely made up place.

You will notice this method will develop a much more organic adventure than trying to railroad a party through a map of cities, going from point A to point B each time an objective is “cleared”.

This is also beneficial for the Storyteller as he won't have to prepare a grand set of chained events unfolding all through the region, but simply prepare the small sections the players will be exploring for the day.

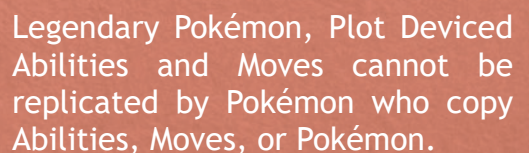
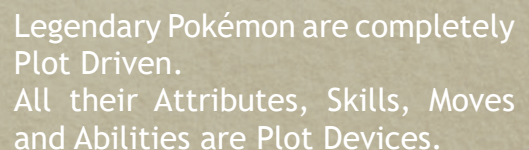
You may have noticed that some Pokémon do not have any data written in their Pokédex entry, this is because they are what we know as “Legendary Pokémon”.

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 allies and communicate with the players as their intelligence level is equal if not superior to that of a human.

Should Legendaries be part of your setting we recommend you focus only in one or two of them. These Pokémon are supposed to be creatures of myth, the great majority of the people in this world live their entire lives without ever getting a glimpse on one of them.

The Lore and mystery behind them is what makes them so interesting, take advantage of the white canvas they are to enrich your story.





If you have a Pokémon that has different forms, each one may adapt to different situations. Choose the one you like the most.



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.



## A Note on 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. Some of these variants can only be found in certain parts of the world.

The different forms may change their attribute Limit distribution, grant them a new power and/or change their Type.

Make sure to read all the entries on the different Form Variations of these Pokémon.

## A Note on Pokémon Evolution

As a story-driven game, we do not offer hard guides for Pokémon Evolution, such a dramatic event needs a spotlight degree that a hard guide simply does not offer; **We usually recommend a Pokémon's Attribute to be the same as its Evolved form to know when it's time for it to Evolve**, however if you aren't sure on how to handle Evolution we hope these guidelines can help you give more structure into this phenomenon.

### Stage of the Pokémon

First Stage to Second Stage

Second Stage to Final form

First Stage to Final Form

### Evolves around...

Levels 14 to 18

Levels 32 to 50

Levels 20 to 36

There are exceptions, such as some Bug Pokémon who evolve young, meaning they evolve at earlier levels than expected, or Dragon Pokémon who can take a much longer time to evolve.

Pokémon who Evolve through Stones or Trade can do so regardless of their level, although that could mean missing the chance to learn moves from their previous stage.

There's also Pokémon who evolve by learning a certain move, Pokémon who can only evolve through narrative means with no way around it and Pokémon who just don't want to Evolve; whatever the case we invite you to have fun with the endless possibilities that Pokémon Evolution has to offer.

## 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 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.

This isn't a game to get endless Pokémon eggs in search for the perfect offspring, so if the players get their hands on a Pokémon egg, remember to give it the importance it deserves, it's not just time and heat what will make it hatch, it is 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.



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

#152 Chikorita

HEIGHT: 0.9m / 2'11"

WEIGHT: 6kg / 14 lbs

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.

TYPE: Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Overgrow

EVOLUTION: First Stage.  
Evolves after reaching a certain level.

#152

#153

#154

#153 Bayleef

HEIGHT: 1.2m / 3'11"

WEIGHT: 30kg / 64 lbs

Leaf Pokémon

A spicy fragrance 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.

TYPE: Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Overgrow

EVOLUTION: Second Stage.  
Evolves after reaching a certain level.

#152

#153

#154

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

HEIGHT: 1.8 m / 6'00"

WEIGHT: 200kg / 440 lbs

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.

TYPE: Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 6

DISOBEDIENCE: ●●●●●

ABILITIES: Overgrow

EVOLUTION: Final Form.

#152

#153

#154

EXPERIENCE COST

TYPE

MOVE NAME

0

Grass

Petal Blizzard

0

Normal

Growl

0

Poison

Poison Powder

18

Psychic

Reflect

26

Normal

Natural Gift

34

Normal

Sweet Scent

46

Normal

Body Slam

66

Grass

Solar Beam

\

Rock

Ancient Power

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

0

Grass

Razor Leaf

12

Grass

Synthesis

22

Grass

Magical Leaf

32

Grass

Petal Dance

40

Psychic

Light Screen

60

Grass

Aromatherapy

?

Grass

Frenzy Plant

?

Grass

Grassy Terrain

#155 Cyndaquil

HEIGHT: 0.5m / 1'08"

WEIGHT: 8kg / 17 lbs

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.

TYPE: Fire

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Blaze

EVOLUTION: First Stage.  
Evolves after reaching a certain level.

#155

#156

#157

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

?

Fire

Fire Pledge

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

58

Fire

Burn Up

?

Fight

Double Kick



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0	Normal	Tackle	0	Normal	Leer
0	Normal	Smokescreen	10	Fire	Ember
13	Normal	Quick Attack	20	Fire	Flame Wheel
24	Normal	Defense Curl	31	Normal	Swift
35	Fire	Flame Charge	42	Fire	Lava Plume
46	Fire	Flamethrower	53	Fire	Inferno
57	Rock	Rollout	64	Normal	Double-Edge
68	Fire	Eruption	68	Fire	Burn Up
?	Normal	Howl	?	Fight	Double Kick
?	Fire	Fire Pledge			

HEIGHT: 0.9m / 2'11"

WEIGHT: 19kg / 41 lbs

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES:

Blaze

EVOLUTION: Second Stage.  
Evolves after reaching a certain level.


#155

#156

#157

#156 Quilava

TYPE: Fire



STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

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.

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0	Steel	Gyro Ball	0	Normal	Tackle
0	Normal	Smokescreen	0	Normal	Leer
0	Fire	Ember	13	Normal	Quick Attack
20	Fire	Flame Wheel	24	Normal	Defense Curl
31	Normal	Swift	35	Fire	Flame Charge
43	Fire	Lava Plume	48	Fire	Flamethrower
56	Fire	Inferno	61	Rock	Rollout
69	Normal	Double-Edge	74	Fire	Eruption
74	Fire	Burn Up	?	Fire	Blast Burn
?	Psychic	Extrasensory	?	Electric	Thunder Punch

HEIGHT: 1.7m / 5'07"

WEIGHT: 79kg / 175 lbs

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES:

Blaze

EVOLUTION: Final Form.


#155

#156

#157

#157 Typhlosion

TYPE: Fire



STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

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.

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0	Normal	Scratch	0	Normal	Leer
6	Water	Water Gun	8	Normal	Rage
13	Dark	Bite	15	Normal	Scary Face
20	Ice	Ice Fang	22	Normal	Flail
27	Dark	Crunch	29	Normal	Chip Away
34	Normal	Slash	36	Normal	Screech
41	Normal	Thrash	43	Water	Aqua Tail
48	Fight	Superpower	50	Water	Hydro Pump
?	Water	Aqua Jet	?	Dark	Fake Tears
?	Water	Water Pledge			

HEIGHT: 0.6m / 2'00"

WEIGHT: 9kg / 20 lbs

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES:

Torrent

EVOLUTION: First Stage.  
Evolves after reaching a certain level.


#158

#159

#160

#158 Totodile

TYPE: Water



STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

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.

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0	Normal	Scratch	0	Normal	Leer
0	Water	Water Gun	8	Normal	Rage
13	Dark	Bite	15	Normal	Scary Face
21	Ice	Ice Fang	24	Normal	Flail
30	Dark	Crunch	33	Normal	Chip Away
39	Normal	Slash	42	Normal	Screech
48	Normal	Thrash	51	Water	Aqua Tail
57	Fight	Superpower	60	Water	Hydro Pump
?	Water	Aqua Jet	?	Dark	Fake Tears
?	Water	Water Pledge			

HEIGHT: 1.1m / 3'07"

WEIGHT: 25kg / 55 lbs

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES:

Torrent

EVOLUTION: Second Stage.  
Evolves after reaching a certain level.


#158

#159

#160

#159 Croconaw

TYPE: Water



STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

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.

129



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

#160 Feraligatr



HEIGHT: 2.3m / 7'07"

WEIGHT: 176kg / 390 lbs

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.

TYPE: Water

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 7

DISOBEDIENCE: ●●●●●

ABILITIES: Torrent

EVOLUTION: Final Form.

#158

#159

#160

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

#161 Sentret



HEIGHT: 0.8m / 2'07"

WEIGHT: 6kg / 13 lbs

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.

TYPE: Normal

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●


BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Run Away & Keen Eye

EVOLUTION: First Stage.  
Evolves after reaching a certain level.

#161

#162

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

EXPERIENCE COST

TYPE

MOVE NAME

0

Psychic

Agility

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

#162 Furret



HEIGHT: 1.8m / 6'00"

WEIGHT: 48kg / 100 lbs

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.

TYPE: Normal

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●


BASE HP: 6

DISOBEDIENCE: ●●●●●

ABILITIES: Run Away & Keen Eye

EVOLUTION: Final Form.

#161

#162

EXPERIENCE COST

TYPE

MOVE NAME

0

Poison

Coil

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

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

40

Fairy

Moonblast

45

Psychic

Extrasensory

53

Flying

Roost

?

Ghost


Night Shade

?

Flying

Feather Dance

#163 Hoothoot



HEIGHT: 0.7m / 2'04"

WEIGHT: 21kg / 46 lbs

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 Hoot-hoot begins hooting at precisely the same time every day.

TYPE: Normal Flying

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●


BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Insomnia & Keen Eye

EVOLUTION: First Stage.  
Evolves after reaching a certain level.

#163

#164

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

41

Psychic

Synchronoise

49

Psychic

Psycho Shift

57

Psychic

Dream Eater

?

Dark

Feint Attack



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Flying

Sky Attack

0

Normal

Tackle

0

Normal

Growl

0

Normal

Foresight

0

Psychic

Hypnosis

9

Flying

Peck

13

Normal

Uproar

17

Psychic

Reflect

22

Psychic

Confusion

27

Normal

Echoed Voice

32

Normal

Take Down

37

Flying

Air Slash

42

Psychic

Zen Headbutt

47

Psychic

Synchronoise

47

Fairy

Moonblast

52

Psychic

Extrasensory

57

Psychic

Psycho Shift

62

Flying

Roost

67

Psychic

Dream Eater

?

Ghost

Night Shade

?

Dark


Feint Attack

?

Psychic

Agility

#164 Noctowl



HEIGHT: 1.6m / 5'03"

WEIGHT: 60kg / 133 lbs

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.

TYPE: Normal Flying

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●


BASE HP: 5

DISOBEDIENCE: ●●●●●

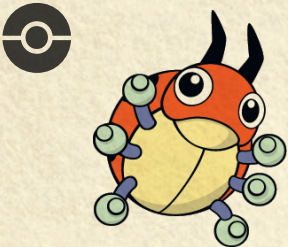
ABILITIES: Insomnia & Keen Eye

EVOLUTION: Final Form.

#163

#164

#165 Ledyba



HEIGHT: 1m / 3'03"

WEIGHT: 10kg / 23 lbs

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.

TYPE: Bug Flying

STRENGTH ●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●


BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Swarm & Early Bird

EVOLUTION: First Stage. Evolves while still young.

#165

#166

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

6

Normal

Supersonic

9

Normal

Comet Punch

14

Psychic

Light Screen

14

Psychic

Reflect

14

Normal

Safeguard

17

Fight

Mach Punch

22

Normal

Baton Pass

25

Bug

Silver Wind

30

Psychic

Agility

33

Normal

Swift

36

Flying

Air Slash

38

Normal

Double-Edge

41

Bug

Bug Buzz

?

Grass

Giga Drain

?

Normal


Screech

?

Flying

Tailwind

#166 Ledian



HEIGHT: 1.4m / 4'07"

WEIGHT: 35kg / 78 lbs

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.

TYPE: Bug Flying

STRENGTH ●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●


BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Swarm & Early Bird

EVOLUTION: Final Form.

#165

#166

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

6

Normal

Supersonic

9

Normal

Comet Punch

14

Psychic

Light Screen

14

Psychic

Reflect

14

Normal

Safeguard

17

Fight

Mach Punch

24

Normal

Baton Pass

29

Bug

Silver Wind

36

Psychic

Agility

41

Normal

Swift

42

Flying

Air Slash

48

Normal

Double-Edge

53

Bug

Bug Buzz

?

Grass

Giga Drain

?

Flying


Air Cutter

?

Psychic

Psybeam

#167 Spinarak



HEIGHT: 0.5m / 1'08"

WEIGHT: 8kg / 18 lbs

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.

TYPE: Bug Poison

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●


BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Swarm & Insomnia

EVOLUTION: First Stage. Evolves while still young.

#167

#168

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Poison

Poison Sting

0

Normal

String Shot

5

Normal

Scary Face

5

Grass

Absorb

8

Bug

Infestation

8

Normal

Constrict

12

Bug

Leech Life

15

Ghost

Night Shade

19

Ghost

Shadow Sneak

22

Normal

Fury Swipes

26

Dark

Sucker Punch

29

Bug

Spider Web

33

Psychic

Agility

36

Bug

Pin Missile

40

Psychic

Psychic

43

Poison

Poison Jab

47

Poison

Cross Poison

50

Bug

Sticky Web

54

Poison

Toxic Thread

?

Electric

Electro Web

?

Flying

Bounce

?

Poison

Toxic Spikes

131



EXPERIENCE COST

0

Normal

MOVE NAME

Swords Dance

0

Poison

MOVE NAME

Venom Drench

0

Bug

MOVE NAME

Bug Bite

0

Normal

MOVE NAME

String Shot

0

Normal

MOVE NAME

Constrict

8

Bug

MOVE NAME

Infestation

15

Ghost

MOVE NAME

Night Shade

23

Normal

MOVE NAME

Fury Swipes

32

Bug

MOVE NAME

Spider Web

41

Bug

MOVE NAME

Pin Missile

50

Poison

MOVE NAME

Poison Jab

58

Bug

MOVE NAME

Sticky Web

?

Dark

MOVE NAME

Night Slash

?

Electric

MOVE NAME

Electro Web

EXPERIENCE COST

0

Normal

MOVE NAME

Focus Energy

0

Grass

MOVE NAME

Absorb

0

Bug

MOVE NAME

Fell Stinger

0

Poison

MOVE NAME

Poison Sting

0

Normal

MOVE NAME

Scary Face

12

Bug

MOVE NAME

Leech Life

19

Ghost

MOVE NAME

Shadow Sneak

28

Dark

MOVE NAME

Sucker Punch

37

Psychic

MOVE NAME

Agility

46

Psychic

MOVE NAME

Psychic

55

Poison

MOVE NAME

Cross Poison

63

Poison

MOVE NAME

Toxic Thread

?

Flying

MOVE NAME

Bounce

HEIGHT:

1.1 m / 3'07"

WEIGHT:

33kg / 73 lbs

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.

TYPE:

Bug

Poison

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

4

DISOBEDIENCE:

●●●●●

ABILITIES:

Swarm & Insomnia

EVOLUTION:

Final Form.

#167

#168

EXPERIENCE COST

0

Poison

MOVE NAME

Cross Poison

0

Grass

MOVE NAME

Absorb

0

Ghost

MOVE NAME

Astonish

15

Flying

MOVE NAME

Wing Attack

24

Normal

MOVE NAME

Swift

33

Flying

MOVE NAME

Acrobatics

38

Normal

MOVE NAME

Mean Look

47

Ice

MOVE NAME

Haze

?

Flying

MOVE NAME

Brave Bird

?

Fire

MOVE NAME

Heat Wave

HEIGHT:

1.8m / 6'00"

WEIGHT:

75kg / 165 lbs

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.

TYPE:

Poison

Flying

STRENGTH

●●●●●

DEXTERITY

●●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

6

DISOBEDIENCE:

●●●●●

ABILITIES:

Inner Focus

EVOLUTION:

Final Form.

#041

#042

#169

EXPERIENCE COST

0

Normal

MOVE NAME

Supersonic

9

Normal

MOVE NAME

Flail

17

Ghost

MOVE NAME

Confuse Ray

23

Normal

MOVE NAME

Take Down

31

Water

MOVE NAME

Bubble Beam

39

Electric

MOVE NAME

Discharge

45

Water

MOVE NAME

Hydro Pump

50

Electric

MOVE NAME

Charge

?

Water

MOVE NAME

Soak

HEIGHT:

0.5m / 1'08"

WEIGHT:

12kg / 26 lbs

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.

TYPE:

Water

Electric

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

3

DISOBEDIENCE:

●●●●●

ABILITIES:

Volt Absorb & Illuminate

EVOLUTION:

First Stage. Evolves after reaching certain level.

#170

#171

EXPERIENCE COST

0

Water

MOVE NAME

Water Gun

6

Electric

MOVE NAME

Thunder Wave

12

Water

MOVE NAME

Bubble

20

Electric

MOVE NAME

Spark

28

Electric

MOVE NAME

Electro Ball

34

Bug

MOVE NAME

Signal Beam

42

Water

MOVE NAME

Aqua Ring

47

Electric

MOVE NAME

Ion Deluge

?

Psychic

MOVE NAME

Agility

?

Psychic

MOVE NAME

Psybeam

HEIGHT:

0.5m / 1'08"

WEIGHT:

12kg / 26 lbs

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.

TYPE:

Water

Electric

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

3

DISOBEDIENCE:

●●●●●

ABILITIES:

Volt Absorb & Illuminate

EVOLUTION:

First Stage. Evolves after reaching certain level.

#170

#171

EXPERIENCE COST

0

Normal

MOVE NAME

Supersonic

9

Normal

MOVE NAME

Flail

17

Ghost

MOVE NAME

Confuse Ray

23

Normal

MOVE NAME

Take Down

31

Water

MOVE NAME

Bubble Beam

39

Electric

MOVE NAME

Discharge

45

Water

MOVE NAME

Hydro Pump

50

Electric

MOVE NAME

Charge

?

Water

MOVE NAME

Soak

HEIGHT:

0.5m / 1'08"

WEIGHT:

12kg / 26 lbs

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.

TYPE:

Water

Electric

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

3

DISOBEDIENCE:

●●●●●

ABILITIES:

Volt Absorb & Illuminate

EVOLUTION:

First Stage. Evolves after reaching certain level.

#170

#171

EXPERIENCE COST

0

Water

MOVE NAME

Water Gun

0

Electric

MOVE NAME

Thunder Wave

12

Water

MOVE NAME

Bubble

20

Electric

MOVE NAME

Spark

27

Normal

MOVE NAME

Stockpile

27

Normal

MOVE NAME

Spit Up

35

Water

MOVE NAME

Bubble Beam

47

Electric

MOVE NAME

Discharge

57

Water

MOVE NAME

Hydro Pump

64

Electric

MOVE NAME

Charge

?

Water

MOVE NAME

Soak

HEIGHT:

1.2m / 4'00"

WEIGHT:

44kg / 98lbs

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.

TYPE:

Water

Electric

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

4

DISOBEDIENCE:

●●●●●

ABILITIES:

Volt Absorb & Illuminate

EVOLUTION:

Final Form.

#170

#171

EXPERIENCE COST

0

Electric

MOVE NAME

Eerie Impulse

0

Normal

MOVE NAME

Supersonic

9

Normal

MOVE NAME

Flail

17

Ghost

MOVE NAME

Confuse Ray

23

Normal

MOVE NAME

Take Down

27

Normal

MOVE NAME

Swallow

30

Electric

MOVE NAME

Electro Ball

40

Bug

MOVE NAME

Signal Beam

52

Water

MOVE NAME

Aqua Ring

60

Electric

MOVE NAME

Ion Deluge

?

Psychic

MOVE NAME

Agility

?

Psychic

MOVE NAME

Psybeam

HEIGHT:

1.2m / 4'00"

WEIGHT:

44kg / 98lbs

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.

TYPE:

Water

Electric

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

4

DISOBEDIENCE:

●●●●●

ABILITIES:

Volt Absorb & Illuminate

EVOLUTION:

Final Form.

#170

#171

EXPERIENCE COST

0

Electric

MOVE NAME

Eerie Impulse

0

Normal

MOVE NAME

Supersonic

9

Normal

MOVE NAME

Flail

17

Ghost

MOVE NAME

Confuse Ray

23

Normal

MOVE NAME

Take Down

27

Normal

MOVE NAME

Swallow

30

Electric

MOVE NAME

Electro Ball

40

Bug

MOVE NAME

Signal Beam

52

Water

MOVE NAME

Aqua Ring

60

Electric

MOVE NAME

Ion Deluge

?

Psychic

MOVE NAME

Agility

?

Psychic

MOVE NAME

Psybeam

HEIGHT:

1.2m / 4'00"

WEIGHT:

44kg / 98lbs

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.

TYPE:

Water

Electric

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

4

DISOBEDIENCE:

●●●●●

ABILITIES:

Volt Absorb & Illuminate

EVOLUTION:




Final Form.




#170

#171

132



#173 Cleffa		TYPE:	Fairy	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	STRENGTH	●●●	0	Normal	Pound	0	Fairy	Charm	
	DEXTERITY	●●	4	Normal	Encore	7	Normal	Sing	
	VITALITY	●●●	10	Fairy	Sweet Kiss	13	Normal	Copycat	
	SPECIAL	●●●●	16	Grass	Magical Leaf	?	Dark	Fake Tears	
	INSIGHT	●●●●	?	Psychic	Wonder Room	?	Normal	Tickle	
HEIGHT:	WEIGHT:	BASE HP:	3	DISOBEDIENCE:					
0.3m / 1'00"	3kg / 6 lbs								
Star Shape Pokémon		ABILITIES:							
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.		Cute Charm & Magic Guard							
EVOLUTION: First Stage. Evolves with Happiness.									
									
#173	#035	#036							

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME	#174 Iggybuff		TYPE:	Normal	Fairy
0	Normal	Sing	0	Fairy	Charm			STRENGTH	●●●	
5	Normal	Defense Curl	9	Normal	Pound			DEXTERITY	●●	
13	Fairy	Sweet Kiss	17	Normal	Copycat			VITALITY	●●	
?	Normal	Perish Song	?	Flying	Bounce			SPECIAL	●●●	
?	Normal	Hyper Voice						INSIGHT	●●●	
						HEIGHT: 0.3 m / 1'00"	WEIGHT: 1kg / 2 lbs	BASE HP: 3	DISOBEDIENCE: ●●●●●	
						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.		ABILITIES: Cute Charm & Competitive		
						EVOLUTION: First Stage. Evolves with Happiness.				
								#174	#039	#040

#175 Togepi

TYPE: Fairy

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Hustle & Serene Grace

EVOLUTION: First Stage.  
Evolves with Happiness.


#175

#176

#468

HEIGHT: 0.3m / 1'00"

WEIGHT: 1.5kg / 3 lbs



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.

EXPERIENCE COST

TYPE

MOVE NAME

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

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



EXPERIENCE COST

0

Grass

Magical Leaf

EXPERIENCE COST

0

Fairy

Charm

EXPERIENCE COST

0

Fairy

Sweet Kiss

EXPERIENCE COST

14

Fairy

Fairy Wind

EXPERIENCE COST

21

Normal

Follow Me

EXPERIENCE COST

29

Normal

Wish

EXPERIENCE COST

37

Normal

Safeguard

EXPERIENCE COST

45

Normal

Double-Edge

EXPERIENCE COST

53

Normal

After You

EXPERIENCE COST

?

Dark

Nasty Plot

TYPE

Normal

Growl

TYPE

Normal

Metronome

TYPE

Normal

Yawn

TYPE

Normal

Encore

TYPE

Normal

Bestow

TYPE

Rock

Ancient Power

TYPE

Normal

Baton Pass

TYPE

Normal

Last Resort

TYPE

Normal


Lucky Chant

TYPE

Psychic

Extrasensory

#176 Togetic



HEIGHT:

0.6m / 2'00"

WEIGHT:

3kg / 7 lbs

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.

TYPE:

Fairy

Flying

STRENGTH

●●●

DEXTERITY

●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

4

DISOBEDIENCE:

●●●●●


ABILITIES:


Hustle & Serene Grace


EVOLUTION:

Second Stage.


Evolves with a Shiny Stone.

#175

#176

#468

#177 Natu



HEIGHT:

0.2m / 0'08"

WEIGHT:

2kg / 4 lbs

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.

TYPE

Psychic

Flying

STRENGTH

●●●●

DEXTERITY

●●●●●

VITALITY

●●●●

SPECIAL

●●●●●

INSIGHT

●●●●

BASE HP:

3

DISOBEDIENCE:

●●●●●


ABILITIES:


Synchronize & Early Bird

EVOLUTION:

First Stage.

Evolves after making an eerie prophecy.

#177

#178

EXPERIENCE COST

0

Flying

Peck

EXPERIENCE COST

0

Flying

Air Slash

EXPERIENCE COST

9

Psychic

Teleport

EXPERIENCE COST

17

Psychic

Miracle Eye

EXPERIENCE COST

23

Ghost

Confuse Ray

EXPERIENCE COST

30

Normal

Wish

EXPERIENCE COST

42

Psychic

Future Sight

EXPERIENCE COST

54

Ghost

Ominous Wind

EXPERIENCE COST

59

Psychic

Guard Swap

EXPERIENCE COST

?

Normal

Pain Split

EXPERIENCE COST

?

Fire

Heat Wave

TYPE

Normal

Leer

TYPE

Ghost

Night Shade

TYPE

Normal

Lucky Chant

TYPE

Normal

Me First

TYPE

Flying

Tailwind

TYPE

Psychic

Psycho Shift

TYPE

Psychic

Stored Power

TYPE

Psychic

Power Swap

TYPE

Psychic


Psychic

TYPE

Dragon

Twister

#178 Xatu



HEIGHT:

1.5m / 5'00"

WEIGHT:

30kg / 66 lbs

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.

TYPE:

Psychic

Flying

STRENGTH

●●●●●

DEXTERITY

●●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●●

INSIGHT

●●●●●

BASE HP:

5

DISOBEDIENCE:


●●●●●


ABILITIES:

Synchronize & Early Bird


EVOLUTION:

Final Form.

#177

#178

#179 Mareep



HEIGHT:

0.6m / 2'00"

WEIGHT:

8kg / 17 lbs

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.

TYPE

Electric

STRENGTH

●●●

DEXTERITY

●●●

VITALITY

●●●

SPECIAL

●●●●

INSIGHT

●●●●

BASE HP:

3

DISOBEDIENCE:

●●●●●


ABILITIES:


Static


EVOLUTION:

First Stage.

Evolves after overcharging its wool.

#179

#180

#181

EXPERIENCE COST

0

Normal

Tackle

EXPERIENCE COST

4

Electric

Thunder Wave

EXPERIENCE COST

11

Grass

Cotton Spore

EXPERIENCE COST

18

Normal

Take Down

EXPERIENCE COST

25

Ghost

Confuse Ray

EXPERIENCE COST

32

Electric

Discharge

EXPERIENCE COST

39

Bug

Signal Beam

EXPERIENCE COST

46

Electric

Thunder

EXPERIENCE COST

?

Electric

Magnet Rise

TYPE

Normal

Growl

TYPE

Electric

Thunder Shock

TYPE

Electric

Charge

TYPE

Electric

Electro Ball

TYPE

Rock

Power Gem

TYPE

Grass

Cotton Guard

TYPE

Psychic

Light Screen

TYPE

Psychic

Agility

TYPE

Normal

Heal Bell

134



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

0

Normal

Growl

4

Electric

Thunder Wave

8

Electric

Thunder Shock

11

Grass

Cotton Spore

16

Electric

Charge

20

Normal

Take Down

25

Electric

Electro Ball

29

Ghost

Confuse Ray

34

Rock

Power Gem

38

Electric

Discharge

43

Grass

Cotton Guard

47

Bug

Signal Beam

52

Psychic

Light Screen

56

Electric

Thunder

?

Psychic

Agility

?

Electric

Magnet Rise

?

Normal

Heal Bell

HEIGHT:

0.8m / 2'07"

WEIGHT:

26kg / 58 lbs

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.

TYPE: Electric

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●

SPECIAL ●●●●●

INSIGHT ●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Static

EVOLUTION: Second Stage. Evolves after overcharging its wool.

#179

#180

#181



#181 Ampharos

TYPE: Electric

HEIGHT:

1.4m / 4'07"

WEIGHT:

61kg / 135 lbs

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.

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●●●

INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Static

EVOLUTION: Final Form.

#179

#180

#181

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Electric

Magnetic Flux

0

Electric

Ion Deluge

0

Dragon

Dragon Pulse

0

Fire

Fire Punch

0

Normal

Tackle

0

Normal

Growl

4

Electric

Thunder Wave

8

Electric

Thunder Shock

11

Grass

Cotton Spore

16

Electric

Charge

20

Normal

Take Down

25

Electric

Electro Ball

29

Ghost

Confuse Ray

30

Electric

Thunder Punch

35

Rock

Power Gem

40

Electric

Discharge

46

Grass

Cotton Guard

51

Bug

Signal Beam

57

Psychic

Light Screen

62

Electric

Thunder

?

Normal

Heal Bell

?

Electric

Magnet Rise

?

Dragon

Outrage

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Grass

Leaf Blade

0

Grass

Mega Drain

0

Normal

Sweet Scent

0

Grass

Stun Spore

0

Fire

Sunny Day

23

Grass

Magical Leaf

39

Bug

Quiver Dance

50

Grass

Petal Blizzard

53

Grass

Leaf Storm

?

Normal

Teeter Dance

?

Normal

Swords Dance

?

Fight

Drain Punch

HEIGHT:

0.4m / 1'04"

WEIGHT:

5kg / 12 lbs

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 rhythmic dance.

TYPE: Grass

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Chlorophyll

EVOLUTION: Final Form. Evolved with a Sun Stone.

#043

#044

#045

#182

#183 Marril

TYPE: Water Fairy

HEIGHT:

0.4m / 1'04"

WEIGHT:

8kg / 18 lbs

Aquamous Pokémon

Maril'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.

STRENGTH ●●●

DEXTERITY ●●●

VITALITY ●●●●

SPECIAL ●●●

INSIGHT ●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Thick Fat & Huge Power

EVOLUTION: Second Stage. Evolves after reaching a certain level.

#298

#183

#184

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

0

Water

Water Gun

2

Normal

Tail Whip

5

Water

Water Sport

7

Water

Bubble

10

Normal

Defense Curl

10

Rock

Rollout

13

Water

Bubble Beam

16

Normal

Helping Hand

20

Water

Aqua Tail

23

Normal

Double-Edge

28

Water

Aqua Ring

31

Water

Rain Dance

37

Fight

Superpower

40

Water

Hydro Pump

45

Fairy

Play Rough

?

Normal

Belly Drum

?

Water

Aqua Jet

?

Ice

Ice Punch

135



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

0

Normal

Tail Whip

7

Water

Bubble

10

Rock

Rollout

16

Normal

Helping Hand

25

Normal

Double-Edge

35

Water

Rain Dance

46

Water

Hydro Pump

?

Normal

Belly Drum

?

Ice

Ice Punch

0

Water

Water Gun

0

Water

Water Sport

10

Normal

Defense Curl

13

Water

Bubble Beam

21

Water

Aqua Tail

31

Water

Aqua Ring

42

Fight

Superpower

50

Fairy

Play Rough

?

Water

Aqua Jet

#184 Azumarril



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.

TYPE: Water

Fairy

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●

INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Thick Fat & Huge Power

EVOLUTION: Final Form.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Grass

Wood Hammer

0

Normal

Flail

8

Fight

Low Kick

15

Normal

Slam

22

Rock

Rock Tomb

26

Normal

Block

33

Fight

Counter

40

Normal

Double-Edge

47

Fight

Hammer Arm

?

Fire

Fire Punch

?

Normal

Self-Destruct

0

Normal

Copycat

0

Rock

Rock Throw

15

Normal

Mimic

19

Dark

Feint Attack

22

Normal

Tearful Look

29

Rock

Rock Slide

36

Dark

Sucker Punch

43

Rock

Stone Edge

54

Rock

Head Smash

?

Rock

Stealth Rock

#185 Sudowoodo



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.

TYPE: Rock

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

Water

Bubble Beam

0

Normal

Double Slap

27

Normal

Swagger

48

Normal

Hyper Voice

?

Ice

Icy Wind

0

Psychic

Hypnosis

0

Normal

Perish Song

37

Flying

Bounce

\

Ground

Mud Shot

?

Normal

Refresh

#186 Politoed



HEIGHT: 1.1m / 3'07"

WEIGHT: 33kg / 74 lbs

Frog Pokémon

It lives with Poliwhigs 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.

TYPE: Water

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Water Absorb & Damp

EVOLUTION: Final Form.

It was holding a King's Rock.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Splash

6

Normal

Tail Whip

10

Fairy

Fairy Wind

14

Grass

Stun Spore

19

Grass

Bullet Seed

25

Grass

Mega Drain

31

Bug

Rage Powder

43

Grass

Giga Drain

46

Dark

Memento

?

Grass

Seed Bomb

4

Grass

Synthesis

8

Normal

Tackle

12

Poison

Poison Powder

16

Grass

Sleep Powder

22

Grass

Leech Seed

28

Flying

Acrobatics

34

Grass

Worry Seed

46

Flying

Bounce

?

Bug

Silver Wind

?

Grass

Aromatherapy

#187 Hoppip



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.

TYPE: Grass

Flying

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

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

#188 Skiploom



HEIGHT: 0.6m / 2'00"

WEIGHT: 1 kg / 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.

TYPE: Grass Flying

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Chlorophyll & Leaf Guard

EVOLUTION: Second Stage. Evolves during the autumn.

#187

#188

#189

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

#189 Jumpluff



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.

TYPE: Grass Flying

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●

INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Chlorophyll & Leaf Guard

EVOLUTION: Final Form.

#187

#188

#189

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

4

Ground

Sand Attack

11

Normal

Baton Pass

15

Ghost

Astonish

18

Normal

Fury Swipes

22

Normal

Tickle

25

Normal

Screech

29

Normal

Swift

32

Normal

Double Hit

36

Psychic

Agility

39

Dark

Fling

43

Dark

Fling

?

Dark

Nasty Plot

?

Normal

Last Resort

?

Normal

Fake Out

?

Dark

Beat Up

?

Fight

Quick Guard

#190 Aipom



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.

TYPE: Normal

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Run Away & Pick Up

EVOLUTION: First Stage. Evolves after mastering multitasking.

#190

#429

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Grass

Absorb

4

Grass

Ingrain

10

Grass

Mega Drain

13

Grass

Grass Whistle

16

Grass

Leech Seed

19

Grass

Worry Seed

22

Grass

Razor Leaf

25

Grass

Endeavor

28

Grass

Giga Drain

31

Normal

Natural Gift

34

Grass

Synthesis

37

Normal

Natural Gift

40

Grass

Solar Beam

43

Normal

Double-Edge

?

Fire

Sunny Day

?

Grass

Seed Bomb

?

Normal

Swords Dance

?

Normal

Endure

?

Grass

Grassy Terrain

#191 Sunkern



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.

TYPE: Grass

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

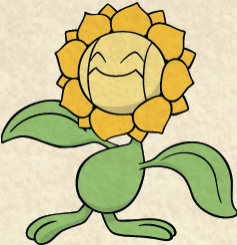


ABILITIES: Chlorophyll & Solar Power




EVOLUTION: First Stage. Evolves with a Sun Stone.




#191

#192



#192 Sunflora						TYPE: Grass	
EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME	 <div> <div>HEIGHT: 0.8m / 2'07"</div> <div>WEIGHT: 8kg / 18 lbs</div> </div> <p>Sun Pokémon</p> <p>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.</p>	
0	Fairy	Flower Shield	0	Grass	Absorb		
0	Normal	Pound	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	Grass	Bullet Seed		
28	Grass	Petal Dance	31	Normal	Natural Gift		
34	Grass	Solar Beam	37	Normal	Double-Edge	<div> <div>BASE HP: 4</div> <div>DISOBEDIENCE: 5</div> </div>	
40	Fire	Sunny Day	43	Grass	Leaf Storm	<div> <div>ABILITIES:</div> <div>Chlorophyll &amp; Solar Power</div> </div>	
50	Grass	Petal Blizzard	?	Normal	Swords Dance	<div> <div>EVOLUTION:</div> <div>Final Form.</div> </div>	
?	Normal	Morning Sun	?	Normal	Endure	<div> <div>  #191  #192 </div> </div>	

#193 Yanma		TYPE:	Bug	Flying	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	STRENGTH	●●●●	0	Normal	Tackle	0	Normal	Foresight		
	DEXTERITY	●●●●●●	6	Normal	Quick Attack	11	Normal	Double Team		
	VITALITY	●●●●	14	Normal	Sonic Boom	17	Fight	Detect		
	SPECIAL	●●●●●	22	Normal	Supersonic	27	Normal	Uproar		
	INSIGHT	●●●●	30	Dark	Pursuit	33	Rock	Ancient Power		
HEIGHT: 1.2m / 4'00"	WEIGHT: 38kg / 83 lbs	BASE HP: 4	DISOBEDIENCE: ●●●●●	38	Psychic	Hypnosis	43	Flying	Wing Attack	
				46	Normal	Screech	49	Bug	U-Turn	
				54	Flying	Air Slash	57	Bug	Bug Buzz	
				?	Normal	Feint	?	Dark	Faint Attack	
				?	Flying	Tailwind				
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.		ABILITIES: Speed Boost & Compoundeyes		EVOLUTION: First Stage. Evolves after contact with Primal Forces.						
 #193		 #469								

#194 Wooper						TYPE:	Water	Ground
EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME	 <div> <div>HEIGHT:</div> <div>0.4 m / 1'04"</div> </div> <div> <div>WEIGHT:</div> <div>8kg / 18 lbs</div> </div> <div> <div>Water Fish Pokémon</div> <div>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.</div> </div>		
0	Water	Water Gun	0	Normal	Tail Whip			
5	Ground	Mud Sport	9	Ground	Mud Shot			
15	Normal	Slam	19	Ground	Mud Bomb			
23	Psychic	Amnesia	29	Normal	Yawn			
33	Ground	Earthquake	37	Water	Rain Dance			
43	Ice	Mist	43	Ice	Haze	<div> <div>STRENGTH</div> <div>DEXTERITY</div> <div>VITALITY</div> <div>SPECIAL</div> <div>INSIGHT</div> </div>		
47	Water	Muddy Water	?	Ghost	Curse			
?	Rock	Ancient Power	?	Ice	Ice Punch	<div> <div>BASE HP:</div> <div>3</div> </div> <div> <div>DISOBEDIENCE:</div> <div>●●●●●</div> </div>		
						<div> <div>ABILITIES:</div> <div>Water Absorb &amp; Damp</div> </div>		
						<div> <div>EVOLUTION:</div> <div>First Stage.</div> <div>Evolves after a sudden climate change.</div> </div>		
						<div> <div></div> <div>#194</div> </div> <div> <div></div> <div>#195</div> </div>		

#195 Quagsire		TYPE: Water Ground		EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	STRENGTH	●●●●●	0	Water	Water Gun	0	Normal	Tail Whip	
	DEXTERITY	●●●	0	Ground	Mud Sport	9	Ground	Mud Shot	
	VITALITY	●●●●●	15	Normal	Slam	19	Ground	Mud Bomb	
	SPECIAL	●●●●●	24	Psychic	Amnesia	31	Normal	Yawn	
	INSIGHT	●●●●●	36	Ground	Earthquake	41	Water	Rain Dance	
HEIGHT: 1.4m / 4'07"	WEIGHT: 75kg / 175 lbs	BASE HP: 4	DISOBEDIENCE: ●●●●●	48	Ice	Mist	48	Ice	Haze
		ABILITIES: Water Absorb & Damp	53	Water	Muddy Water	?	Ghost	Curse	
		EVOLUTION: Final Form.	?	Rock	Ancient Power	?	Ice	Ice Punch	
		 #194	 #195						
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.									



EXPERIENCE COST

TYPE

MOVE NAME

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

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

#196

Espeon



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.

TYPE: Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Synchronize

EVOLUTION: Final Form.  
Evolved with Happiness and Sunlight.

#133

#196

EXPERIENCE COST

TYPE

MOVE NAME

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

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

#197

Umbreon



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.

TYPE: Dark

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Synchronize

EVOLUTION: Final Form.  
Evolved with Happiness and Moonlight.

#133

#197

EXPERIENCE COST

TYPE

MOVE NAME

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

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

#198

Murkrow



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.

TYPE: Dark Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Insomnia & Super Luck

EVOLUTION: First Stage.  
Evolves with a Dusk Stone.

#198

#430

EXPERIENCE COST

TYPE

MOVE NAME

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

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

#199

Slowking



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.

TYPE: Water Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 6

DISOBEDIENCE: 5

ABILITIES: Oblivious & Own Tempo




EVOLUTION: Final Form.  
It was holding a King's Rock.

#079

#080

#199



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME	#202 Wobbuffet	TYPE: Psychic
0	Fight	Counter	0	Ghost	Destiny Bond		STRENGTH ●●●
0	Psychic	Mirror Coat	0	Normal	Safeguard		DEXTERITY ●●●
0	Normal	Struggle					VITALITY ●●●●●
							SPECIAL ●●●
							INSIGHT ●●●●●
						HEIGHT: 1.3m / 4'03"	BASE HP: 4
						WEIGHT: 28kg / 62 lbs	DISOBEDIENCE: ●●●●●
						Patient Pokémon	ABILITIES: Shadow Tag
						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.
							 #360  #201

#203 Girafarig



HEIGHT: 1.5m / 5'00"

WEIGHT: 123kg / 273lbs

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.

TYPE: Psychic Normal

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Early Bird & Inner Focus

EVOLUTION: Final Form.



#203

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ghost	Astonish	0	Psychic	Confusion
0	Normal	Growl	0	Psychic	Guard Swap
0	Psychic	Power Swap	0	Normal	Tackle
5	Normal	Odor Sleuth	10	Normal	Stomp
14	Psychic	Agility	19	Psychic	Psybeam
23	Normal	Baton Pass	28	Dark	Assurance
32	Normal	Double Hit	37	Psychic	Psychic
41	Psychic	Zen Headbutt	46	Dark	Crunch
46	Dark	Nasty Plot	?	Psychic	Future Sight
?	Normal	Hyper Voice	?	Dark	Sucker Punch



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0	Normal	Protect	0	Normal	Tackle
6	Normal	Self Destruct	9	Bug	Bug bite
12	Normal	Take Down	17	Normal	Rapid Spin
20	Normal	Bide	23	Normal	Natural Gift
28	Ground	Spikes	31	Dark	Payback
34	Normal	Explosion	39	Steel	Iron Defense
42	Steel	Gyro Ball	45	Normal	Double-Edge
?	Rock	Stealth Rock	?	Normal	Secret Power
?	Bug	Pin Missile			

#204 Pineco



HEIGHT:  
0.6m / 2'00"

WEIGHT:  
7kg / 16 lbs

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.

TYPE: Bug

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

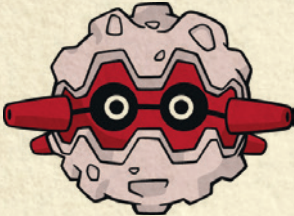
ABILITIES: Sturdy

EVOLUTION: First Stage.  
Evolves by enduring harsh conditions.

#204

#205

#205 Forretress



HEIGHT:  
1.2m / 4'00"

WEIGHT:  
252kg / 555 lbs

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.

TYPE: Bug Steel

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT


BASE HP: 4

DISOBEDIENCE: 4

ABILITIES: Sturdy

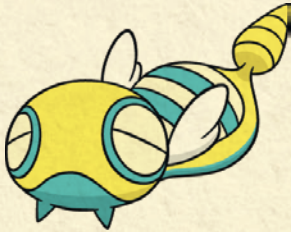
EVOLUTION: Final Form.

#204

#205

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Bug Bite	0	Steel	Heavy Slam
0	Electric	Magnet Rise	0	Normal	Protect
0	Normal	Self Destruct	0	Normal	Tackle
0	Poison	Toxic Spikes	0	Electric	Zap Cannon
12	Normal	Take Down	17	Normal	Rapid Spin
20	Normal	Bide	23	Normal	Natural Gift
28	Ground	Spikes	31	Steel	Mirror Shot
32	Steel	Autotomize	36	Dark	Payback
42	Normal	Explosion	46	Steel	Iron Defense
50	Steel	Gyro Ball	56	Normal	Double-Edge
?	Rock	Stealth Rock	?	Psychic	Power Trick
?	Normal	Endure			

#206 Dunsparce



HEIGHT:  
1.5m / 5'00"

WEIGHT:  
28kg / 80 lbs

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.

TYPE: Normal

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 5

DISOBEDIENCE: 5

ABILITIES: Run Away & Serene Grace

EVOLUTION: Final Form.

#206

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Defense Curl	0	Normal	Rage
4	Rock	Rollout	7	Ghost	Spite
10	Dark	Pursuit	13	Normal	Screech
16	Normal	Yawn	18	Normal	Body Slam
19	Rock	Ancient Power	22	Normal	Take Down
25	Flying	Roost	28	Normal	Glare
31	Ground	Dig	34	Normal	Double-Edge
37	Poison	Coil	40	Normal	Endure
41	Flying	Air Slash	43	Dragon	Dragon Rush
43	Ground	Drill Run	46	Normal	Endeavor
49	Normal	Flai	?	Psychic	Magic Coat
?	Psychic	Agility	?	Normal	Trump Card

#207 Gligar



HEIGHT:  
1.1m / 3'07"

WEIGHT:  
65kg / 143 lbs

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.

TYPE: Ground Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 4

ABILITIES: Hyper Cutter & Sand Veil

EVOLUTION: First Stage.  
Evolves by using a Razor Fang for a long time.

#207

#472

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Poison Sting	4	Ground	Sand Attack
7	Normal	Harden	10	Dark	Knock Off
13	Normal	Quick Attack	16	Bug	Fury Cutter
19	Dark	Feint Attack	22	Flying	Acrobatics
27	Normal	Slash	30	Bug	U-turn
35	Normal	Screech	40	Bug	X-Scissor
45	Fight	Sky Uppercut	50	Normal	Swords Dance
55	Normal	Guillotine	?	Steel	Iron Tail
?	Poison	Poison Tail	?	Normal	Feint.



EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Bind

0

Normal

Harden

0

Ground

Mud Sport

4

Ghost

Curse

10

Rock

Rock Tomb

16

Rock

Stealth Rock

20

Steel

Gyro Ball

25

Dragon

Dragon Breath

31

Normal

Screech

37

Dark

Crunch

43

Ground

Sandstorm

49

Rock

Stone Edge

?

Rock

Ancient Power

?

Dragon

Twister

EXPERIENCE COST

TYPE

MOVE NAME

0

Fire

Fire Fang

0

Ice

Ice Fang

0

Electric

Thunder Fang

7

Rock

Rock Throw

13

Normal

Rage

19

Steel

Autotomize

22

Rock

Smack Down

28

Normal

Slam

34

Rock

Rock Slide

40

Steel

Iron Tail

46

Ground

Dig

52

Normal

Double-Edge

?

Water

Aqua Tail

#208 Steelix

HEIGHT: 9.2m / 30'02"

WEIGHT: 1 ton / 2205 lbs

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.

TYPE: Steel

Ground

STRENGTH ●●●●●

DEXTERITY ●●●

VITALITY ●●●●●●●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 30

DISOBEDIENCE: ●●●●●

ABILITIES: Rock Head & Sturdy

EVOLUTION: Final Form.

#095

#208

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

5

Fairy

Charm

5

Fire

Fire Fang

5

Electric

Thunder Fang

13

Ghost

Lick

25

Normal

Roar

37

Fairy

Play Rough

49

Dark

Crunch

?

Normal

Present

TYPE: Fairy

STRENGTH ●●●●●

DEXTERITY ●●●

VITALITY ●●●●

SPECIAL ●●●


INSIGHT ●●●


BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Intimidate & Run Away

EVOLUTION: First Stage. Evolves by learning to be brave.

#209

#210

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tail Whip

5

Normal

Scary Face

5

Ice

Ice Fang

7

Dark

Bite

19

Normal

Headbutt

31

Normal

Rage

43

Dark

Payback

?

Normal

Heal Bell

?

Dark

Fake Tears

TYPE: Fairy

STRENGTH ●●●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●


INSIGHT ●●●●


BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Intimidate & Quick Feet

EVOLUTION: Final Form.

#209

#210

EXPERIENCE COST

TYPE

MOVE NAME

0

Fairy

Charm

0

Ice

Ice Fang

0

Normal

Tackle

0

Electric

Thunder Fang

13

Ghost

Lick

27

Normal

Roar

43

Fairy

Play Rough

59

Dark

Crunch

?

Normal

Super Fang

?

Fight

Close Combat

TYPE: Fairy

STRENGTH ●●●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Intimidate & Quick Feet

EVOLUTION: Final Form.

#209

#210

EXPERIENCE COST

TYPE

MOVE NAME

0

Fire

Fire Fang

0

Normal

Scary Face

0

Normal

Tail Whip

7

Dark

Bite

19

Normal

Headbutt

35

Normal

Rage

51

Dark

Payback

67

Dragon

Outrage

?

Water

Water Pulse

TYPE: Fairy

STRENGTH ●●●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●

INSIGHT ●●●●


BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Intimidate & Quick Feet

EVOLUTION: Final Form.

#209

#210

EXPERIENCE COST

TYPE

MOVE NAME

0

Ghost

Destiny Bond

0

Normal

Supersonic

0

Ground

Spikes

0

Water

Water Gun

9

Normal

Minimize

17

Rock

Rollout

25

Normal

Stockpile

29

Fight

Revenge

37

Bug

Pin Missile

45

Water

Aqua Tail

60

Water

Hydro Pump

?

Normal

Self-Destruct

TYPE: Water

Poison

STRENGTH ●●●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Poison Point & Swift Swim

EVOLUTION: Final Form.

#211

EXPERIENCE COST

TYPE

MOVE NAME

0

Bug

Fell Stinger

0

Poison

Poison Sting

0

Normal

Tackle

9

Normal

Harden

13

Water

Bubble

21

Poison

Toxic Spikes

25

Normal

Spit Up

33

Water

Brine

41

Normal

Take Down

49

Poison

Poison Jab

?

Water

Aqua Jet

?

Normal

Swords Dance

TYPE: Water

Poison

STRENGTH ●●●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Poison Point & Swift Swim

EVOLUTION: Final Form.

#211



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

#212 Scizor



HEIGHT: 1.8m / 6'00"

WEIGHT: 118kg / 260lbs

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.

TYPE: Bug

Steel

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT



BASE HP: 6

DISOBEDIENCE: 5

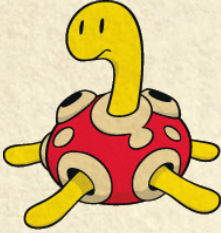
ABILITIES: Swarm & Technician

EVOLUTION: Final Form.

It was holding a Metal Coat.



#213 Shuckle



HEIGHT: 0.6m / 2'00"

WEIGHT: 20kg / 45 lbs

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 hollow stones and wears them as a shell. It is known for storing berries inside.

TYPE: Bug

Rock

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT

BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Gluttony & Sturdy

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

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

#214 Heracross



HEIGHT: 1.5m / 5'00"

WEIGHT: 54kg / 120 lbs

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.

TYPE: Bug

Fight

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 5

DISOBEDIENCE: 5

ABILITIES: Guts & Swarm

EVOLUTION: Final Form.



#215 Sneasel



HEIGHT: 0.9m / 2'11"

WEIGHT: 28kg / 62 lbs

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.

TYPE: Dark

Ice

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Inner Focus & Keen Eye

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



EXPERIENCE COST

0

Fairy

Baby-Doll Eyes

0

Dark

Fake Tears

0

Ghost

Lick

8

Normal

Fury Swipes

22

Normal

Sweet Scent

29

Normal

Slash

43

Psychic

Rest

50

Normal

Thrash

?

Normal

Defense Curl

0

Normal

Covet

0

Dark

Fling

0

Normal

Scratch

15

Dark

Feint Attack

25

Normal

Play Nice

36

Fairy

Charm

43

Normal

Snore

?

Fairy

Play Rough

?

Normal

Yawn

#216 Teddiursa

HEIGHT: 0.6m / 2'00"

WEIGHT: 18kg / 39 lbs

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.

TYPE: Normal

STRENGTH ●●●●●

DEXTERITY ●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Pick Up & Quick Feet

EVOLUTION: First Stage. Evolves after reaching a certain level.

#216

#217

#217 Ursaring

HEIGHT: 1.8m / 6'00"

WEIGHT: 252kg /555 lbs

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.

TYPE: Normal

STRENGTH ●●●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●●

INSIGHT ●●●●●●

BASE HP: 6

DISOBEDIENCE: ●●●●●

ABILITIES: Guts & Quick Feet

EVOLUTION: Final Form.

#216

#217

EXPERIENCE COST

0

Normal

Covet

0

Fight

Hammer Arm

0

Ghost

Lick

8

Normal

Fury Swipes

22

Normal

Sweet Scent

29

Normal

Slash

47

Psychic

Rest

58

Normal

Thrash

?

Dark

Night Slash

0

Dark

Fake Tears

0

Normal

Leer

0

Normal

Scratch

15

Dark

Feint Attack

25

Normal

Play Nice

38

Normal

Scary Face

49

Normal

Snore

?

Normal

Swords Dance

?

Poison

Gunk Shot

#218 Slugma

HEIGHT: 0.7m / 2'04"

WEIGHT: 35kg / 77 lbs

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.

TYPE: Fire

STRENGTH ●●●

DEXTERITY ●●●

VITALITY ●●●

SPECIAL ●●●●●

INSIGHT ●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Flame Body & Magma Armor

EVOLUTION: First Stage. Evolves after 1000 years living near volcanoes.

#218

#219

EXPERIENCE COST

0

Poison

Smog

5

Fire

Ember

14

Normal

Harden

20

Poison

Clear Smog

23

Fire

Flame Burst

32

Psychic

Amnesia

41

Rock

Rock Slide

50

Fire

Flamethrower

?

Poison

Acid Armor

?

Fire

Heat Wave

0

Normal

Yawn

10

Rock

Rock Throw

15

Fire

Incinerate

19

Normal

Recover

28

Rock

Ancient Power

37

Fire

Lava Plum

46

Normal

Body Slam

55

Ground

Earth Power

?

Normal

Smokescreen

#219 Magcargo

HEIGHT: 0.8m / 2'07"

WEIGHT: 55kg /121 lbs

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.

TYPE: Fire Rock

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●●●

SPECIAL ●●●●●●

INSIGHT ●●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Flame Body & Magma Armor

EVOLUTION: Final Form.

#218

#219

EXPERIENCE COST

0

Ground

Earth Power

0

Rock

Rock Throw

0

Normal

Yawn

15

Fire

Incinerate

20

Poison

Clear Smog

28

Rock

Ancient Power

37

Fire

Lava Plume

44

Rock

Rock Slide

59

Fire

Flamethrower

?

Rock

Stealth Rock

0

Fire

Ember

0

Poison

Smog

14

Normal

Harden

19

Normal

Recover

23

Fire

Flame Burst

32

Psychic

Amnesia

38

Normal

Shell Smash

52

Normal

Body Slam

?

Fire

Inferno

?

Normal

Self Destruct



#221 Piloswine



HEIGHT:  
1.1m / 3'07"

WEIGHT:  
105kg/231 lbs

Swine Pokémon  
Their long hair obscures 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.

TYPE:

Ice

Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Oblivious & Snow Cloak

EVOLUTION:



Second Stage.  
Evolves after contact with Primal Forces.

  
#220

  
#221

  
#473

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
EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME		STRENGTH ●●●●	
0	Normal	Tackle	4	Normal	Harden		DEXTERITY ●●●●	
8	Water	Bubble	10	Normal	Recover		VITALITY ●●●●●●	
13	Normal	Refresh	17	Water	Bubble Beam		SPECIAL ●●●●●	
20	Rock	Ancient Power	23	Normal	Lucky Chant		INSIGHT ●●●●●●	
27	Normal	Spike Cannon	27	Water	Brine		BASE HP: 4 DISOBEDIENCE: ●●●●●●	
29	Steel	Iron Defense	31	Rock	Rock Blast		ABILITIES: Hustle & Natural Cure	
35	Normal	Endure	38	Water	Aqua Ring		EVOLUTION: Final Form.	
41	Rock	Power Gem	45	Psychic	Mirror Coat			
47	Ground	Earth Power	50	Normal	Flail		#222	
?	Rock	Head Smash	?	Normal	Screech			
?	Water	Whirlpool						

[illegible]



EXPERIENCE COST

0

Ice

MOVE NAME

Aurora Beam

0

Poison

MOVE NAME

Gunk Shot

0

Rock

MOVE NAME

Rock Blast

18

Water

MOVE NAME

Bubble Beam

25

Water

MOVE NAME

Octazooka

34

Bug

MOVE NAME

Signal Beam

46

Grass

MOVE NAME

Bullet Seed

58

Normal

MOVE NAME

Hyper Beam

?

Water

MOVE NAME

Water Spout

?

Water

MOVE NAME

Dive

EXPERIENCE COST

0

Normal

MOVE NAME

Constrict

0

Psychic

MOVE NAME

Psybeam

0

Water

MOVE NAME

Water Gun

22

Normal

MOVE NAME

Focus Energy

28

Normal

MOVE NAME

Wring Out

40

Ice

MOVE NAME

Ice Beam

52

Water

MOVE NAME

Hydro Pump

64

Water

MOVE NAME

Soak

?

Poison

MOVE NAME

Acid Spray

#224 Octillery



HEIGHT: 0.9m / 3'00"

WEIGHT: 28kg / 62 lbs

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.

TYPE: Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Sniper & Suction Cups

EVOLUTION: Final Form.





#225 Delibird



HEIGHT: 0.9m / 4'00"

WEIGHT: 16kg / 35lbs

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.

TYPE: Ice Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Hustle & Vital Spirit

EVOLUTION: Final Form.



EXPERIENCE COST

0

Normal

MOVE NAME

Present

10

Ice

MOVE NAME

Icy Wind

20

Ice

MOVE NAME

Ice Ball

35

Ice

MOVE NAME

Freeze-Dry

?

Ice

MOVE NAME

Aurora Veil

?

Flying

MOVE NAME

Sky Attack

EXPERIENCE COST

5

Normal

MOVE NAME

Fake Out

15

Ground

MOVE NAME

Spikes

25

Flying

MOVE NAME

Drill Peck

45

Psychic

MOVE NAME

Future Sight

?

Ice

MOVE NAME

Ice Shard

EXPERIENCE COST

0

Water

MOVE NAME

Bubble

0

Grass

MOVE NAME

Bullet Seed

0

Bug

MOVE NAME

Signal Beam

0

Normal

MOVE NAME

Tackle

11

Ghost

MOVE NAME

Confuse Ray

16

Normal

MOVE NAME

Headbutt

23

Rock

MOVE NAME

Wide Guard

32

Psychic

MOVE NAME

Agility

39

Water

MOVE NAME

Aqua Ring

49

Water

MOVE NAME

Hydro Pump

?

Psychic

MOVE NAME

Mirror Coat

EXPERIENCE COST

0

Water

MOVE NAME

Bubble Beam

0

Psychic

MOVE NAME

Psybeam

0

Normal

MOVE NAME

Supersonic

0

Flying

MOVE NAME

Roost

14

Flying

MOVE NAME

Wing Attack

19

Water

MOVE NAME

Water Pulse

27

Normal

MOVE NAME

Take Down

36

Flying

MOVE NAME

Air Slash

46

Flying

MOVE NAME

Bounce

?

Dragon

MOVE NAME

Twister

?

Ground

MOVE NAME

Mud Sport

#226 Mantine



HEIGHT: 2.1m / 7'00"

WEIGHT: 220kg / 485lbs

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.

TYPE: Water Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 7

DISOBEDIENCE: ●●●●●


ABILITIES: Swift Swim & Water Absorb

EVOLUTION: Final Form.





#227 Skarmory



HEIGHT: 1.7m / 5'07"

WEIGHT: 101kg / 222lbs

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.

TYPE: Steel Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Keen Eye & Sturdy

EVOLUTION: Final Form.



EXPERIENCE COST

0

Normal

MOVE NAME

Leer

6

Ground

MOVE NAME

Sand Attack

9

Steel

MOVE NAME

Metal Claw

17

Normal

MOVE NAME

Fury Attack

23

Flying

MOVE NAME

Air Cutter

31

Steel

MOVE NAME

Metal Sound

39

Steel

MOVE NAME

Autotomize

45

Normal

MOVE NAME

Slash

?

Flying

MOVE NAME

Brave Bird

?

Dark

MOVE NAME

Pursuit

EXPERIENCE COST

0

Flying

MOVE NAME

Peck

9

Normal

MOVE NAME

Swift

12

Psychic

MOVE NAME

Agility

20

Normal

MOVE NAME

Feint

28

Ground

MOVE NAME

Spikes

34

Steel

MOVE NAME

Steel Wing

42

Flying

MOVE NAME

Air Slash

50

Dark

MOVE NAME

Night Slash

?

Ghost

MOVE NAME

Ominous Wind



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

#228 Houndour

HEIGHT:

0.6m / 2'00"

WEIGHT:

11kg / 24 lbs

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.

TYPE:

Dark

Fire

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Early Bird & Flash Fire

EVOLUTION:

First Stage.  
Evolves after reaching a certain level.

#228

#229

#229 Houndoom

HEIGHT:

1.4m / 4'07"

WEIGHT:

35kg / 77 lbs

Dark Pokémon

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.

TYPE:

Dark

Fire

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Early Bird & Flash Fire

EVOLUTION:

Final Form.

#228

#229

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

HEIGHT:

1.8m / 6'00"

WEIGHT:

152kg / 335lbs

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.

TYPE:

Dragon

Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

6

DISOBEDIENCE:

ABILITIES:

Sniper & Swift Swim

EVOLUTION:

Final Form.  
When holding a Dragon Fang.

#116

#117

#230

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

#231 Phanpy

HEIGHT:

0.5m / 1'08"

WEIGHT:

33kg / 74 lbs

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.

TYPE:

Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Pick Up

EVOLUTION:

First Stage.  
Evolves after reaching a certain level.

#231

#232

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



EXPERIENCE COST

0

Ground

MOVE NAME

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

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

#232 Donphan



HEIGHT:

1.1m / 3'07"

WEIGHT:

120kg / 264lbs

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.

TYPE: Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Sturdy


EVOLUTION:

Final Form.

#231

#232

#233 Porygon 2



HEIGHT:

0.6m / 2'00"

WEIGHT:

32kg / 72 lbs

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.

TYPE: Normal

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4


DISOBEDIENCE:


ABILITIES:


Download & Trace

EVOLUTION:

Second Stage.  
Evolves in the next software update.

#137

#233

#474

EXPERIENCE COST

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

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

EXPERIENCE COST

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

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

#234 Stantler



HEIGHT:

1.5m / 5'00"

WEIGHT:

142kg/ 313lbs

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 extinction.

TYPE: Normal

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

5

DISOBEDIENCE:

ABILITIES:


Frisk & Intimidate

EVOLUTION:

Final Form.

#234

#235 Smeargle



HEIGHT:

1.2m / 3'11"

WEIGHT:

58kg / 128 lbs

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.

TYPE: Normal

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4


DISOBEDIENCE:

ABILITIES:

Own Tempo & Technician

EVOLUTION:

Final Form.

#235

EXPERIENCE COST

0

Normal

Sketch

21

Normal

Sketch

41

Normal

Sketch

61

Normal

Sketch

81

Normal

Sketch

EXPERIENCE COST

11

Normal

Sketch

31

Normal

Sketch

51

Normal

Sketch

71

Normal

Sketch

91

Normal

Sketch



EXPERIENCE COST

TYPE

MOVE NAME

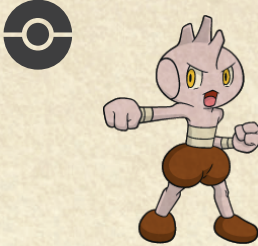
EXPERIENCE COST

TYPE

MOVE NAME

0	Normal	Fake Out	0	Normal	Foresight
0	Normal	Helping Hand	0	Normal	Tackle
?	Normal	Work Up	?	Psychic	Role Play
?	Fight	Seismic Toss			

#236 Tyrogue



HEIGHT:  
0.7 m / 2'04"

WEIGHT:  
21kg / 46 lbs

Scuffle Pokémon  
Tyrogue is an energetic, competitive and fearless Pokémon that's always looking to get stronger, fighting any enemies even if it loses. They attack anyone, anyday, anytime, everyday, without warning.

TYPE: Fight

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT


BASE HP: 3


DISOBEDIENCE: ●●●●●


ABILITIES:  
Guts & Steadfast

EVOLUTION: First Stage.  
Evolves by maxing out certain attributes.

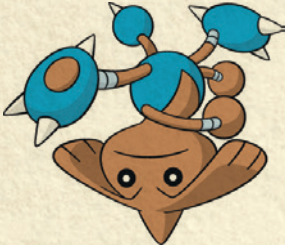
#236

#106

#107

#237

#237 Hitmontop



HEIGHT:  
1.4m / 4'07"

WEIGHT:  
48kg / 106 lbs

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.

TYPE: Fight

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT


BASE HP: 4


DISOBEDIENCE: ●●●●●


ABILITIES:  
Intimidate & Technician

EVOLUTION: Final Form.  
Evolves by maxing out Strength & Vitality.

#236

#106

#107

#237

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Revenge	0	Fight	Rolling Kick
6	Normal	Focus Energy	10	Dark	Pursuit
15	Normal	Quick Attack	19	Fight	Triple Kick
24	Normal	Rapid Spin	28	Fight	Counter
33	Normal	Feint	37	Psychic	Agility
42	Steel	Gyro Ball	46	Fight	Quick Guard
46	Fight	Wide Guard	50	Fight	Detect
55	Fight	Close Combat	60	Normal	Endeavor
?	Fight	Mach Punch	?	Fight	High Jump Kick
?	Dragon	Twister			

#238 Smoochum



HEIGHT:  
0.4m / 1'04"

WEIGHT:  
6kg / 13 lbs

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.

TYPE: Ice Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES:  
Forewarn & Oblivious


EVOLUTION: First Stage.  
Evolves after reaching a certain level.

#238

#124

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound	5	Ghost	Lick
8	Fairy	Sweet Kiss	11	Ice	Powder Snow
15	Psychic	Confusion	18	Normal	Sing
21	Psychic	Heart Stamp	25	Ghost	Mean Look
28	Dark	Fake Tears	31	Normal	Lucky Chant
35	Ice	Avalanche	38	Psychic	Psychic
41	Normal	Copycat	45	Normal	Perish Song
48	Ice	Blizzard	?	Normal	Fake Out
?	Normal	Helping Hand	?	Psychic	Magic Coat

#239 Elekid



HEIGHT:  
0.6m / 2'00"

WEIGHT:  
23kg / 52 lbs

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 if you touch them.

TYPE: Electric

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT


BASE HP: 3


DISOBEDIENCE: ●●●●●

ABILITIES:  
Static

EVOLUTION: First Stage.  
Evolves after reaching a certain level.

#239

#125

#466

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Leer	0	Normal	Quick Attack
5	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
33	Electric	Discharge	36	Normal	Screech
40	Electric	Thunderbolt	43	Electric	Thunder
?	Psychic	Meditate	?	Fight	Karate Chop
?	Normal	Uproar			



EXPERIENCE COST

0

Normal

Leer

EXPERIENCE COST

5

Fire

Ember

EXPERIENCE COST

12

Dark

Feint Attack

EXPERIENCE COST

19

Poison

Clear Smog

EXPERIENCE COST

26

Ghost

Confuse Ray

EXPERIENCE COST

33

Fire

Lava Plume

EXPERIENCE COST

40

Fire

Flamethrower

EXPERIENCE COST

?

Fight

Karate Chop

EXPERIENCE COST

?

Normal

Screech

EXPERIENCE COST

0

Poison

Smog

EXPERIENCE COST

8

Normal

Smokescreen

EXPERIENCE COST

15

Fire

Fire Spin

EXPERIENCE COST

22

Fire

Flame Burst

EXPERIENCE COST

29

Fire

Fire Punch

EXPERIENCE COST

36

Fire

Sunny Day

EXPERIENCE COST

43

Fire

Fire Blast


EXPERIENCE COST

?

Poison

Belch

#240 Magby



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.

TYPE:

Fire

STRENGTH

●●●●

DEXTERITY

●●●●

VITALITY

●●●●

SPECIAL

●●●●

INSIGHT

●●●●

BASE HP:

3

DISOBEDIENCE:

●●●●●


ABILITIES:


Flame Body


EVOLUTION:

First Stage.


Evolves after reaching a certain level.

#240

#126

#467

#241 Miltank



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.

TYPE:

Normal

STRENGTH

●●●●●

DEXTERITY

●●●●●●

VITALITY

●●●●●●

SPECIAL

●●●●

INSIGHT

●●●●●

BASE HP:

4

DISOBEDIENCE:


●●●●●

ABILITIES:

Scrappy & Thick Fat

EVOLUTION:

Final Form.

#241

EXPERIENCE COST

0

Normal

Tackle

EXPERIENCE COST

5

Normal

Defense Curl

EXPERIENCE COST

11

Normal

Milk Drink

EXPERIENCE COST

19

Rock

Rollout

EXPERIENCE COST

29

Psychic

Zen Headbutt

EXPERIENCE COST

41

Steel

Gyro Ball

EXPERIENCE COST

50

Fight

Wake-Up Slap

EXPERIENCE COST

?

Normal

Helping Hand

EXPERIENCE COST

3

Normal

Growl

EXPERIENCE COST

8

Normal

Stomp

EXPERIENCE COST

15

Normal

Bide

EXPERIENCE COST

24

Normal

Body Slam

EXPERIENCE COST

35

Normal

Captivate

EXPERIENCE COST

48

Normal

Heal Bell

EXPERIENCE COST

?

Poison

Belch

EXPERIENCE COST

?

Normal

Mega Kick

EXPERIENCE COST

0

Normal

Defense Curl

EXPERIENCE COST

0

Normal

Growl

EXPERIENCE COST

5

Normal

Tail Whip

EXPERIENCE COST

12

Normal

Double Slap

EXPERIENCE COST

20

Normal

Bestow

EXPERIENCE COST

27

Normal

Take Down

EXPERIENCE COST

34

Dark

Fling

EXPERIENCE COST

42

Normal

Egg Bomb

EXPERIENCE COST

50

Psychic

Healing Wish

EXPERIENCE COST

?

Normal

Last Resort

EXPERIENCE COST

0

Normal

Double-Edge

EXPERIENCE COST

0

Normal

Pound

EXPERIENCE COST

9

Normal

Refresh

EXPERIENCE COST

16

Normal

Soft Boiled

EXPERIENCE COST

23

Normal

Minimize

EXPERIENCE COST

31

Normal

Sing

EXPERIENCE COST

38

Psychic

Heal Pulse

EXPERIENCE COST

46

Psychic

Lightscreen

EXPERIENCE COST

?

Fight

Seismic Toss


EXPERIENCE COST

?

Normal

Metronome

#242 Blissey



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.

TYPE:

Normal

STRENGTH

●●

DEXTERITY

●●●●

VITALITY

●●

SPECIAL

●●●●●

INSIGHT

●●●●●●●

BASE HP:

5

DISOBEDIENCE:


●●●●●


ABILITIES:


Natural Cure & Serene Grace

EVOLUTION:


Final Form.

#440

#113

#242

#243 Raikou



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.

TYPE:

Electric

STRENGTH

●●●●●●●●

DEXTERITY

●●●●●●●●

VITALITY

●●●●●●●●

SPECIAL

●●●●●●●●

INSIGHT

●●●●●●●●

BASE HP:

?

DISOBEDIENCE:

●●●●●


ABILITIES:

Pressure & Volt Absorb

Plot Device

EVOLUTION:

Unknown.

#243

EXPERIENCE COST

TYPE



MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME



#245 Suicune		TYPE:	Water	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
		STRENGTH	●●●●●●●●		NO DATA				
		DEXTERITY	●●●●●●●●						
		VITALITY	●●●●●●●●						
		SPECIAL	●●●●●●●●						
		INSIGHT	●●●●●●●●						
HEIGHT: ? m / '???"	WEIGHT: ???kg/ ???lbs	BASE HP:	?	DISOBEDIENCE: ●●●●●					
Pokédex has no data.		ABILITIES: Pressure & Water Absorb Plot Device							
Johto Legends tell about a Pokémon that carries the north winds, sailing above the clouds as the aurora, purifying water fountains, pools and rivers.		EVOLUTION: Unknown.							
		 #245							

#246 Larvitar						TYPE:	Rock	Ground
EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME			
0	Dark	Bite	0	Normal	Leer			
5	Rock	Sandstorm	10	Normal	Screech	STRENGTH ●●●●		
14	Normal	Chip Away	19	Rock	Rock Slide	DEXTERITY ●●●●		
23	Normal	Scary Face	28	Normal	Thrash	VITALITY ●●●●		
32	Dark	Dark Pulse	37	Dark	Payback	SPECIAL ●●●●		
41	Dark	Crunch	46	Ground	Earthquake	INSIGHT ●●●●		
50	Rock	Stone Edge	55	Normal	Hyper Beam	BASE HP: <b>3</b>		
?	Rock	Stealth Rock	?	Ghost	Spite	DISOBEDIENCE: ●●●●●		
?	Normal	Focus Energy				ABILITIES: <b>Guts</b>		
HEIGHT: 0.6 m / 2'00"      WEIGHT: 72kg / 159 lbs						EVOLUTION: First Stage. Evolves after reaching a certain level.		
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.						 #246  #247  #248		

#247 Pupitar



HEIGHT: 1.2m / 3'11"

WEIGHT: 152kg /335 lbs

Hard Shell Pokémon

Even in their shell, they are fast, aggressive, and extremely destructive. They never stay still. This pupa propels itself using a jet of pressurized gas. It is bad tempered and very aggressive.

TYPE: Rock

GROUND

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Shed Skin

EVOLUTION: Second Stage.  
Evolves at a High Level.

 #246

 #247

 #248

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Bite	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
60	Rock	Stone Edge	67	Normal	Hyper Beam
?	Dragon	Dragon Dance	?	Steel	Iron Defense
?	Normal	Focus Energy			



EXPERIENCE COST

TYPE

MOVE NAME

0

Fire

Fire Fang

0

Ice

Ice Fang

0

Normal

Tackle

0

Rock

Sandstorm

14

Normal

Chip Away

23

Normal

Scary Face

34

Dark

Dark Pulse

47

Dark

Crunch

63

Rock

Stone Edge

82

Normal

Giga Impact

?

Dragon

Outrage

EXPERIENCE COST

TYPE

MOVE NAME

0

Electric

Thunder Fang

0

Dark

Bite

0

Normal

Leer

0

Normal

Screech

19

Rock

Rock Slide

28

Normal

Thrash

41

Dark

Payback

54

Ground

Earthquake

73

Normal

Hyper Beam

?

Dragon

Dragon Dance

?

Fight

Superpower

#248 Tyranitar



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.

TYPE: RockDark

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 6

DISOBEDIENCE: ●●●●●

ABILITIES: Sand Stream


EVOLUTION: Final Form.

#246

#247

#248

#249 Lugia



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.

TYPE: FlyingPsychic

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



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.

TYPE: FireFlying

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: Pressure & Regenerator  
Plot Device

EVOLUTION: Unknown.

#250

EXPERIENCE COST

TYPE

MOVE NAME


EXPERIENCE COST

TYPE

MOVE NAME

NO DATA

#251 Celebi



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.

TYPE: GrassPsychic

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



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Leer

6

Grass

Absorb

16

Dark

Pursuit

26

Grass

Mega Drain

36

Normal

Slam

41

Fight

Quick Guard

46

Grass

Giga Drain

?

Steel

Iron Tail

?

Grass

Grass Pledge

0

Normal

Pound

11

Normal

Quick Attack

21

Normal

Screech

31

Psychic

Agility

41

Fight

Detect

46

Normal

Endeavor

50

Grass

Energy Ball

?

Grass

Bullet Seed

#252 Treecko

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.

TYPE: Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Overgrow

EVOLUTION:

First Stage.

Evolves after reaching a certain level.

#252

#253

#254

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Grass

Absorb

0

Normal

Pound

13

Grass

Mega Drain

17

Dark

Pursuit

29

Grass

Leaf Blade

41

Normal

Slam

47

Fight

Detect

53

Normal

False Swipe

?

Fight

Drain Punch

?

Grass

Grass Pledge

0

Normal

Leer

0

Normal

Quick Attack

16

Bug

Fury Cutter

23

Normal

Screech

35

Psychic

Agility

43

Bug

X-Scissor

53

Fight

Quick Guard

59

Grass

Leaf Storm

?

Dragon

Dragon Breath

#253 Grovyle

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..

TYPE: Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Overgrow

EVOLUTION:

Second Stage.

Evolves after reaching a certain level.

#252

#253

#254

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Dragon

Dual Chop

0

Grass

Leaf Storm

0

Dark

Night Slash

0

Normal

Quick Attack

16

Bug

X-Scissor

23

Normal

Screech

35

Psychic

Agility

51

Fight

Detect

59

Normal

False Swipe

?

Electric

Thunder Punch

0

Grass

Absorb

0

Normal

Leer

0

Normal

Pound

13

Grass

Mega Drain

17

Dark

Pursuit

29

Grass

Leaf Blade

43

Normal

Slam

57

Fight

Quick Guard

?

Dragon

Dragon Pulse

?

Grass

Frenzy Plant

#254 Sceptile

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.

TYPE: Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

5

DISOBEDIENCE:

ABILITIES:

Overgrow

EVOLUTION:

Final Form.

#252

#253

#254

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Growl

7

Normal

Focus Energy

16

Flying

Peck

25

Fire

Fire Spin

28

Fire

Flame Burst

37

Flying

Mirror Move

?

Fight

Counter

?

Fire

Fire Pledge

0

Normal

Scratch

10

Fire

Ember

19

Ground

Sand Attack

28

Normal

Quick Attack

34

Normal

Slash

43

Fire

Flamethrower

?

Flying

Feather Dance

#255 Torchic

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.

TYPE: Fire

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Blaze

EVOLUTION:

First Stage.

Evolves after reaching a certain level.

#255

#256

#257



EXPERIENCE COST

0

Fire

Ember

0

Normal

Growl

16

Fight

Double Kick

20

Fire

Flame Charge

28

Fight

Bulk Up

39

Normal

Slash

50

Fight

Sky Uppercut

?

Fight

Counter

?

Fire

Fire Pledge

EXPERIENCE COST

0

Normal

Focus Energy

0

Normal

Scratch

17

Flying

Peck

21

Ground

Sand Attack

32

Normal

Quick Attack

43

Flying

Mirror Move

54

Fire

Flare Blitz

?

Flying

Feather Dance

#256 Combusken



HEIGHT: 0.9m / 2'11"

WEIGHT: 20kg / 43 lbs

Young Fowl Pokémon  
Once Torchic toughened 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.

TYPE: Fire

Fight

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Blaze


EVOLUTION: Second Stage.  
Evolves after reaching a certain level.

#255

#256

#257

#257 Blaziken



HEIGHT: 1.9m / 6'03"

WEIGHT: 85kg / 187 lbs

Blaze Pokémon  
They can jump incredible 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.

TYPE: Fire

Fight

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 6

DISOBEDIENCE: 5

ABILITIES: Blaze

EVOLUTION: Final Form.

#255

#256

#257

EXPERIENCE COST

0

Fire

Ember

0

Normal

Focus Energy

10

Fight

High Jump Kick

19

Fight

Double Kick

24

Flying

Peck

33

Fight

Bulk Up

42

Fire

Blaze Kick

49

Flying

Brave Bird

66

Fire

Flare Blitz

?

Dark

Night Slash

EXPERIENCE COST

0

Fire

Fire Punch

6

Normal

Growl

15

Normal

Scratch

20

Fire

Flame Charge

28

Ground

Sand Attack

37

Normal

Quick Attack

46

Normal

Slash

57

Fight

Sky Uppercut

?

Dragon

Dual Chop

?

Fire

Blast Burn

#258 Mudkip



HEIGHT: 0.4m / 1'04"

WEIGHT: 8kg / 17 lbs

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.

TYPE: Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Torrent

EVOLUTION: First Stage.  
Evolves after reaching a certain level.

#258

#259

#260

EXPERIENCE COST

5

Normal

Tackle

11

Water

Water Gun

18

Normal

Foresight

25

Normal

Take Down

28

Water

Whirlpool

35

Water

Hydro Pump

?

Ice

Ice Ball

?

Water

Water Pledge

EXPERIENCE COST

0

Normal

Growl

0

Normal

Tackle

15

Normal

Bide

20

Normal

Foresight

28

Rock

Rock Slide

37

Water

Muddy Water

46

Ground

Earthquake

?

Ice

Ice Punch

?

Fight

Dynamic Punch

#259 Marshtomp



HEIGHT: 0.7m / 2'04"

WEIGHT: 28kg / 62 lbs

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.

TYPE: Water

Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Torrent

EVOLUTION: Second Stage.  
Evolves after reaching a certain level.

#258

#259

#260

EXPERIENCE COST

0

Normal

Growl

0

Normal

Tackle

15

Normal

Bide

20

Normal

Foresight

28

Rock

Rock Slide

37

Water

Muddy Water

46

Ground

Earthquake

?

Ice

Ice Punch

?

Fight

Dynamic Punch

EXPERIENCE COST

0

Ground

Mud Slap

0

Water

Water Gun

16

Ground

Mud Shot

25

Ground

Mud Bomb

31

Normal

Take Down

42

Normal

Protect

53

Normal

Endeavor

?

Water

Water Pledge



EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Growl

0

Ground

Mud Slap

0

Water

Water Gun

16

Ground

Mud Shot

25

Ground

Mud Bomb

31

Normal

Take Down

46

Normal

Protect

61

Normal

Endeavor

?

Water

Hydro Cannon

EXPERIENCE COST

TYPE

MOVE NAME

0

Fight

Hammer Arm

0

Normal

Tackle

15

Normal

Bide

20

Normal

Foresight

28

Rock

Rock Slide

39

Water

Muddy Water

52

Ground

Earthquake

?

Rock

Wide Guard

?

Ice

Avalanche

#260 Swampert



HEIGHT: 1.5 m / 4'11"

WEIGHT: 102kg / 224 lbs

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.

TYPE: Fire

Ground

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Torrent

EVOLUTION: Final Form.

#258

#259

#260

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

46

Fairy

Play Rough

53

Dark


Crunch

?

Steel

Iron Tail

#261 Poochyena



HEIGHT: 0.5m / 1'08"

WEIGHT: 13kg / 30 lbs

Bite Pokémon

Poochyena will bite anything that moves. They will chase people and other Pokémon for dozens of miles without losing track. This Pokémon is persistent and tenacious. In the wild, they form small hunting packs.

TYPE: Dark

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Quick Feet & Run Away

EVOLUTION: First Stage. Evolves by perfecting its biting.

#261

#262

EXPERIENCE COST

TYPE

MOVE NAME

5

Normal

Howl

13

Dark

Bite

21

Normal

Roar

29

Dark

Assurance

37

Dark

Taunt

45

Normal

Take Down

49

Dark

Sucker Punch

?

Ground

Dig

?

Normal

Endure

EXPERIENCE COST

TYPE

MOVE NAME

0

Dark

Snarl

0

Ice

Ice Fang

0

Dark

Bite

0

Normal

Howl

0

Normal

Tackle

22

Normal

Roar

32

Dark

Assurance

42

Dark

Taunt

47

Dark

Embargo

56

Fairy

Play Rough

62

Dark

Sucker Punch

?

Dark

Snatch

EXPERIENCE COST

TYPE

MOVE NAME

0

Fire

Fire Fang

0

Electric

Thunder Fang

0

Dark

Crunch

0

Ground

Sand Attack

17

Normal

Odor Sleuth

27

Normal

Swagger

37

Normal

Scary Face

44

Normal

Yawn

52

Normal

Take Down

57

Dark

Thief

?

Fight

Counter

?

Poison

Poison Fang

#262 Mightyena



HEIGHT: 1m / 3'03"

WEIGHT: 37kg / 81 lbs

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.

TYPE: Dark

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Intimidate & Quick Feet

EVOLUTION: Final Form.

#261

#262

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

31

Normal

Take Down

37

Normal

Flail

45

Normal

Belly Drum

?

Normal

Helping Hand

?

Psychic

Trick

#263 Zigzagoon



HEIGHT: 0.4m / 1'04"

WEIGHT: 17kg / 38 lbs

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.

TYPE: Normal

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Gluttony & Pick Up

EVOLUTION: First Stage. Evolves after reaching a certain level.

#263

#264

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

9

Normal

Headbutt

13

Ground

Sand Attack

21

Ground

Mud Sport

29

Normal

Covet

33

Normal

Bestow

41

Psychic

Rest

49

Dark

Fling

?

Grass

Seed Bomb



EXPERIENCE COST

0

Normal

Growl

0

Fairy

Play Rough

0

Dark

Switcheroo

0

Normal

Tail Whip

17

Normal

Odor Sleuth

29

Normal

Fury Swipes

35

Normal

Double-Edge

47

Normal

Slash

59

Normal

Belly Drum

?

Normal

Extreme Speed

?

Grass

Seed Bomb

EXPERIENCE COST

0

Normal

Headbutt

0

Ground

Rototiller

0

Normal

Tackle

13

Ground

Sand Attack

23

Ground

Mud Sport

35

Normal

Covet

41

Normal

Bestow

53

Psychic

Rest

65

Dark

Fling

?

Normal

Super Fang

#264 Linoone



HEIGHT: 0.5m / 1'08

WEIGHT: 32kg / 71 lbs

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 excell at hunting but tend to eat a lot to recover from their tiring runs.

TYPE: Normal

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Gluttony & Pick Up

EVOLUTION: Final Form.

#263

#264

EXPERIENCE COST

0

Normal

Growl

0

Fairy

Play Rough

0

Dark

Switcheroo

0

Normal

Tail Whip

17

Normal

Odor Sleuth

29

Normal

Fury Swipes

35

Normal

Double-Edge

47

Normal

Slash

59

Normal

Belly Drum

?

Normal

Extreme Speed

?

Grass

Seed Bomb

EXPERIENCE COST

0

Normal

Headbutt

0

Ground

Rototiller

0

Normal

Tackle

13

Ground

Sand Attack

23

Ground

Mud Sport

35

Normal

Covet

41

Normal

Bestow

53

Psychic

Rest

65

Dark


Fling

?

Normal

Super Fang

#265 Wurmple



HEIGHT: 0.3m / 1'00"

WEIGHT: 3kg / 7 lbs

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. Wurmpleles are plentiful and live in forests, but they are often attacked by bird Pokémon.

TYPE: Bug

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Shield Dust

EVOLUTION: First Stage. Evolves while still young.

#265

#266

#267

#268

#269

EXPERIENCE COST

0

Bug

String Shot

5

Poison

Poison Sting

?

Electric

Electroweb

EXPERIENCE COST

0

Normal

Harden

?

Electric

Electroweb

EXPERIENCE COST

?

Steel

Iron Defense

#266 Silcoon



HEIGHT: 0.6 m / 2'00"

WEIGHT: 10kg / 22 lbs

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 Wurmple lived among flowers, it evolves to Silcoon.

TYPE: Bug

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Shed Skin

EVOLUTION: Second Stage. Evolves after 10 days.

#265

#266

#267

#268

#269

EXPERIENCE COST

0

Normal

Harden

?

Electric

Electroweb


EXPERIENCE COST

?

Steel

Iron Defense

#267 Beautifly



HEIGHT: 1m / 3'03"

WEIGHT: 28kg / 62 lbs

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 appearance, they are aggressive, they drain living creatures of their fluids just as they do with flowers.

TYPE: Bug Flying

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Swarm

EVOLUTION: Final Form.

#265

#266

#267

#268

#269

EXPERIENCE COST

0

Grass

Absorb

17

Grass

Stun Spore

20

Flying

Air Cutter

27

Normal

Whirlwind

34

Bug

Silver Wind

38

Grass

Giga Drain

45

Bug

Quiver Dance

?

Flying

Defog

EXPERIENCE COST

13

Flying

Gust

20

Normal

Morning Sun

24

Grass

Mega Drain

31

Normal

Attract

37

Normal

Rage

41

Bug

Bug Buzz

?

Normal

Swift

?

Normal

Captivate



#270 Lotad						TYPE:	Grass	Water
EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME	 <div> <div>HEIGHT:</div> <div>0.5 m / 1'08"</div> </div> <div> <div>WEIGHT:</div> <div>2kg / 5 lbs</div> </div> <p>Water Weed Pokémon</p> <p>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.</p>		
0	Ghost	Astonish	3	Normal	Growl			
5	Grass	Absorb	7	Normal	Nature Power			
9	Water	Bubble	11	Ice	Mist			
15	Normal	Natural Gift	19	Grass	Mega Drain			
25	Water	Bubble Beam	30	Grass	Mega Drain			
31	Psychic	Zen Headbutt	37	Water	Rain Dance	<div>STRENGTH</div> <div>DEXTERITY</div> <div>VITALITY</div> <div>SPECIAL</div> <div>INSIGHT</div>		
45	Grass	Energy Ball	?	Grass	Leech Seed			
?	Normal	Flail	?	Normal	Sweet Scent	<div>BASE HP:</div> <div>3</div> <div>DISOBEDIENCE:</div> <div>●●●●●</div>		
						<div>ABILITIES:</div> <div>Rain Dish &amp; Swift Swim</div>		
						<div>EVOLUTION:</div> <div>First Stage.</div> <div>Evolves after reaching a certain size.</div>		
						 <div>#270</div>	 <div>#271</div>	 <div>#272</div>

#271 Lombre		TYPE:	Grass	Water	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME	
		STRENGTH	●●●●		0	Ghost	Astonish	3	Normal	Growl	
		DEXTERITY	●●●●		5	Grass	Absorb	7	Normal	Nature Power	
		VITALITY	●●●●		9	Water	Bubble	11	Normal	Fake Out	
		SPECIAL	●●●●		15	Normal	Fury Swipes	19	Water	Water Sport	
		INSIGHT	●●●●●		25	Water	Bubble Beam	31	Psychic	Zen Headbutt	
		BASE HP:	4		DISOBEDIENCE:	36	Dark	Knock Off	37	Normal	Uproar
						45	Water	Hydro Pump	?	Ice	Ice Punch
						?	Fire	Fire Punch	?	Electric	Thunder Punch
HEIGHT: 1.2m / 3'11"		WEIGHT: 32kg / 71 lbs									
Jolly Pokémon		ABILITIES:		Rain Dish & Swift Swim							
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.									
											



EXPERIENCE COST

0

0

?

?

TYPE

Ghost

Grass

Normal

Normal

MOVE NAME

Astonish

Mega Drain

Teeter Dance

Entrainment

EXPERIENCE COST

0

0

?

TYPE

Normal

Normal

Grass

MOVE NAME

Growl

Nature Power

Giga Drain

#272 Ludicolo



HEIGHT:

1.5m / 5'00"

WEIGHT:

55kg / 121 lbs

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.

TYPE:

Grass

Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

5

DISOBEDIENCE:

ABILITIES:

Rain Dish & Swift Swim

EVOLUTION:

Final Form.

#270

#271

#272

EXPERIENCE COST

0

7

21

43

?

TYPE

Normal

Normal

Grass

Normal

Grass

MOVE NAME

Bide

Growth

Synthesis

Explosion

Grassy Terrain

EXPERIENCE COST

3

13

31

?

?

TYPE

Normal

Normal

Fire

Grass

Grass

MOVE NAME

Harden


Nature Power

Sunny Day

Bullet Seed

Worry Seed

#273 Seedot



HEIGHT:

0.5 m / 1'08"

WEIGHT:

4kg / 9 lbs

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.

TYPE:

Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Chlorophyll & Early Bird

EVOLUTION:

First Stage.  
Evolves after reaching a certain size.

#273

#274

#275

EXPERIENCE COST

0

3

13

25

31

43

?

?

TYPE

Normal

Normal

Normal

Dark

Dark

Normal

Grass

Dark

MOVE NAME

Pound

Harden

Nature Power

Torment

Feint Attack

Swagger

Bullet Seed

Foul Play

EXPERIENCE COST

0

7

19

28

37

49

?

TYPE

Grass

Normal

Normal

Grass

Normal

Psychic

Grass

MOVE NAME

Razor Leaf

Growth

Fake Out


Leaf Blade

Razor Wind

Extrasensory

Leech Seed

#274 Nuzleaf



HEIGHT:

1m / 3'03"

WEIGHT:

28kg / 61 lbs

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.

TYPE:

Grass

Dark

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Chlorophyll & Early Bird

EVOLUTION:

Second Stage.  
Evolves with a Leaf Stone.

#273

#274

#275

EXPERIENCE COST

0

0

19

49

?

TYPE

Dark

Grass

Grass

Grass

Normal

MOVE NAME

Feint Attack

Razor Leaf

Leaf Tornado

Leaf Storm

Self-Destruct

EXPERIENCE COST

0

0

32

?

?

TYPE

Dark

Normal

Flying

Grass

Dark

MOVE NAME

Nasty Plot


Whirlwind

Hurricane

Seed Bomb

Sucker Punch

#275 Shiftry



HEIGHT:

1.3m / 4'03"

WEIGHT:

60kg / 132 lbs

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.

TYPE:

Grass

Dark

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

5

DISOBEDIENCE:

ABILITIES:

Chlorophyll & Early Bird

EVOLUTION:

Final Form.

#273

#274

#275



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Growl

0

Flying

Peck

4

Normal

Focus Energy

7

Normal

Quick Attack

13

Flying

Wing Attack

19

Normal

Double Team

25

Fight

Quick Guard

26

Normal

Endeavor

34

Flying

Aerial Ace

41

Flying

Brave Bird

43

Psychic

Agility

45

Fight

Reversal

53

Flying

Air Slash

?

Normal

Endure

?

Normal

Refresh

HEIGHT:

0.3m / 1'00"

WEIGHT:

2kg / 5 lbs

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.

TYPE:

Flying

Normal

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Guts

EVOLUTION:

First Stage.

Evolves after reaching a certain level.



#276



#277

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Flying

Air Slash

0

Normal

Growl

0

Flying

Pluck

0

Flying

Wing Attack

13

Flying

Wing Attack

19

Normal

Double Team

27

Fight

Quick Guard

28

Normal

Endeavor

38

Flying

Aerial Ace

49

Psychic

Agility

51

Flying

Brave Bird

57

Fight

Reversal

?

Normal

Refresh

?

Flying

Sky Attack

?

Flying

Roost

HEIGHT:

0.7m / 2'04"

WEIGHT:

20kg / 44 lbs

Swallow Pokémon

They are vain Pokémon, acting with grace and elegance. Swallows are seen circling the skies looking for prey. They can be incredibly fast. If two Swallows meet, they will clean each other's wings as a sign of peace.

TYPE:

Flying

Normal

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4


DISOBEDIENCE:

ABILITIES:


Guts

EVOLUTION:

Final Form.



#276



#277

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Growl

0

Water

Water Gun

6

Normal

Supersonic

9

Flying

Wing Attack

14

Ice

Mist

17

Water

Water Pulse

22

Normal

Quick Attack

26

Flying

Roost

30

Dark

Pursuit

33

Flying

Air Cutter

38

Psychic

Agility

42

Flying

Aerial Ace

46

Flying

Air Slash

49

Flying

Hurricane

?

Water

Aqua Ring

?

Ice

Icy Wind

?

Dark

Knock Off

HEIGHT:

0.6m / 2'00"

WEIGHT:

9kg / 20 lbs

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.

TYPE:

Water

Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:


ABILITIES:

Keen Eye


EVOLUTION:

First Stage.

Evolves after reaching a certain level.



#278



#279

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Growl

0

Water

Soak

0

Water

Water Sport

0

Flying

Tailwind

0

Water

Water Gun

0

Flying

Wing Attack

6

Normal

Supersonic

14

Ice

Mist

17

Water

Water Pulse

22

Dark

Payback

25

Normal

Protect

28

Flying

Roost

34

Water

Brine

34

Normal

Swallow

39

Normal

Spit Up

39

Normal

Stockpile

46

Dark

Fling

58

Water

Hydro Pump

63

Flying

Hurricane

?

Electric

Shock Wave

?

Rock

Wide Guard

?

Poison

Gunk Shot

HEIGHT:

1.2m / 3'11"

WEIGHT:

28kg / 62 lbs

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.

TYPE:

Water

Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Keen Eye

EVOLUTION:

Final Form.



#278



#279



EXPERIENCE COST

0

Normal

Growl

EXPERIENCE COST

10

Normal

Double Team

EXPERIENCE COST

12

Psychic

Teleport

EXPERIENCE COST

21

Grass

Magical Leaf

EXPERIENCE COST

23

Psychic

Heal Pulse

EXPERIENCE COST

32

Psychic

Psychic

EXPERIENCE COST

39

Psychic

Future Sight

EXPERIENCE COST

45

Psychic

Hypnosis

EXPERIENCE COST

54

Psychic

Stored Power

EXPERIENCE COST

?

Psychic

Telekinesis

TYPE

Psychic

TYPE

Fairy

TYPE

Normal

TYPE

Fairy

TYPE

Psychic

TYPE

Psychic

TYPE

Fairy

TYPE

Psychic

TYPE

Normal

TYPE

Normal

MOVE NAME

Confusion

Disarming Voice

Lucky Chant

Draining Kiss

Calm Mind

Imprison

Charm

Dream Eater

Helping Hand

Mean Look

#280 Ralts

HEIGHT:

0.4m / 1'04"

WEIGHT:

6kg / 14 lbs

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.

TYPE:

Psychic

Fairy

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Synchronize

EVOLUTION:

First Stage. Evolves after a powerful and happy moment.

#280

#281

#282

#475

EXPERIENCE COST

0

Psychic

Confusion

EXPERIENCE COST

0

Normal

Growl

EXPERIENCE COST

11

Fairy

Disarming Voice

EXPERIENCE COST

22

Grass

Magical Leaf

EXPERIENCE COST

31

Psychic

Calm Mind

EXPERIENCE COST

39

Psychic

Imprison

EXPERIENCE COST

50

Fairy

Charm

EXPERIENCE COST

59

Psychic

Dream Eater

EXPERIENCE COST

?

Normal

Mean Look

EXPERIENCE COST

?

Psychic

Magic Room

TYPE

Psychic

TYPE

Fairy

MOVE NAME

Double Team

Teleport

Lucky Chant

Heal Pulse

Psychic

Future Sight

Hypnosis

Stored Power

Helping Hand

#281 Kirlia

HEIGHT:

0.8m / 2'07"

WEIGHT:

20kg /44 lbs

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.

TYPE:

Psychic

Fairy

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Synchronize & Trace

EVOLUTION:

Second Stage. Evolves differently for males and females.

#280

#281

#282

#475

EXPERIENCE COST

0

Psychic

Confusion

EXPERIENCE COST

0

Normal

Growl

EXPERIENCE COST

0

Psychic

Teleport

EXPERIENCE COST

17

Normal

Wish

EXPERIENCE COST

25

Psychic

Heal Pulse

EXPERIENCE COST

40

Psychic

Psychic

EXPERIENCE COST

53

Psychic

Future Sight

EXPERIENCE COST

65

Psychic

Hypnosis

EXPERIENCE COST

80

Psychic

Stored Power

EXPERIENCE COST

85

Fairy

Moonblast

EXPERIENCE COST

?

Ghost

Grudge

TYPE

Psychic

TYPE

Fairy

TYPE

Normal

TYPE

Fairy

TYPE

Grass

TYPE

Psychic

TYPE

Psychic

TYPE

Normal

TYPE

Psychic

TYPE

Psychic

TYPE

Psychic

TYPE

Psychic

TYPE

Psychic

TYPE

Psychic

TYPE

Psychic

MOVE NAME

Double Team

Misty Terrain

Disarming Voice

Magical Leaf

Calm Mind

Imprison

Captivate

Dream Eater

Stored Power

Skill Swap

Wonder Room

#282 Gardevoir

HEIGHT:

1.6m / 5'03"

WEIGHT:

48kg / 106 lbs

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.

TYPE:

Psychic

Fairy

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

5

DISOBEDIENCE:

ABILITIES:

Synchronize & Trace

EVOLUTION:

Final Form. Female Kirlia evolved with a Shiny Stone.

#280

#281

#282

#475

EXPERIENCE COST

0

Water

Bubble

EXPERIENCE COST

13

Normal

Sweet Scent

EXPERIENCE COST

25

Water

Bubble Beam

EXPERIENCE COST

31

Psychic

Agility

EXPERIENCE COST

37

Ice

Mist

EXPERIENCE COST

46

Bug

Sticky Web

EXPERIENCE COST

?

Ground

Mud Shot

TYPE

Bug

TYPE

Water

MOVE NAME

Quick Attack

Water Sport

Aqua Jet

Haze

Baton Pass

Signal Beam

Hydro Pump

#283 Surskit

HEIGHT:

0.5m / 1'08"

WEIGHT:

1kg / 2 lbs

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.

TYPE:

Bug

Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Swift Swim

EVOLUTION:

First Stage. Evolves while still young.

#283

#284



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Water

Bubble

0

Bug

Bug Buzz

0

Ghost

Ominous Wind

0

Normal

Quick Attack

0

Bug

Quiver Dance

0

Normal

Sweet Scent

0

Water

Water Sport

0

Flying

Whirlwind

22

Flying

Air Cutter

22

Flying

Gust

26

Normal

Scary Face

33

Grass

Stun Spore

40

Bug

Silver Wind

47

Flying

Air Slash

?

Bug

Fell Stinger

?

Grass

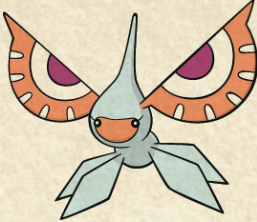
Giga Drain

?

Psychic

Psybeam

#284 Masquerain



HEIGHT:  
0.8 m / 2'07"

WEIGHT:  
3kg / 8lbs

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.

TYPE:

Bug

Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4


DISOBEDIENCE:


ABILITIES:

Intimidate

EVOLUTION:

Final Form.






#283

#284

#285 Shroomish



HEIGHT:  
0.4m / 1'04"

WEIGHT:  
4kg / 10 lbs

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.

TYPE:

Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3


DISOBEDIENCE:


ABILITIES:

Effect Spore & Poison Heal

EVOLUTION:

First Stage.  
Evolves after reaching a certain size.





#285

#286

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Grass

Absorb

5

Normal

Tackle

9

Grass

Stun Spore

13

Grass

Leech Seed

17

Grass

Mega Drain

21

Normal

Headbutt

25

Poison

Poison Powder

29

Grass

Worry Seed

33

Normal

Growth

33

Poison

Toxic

37

Grass

Giga Drain

41

Grass

Seed Bomb

50

Grass

Spore

?

Fairy

Charm

?

Grass


Bullet Seed

?

Dark

Fake Tears

#286 Breloom



HEIGHT:  
1.2m / 4'00"

WEIGHT:  
39kg / 86 lbs

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.

TYPE:

Grass

Fight

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4


DISOBEDIENCE:


ABILITIES:

Effect Spore & Poison Heal

EVOLUTION:

Final Form.





#285

#286

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Grass

Absorb

0

Grass

Leech Seed

0

Grass

Stun Spore

0

Normal

Tackle

17

Grass

Mega Drain

19

Normal

Feint

21

Normal

Headbutt

23

Fight

Mach Punch

25

Fight

Counter

29

Fight

Force Palm

33

Fight

Sky Uppercut

37

Normal

Mind Reader

41

Grass

Seed Bomb

45

Fight

Dynamic Punch

?

Bug

Fury Cutter

?

Electric


Thunder Punch

?

Fight

Drain Punch

#287 Slakoth



HEIGHT:  
0.8m / 2'07"

WEIGHT:  
24kg / 52 lbs

Slacker 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.

TYPE:

Normal

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3


DISOBEDIENCE:


ABILITIES:


Truant

EVOLUTION:

First Stage.  
Evolves after being full of energy.







#287

#288

#289

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Scratch

0

Normal

Yawn

7

Normal

Encore

13

Normal

Slack Off

19

Dark

Feint Attack

25

Psychic

Amnesia

31

Normal

Covet

37

Normal

Chip Away

43

Fight

Counter

49

Normal

Flail

53

Fairy

Play Rough

?

Normal

After You

?

Normal

Endure

?

Normal

Sleep Talk



EXPERIENCE COST

0

Normal

Encore

0

Fight

Reversal

0

Normal

Uproar

24

Normal

Endure

37

Fight

Counter

49

Fight

Focus Punch

?

Dark

Sucker Punch

EXPERIENCE COST

0

Normal

Focus Energy

0

Normal

Scratch

19

Normal

Fury Swipes

31

Normal

Slash

43

Normal

Chip Away

?

Normal

Crush Claw

?

Dark

Night Slash

#288 Vigoroth



HEIGHT: 1.4m / 4'07"

WEIGHT: 46kg / 102 lbs

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.

TYPE: Normal

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Vital Spirit


EVOLUTION: Second Stage. Evolves if they are encouraged to be lazy.

#287

#288

#289

#289 Slaking



HEIGHT: 2.1m / 7'00"

WEIGHT: 390kg /861 lbs

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.

TYPE: Normal

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●


BASE HP: 7


DISOBEDIENCE: ●●●●●

ABILITIES: Truant

EVOLUTION: Final Form.

#287

#288

#289

EXPERIENCE COST

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

EXPERIENCE COST

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

EXPERIENCE COST

0

Normal

Harden

5

Bug

Leech Life

14

Normal

Fury Swipes

25

Normal

False Swipe

31

Ground

Mud Slap

45

Ground

Dig

?

Grass

Giga Drain

EXPERIENCE COST

0

Normal

Scratch

9

Ground

Sand Attack

19

Normal

Mind Reader

29

Normal

Bide

38

Steel

Metal Claw

?

Bug

Silver Wind

?

Normal

Endure

#290 Nincada





HEIGHT: 0.5m / 1'08"

WEIGHT: 5kg / 12 lbs

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.

TYPE: Bug Ground

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Compound Eyes

EVOLUTION: First Stage. Evolves during the summer.

#290

#291

#292

#291 Ninjask



HEIGHT: 0.8m / 2'07"

WEIGHT: 12kg / 26 lbs

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.

TYPE: Bug Flying

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Speed Boost

EVOLUTION: Final Form.

#290

#291

#292

EXPERIENCE COST

0

Bug

Bug Bite

0

Grass

Absorb

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

EXPERIENCE COST

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



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Harden

0

Normal

Scratch

0

Grass

Absorb

9

Ground

Sand Attack

14

Normal

Fury Swipes

19

Normal

Mind Reader

25

Ghost

Spite

31

Ghost

Confuse Ray

38

Ghost

Shadow Sneak

43

Ghost

Grudge

47

Ghost

Phantom Force

50

Psychic

Heal Block

59

Ghost

Shadow Ball

?

Fight

Final Gambit

?

Dark

Feint Attack

?

Bug

X-Scissor

HEIGHT:

0.8m / 2'07"

WEIGHT:

1kg / 2 lbs

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.

TYPE:

Bug

Ghost

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

1

DISOBEDIENCE:

ABILITIES:

Wonder Guard

EVOLUTION:

Final Form.

#290

#291

#292

#293 Whismur

TYPE:

Normal

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Pound

4

Normal

Echoed Voice

5

Normal

Uproar

11

Ghost

Astonish

15

Normal

Howl

21

Normal

Supersonic

25

Normal

Stomp

31

Normal

Screech

35

Normal

Roar

41

Psychic

Synchronoise

45

Psychic

Rest

45

Normal

Sleep Talk

50

Normal

Hyper Voice

?

Fairy

Disarming Voice

?

Dark

Fake Tears

?

Normal

Snore

HEIGHT:

0.6m / 2'00"

WEIGHT:

16kg / 35 lbs

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.

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Soundproof

EVOLUTION:

First Stage.  
Evolves after reaching a certain level.

#293

#294

#295

#294 Loudred

TYPE:

Normal

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Ghost

Astonish

0

Normal

Howl

0

Normal

Pound

0

Normal

Uproar

0

Normal

Echoed Voice

20

Dark

Bite

23

Normal

Supersonic

29

Normal

Stomp

37

Normal

Screech

43

Normal

Roar

51

Psychic

Synchronoise

57

Psychic

Rest

57

Normal

Sleep Talk

65

Normal

Hyper Voice

?

Electric

Shock Wave

?

Water

Water Pulse

?

Ice

Icy Wind

HEIGHT:

1m / 3'03"

WEIGHT:

40kg / 89 lbs

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.

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Soundproof

EVOLUTION:

Second Stage.  
Evolves after reaching a certain level.

#293

#294

#295

#295 Exploud

TYPE:

Normal

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Ghost

Astonish

0

Fire

Fire Fang

0

Normal

Howl

0

Ice

Ice Fang

0

Normal

Pound

0

Electric

Thunder Fang

0

Normal

Uproar

0

Normal

Echoed Voice

20

Dark

Bite

23

Normal

Supersonic

29

Normal

Stomp

37

Normal

Screech

40

Dark

Crunch

45

Normal

Roar

55

Psychic

Rest

55

Psychic

Synchronoise

63

Normal

Sleep Talk

71

Normal

Hyper Voice

79

Normal

Hyper Beam

85

Normal

Boom Burst

?

Dragon

Outrage

?

Fight

Circle Throw

?

Water

Whirlpool

HEIGHT:

1.5m / 4'11"

WEIGHT:

84kg / 185 lbs

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.

BASE HP:

5

DISOBEDIENCE:

ABILITIES:

Soundproof

EVOLUTION:

Final Form.

#293

#294

#295

163



EXPERIENCE COST

0

Normal

Focus Energy

EXPERIENCE COST

4

Ground

Sand Attack

EXPERIENCE COST

10

Fight

Vital Throw

EXPERIENCE COST

16

Normal

Whirlwind

EXPERIENCE COST

22

Normal

Smelling Salts

EXPERIENCE COST

28

Fight

Force Palm

EXPERIENCE COST

34

Fight

Wake-Up Slap

EXPERIENCE COST

40

Fight

Close Combat

EXPERIENCE COST

QS

Steel

Heavy Slam

EXPERIENCE COST

?

Fire

Fire Punch

TYPE

Normal

TYPE

Ground

TYPE

Fight

TYPE

Normal

TYPE

Normal

TYPE

Fight

TYPE

Fight

TYPE

Fight

TYPE

Steel

TYPE

Fire

EXPERIENCE COST

0

Normal

Tackle

EXPERIENCE COST

7

Fight

Arm Thrust

EXPERIENCE COST

13

Normal

Fake Out

EXPERIENCE COST

19

Dark

Knock Off

EXPERIENCE COST

25

Normal

Belly Drum

EXPERIENCE COST

31

Fight

Seismic Toss

EXPERIENCE COST

37

Normal

Endure

EXPERIENCE COST

43

Fight

Reversal

EXPERIENCE COST

?

Electric

Thunder Punch

EXPERIENCE COST

?

Fight

Detect

TYPE

Normal

TYPE

Fight

TYPE

Normal

TYPE

Dark

TYPE

Normal

TYPE

Fight

TYPE

Normal

TYPE

Fight

TYPE

Electric

TYPE

Fight

#296 Makuhita

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.

TYPE: Fight

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Guts & Thick Fat

EVOLUTION: First Stage. Evolves after being knocked down many times.

#296

#297

EXPERIENCE COST

0

Normal

Focus Energy

EXPERIENCE COST

4

Ground

Sand Attack

EXPERIENCE COST

10

Fight

Vital Throw

EXPERIENCE COST

16

Normal

Whirlwind

EXPERIENCE COST

22

Normal

Smelling Salts

EXPERIENCE COST

32

Fight

Force Palm

EXPERIENCE COST

42

Fight

Wake-Up Slap

EXPERIENCE COST

52

Fight

Close Combat

EXPERIENCE COST

62

Steel

Heavy Slam

EXPERIENCE COST

?

Steel

Bullet Punch

TYPE

Normal

TYPE

Ground

TYPE

Fight

TYPE

Normal

TYPE

Normal

TYPE

Fight

TYPE

Fight

TYPE

Fight

TYPE

Steel

TYPE

Steel

EXPERIENCE COST

0

Fight

Arm Thrust

EXPERIENCE COST

0

Normal

Focus Energy

EXPERIENCE COST

0

Normal

Tackle

EXPERIENCE COST

13

Normal

Fake Out

EXPERIENCE COST

19

Dark

Knock Off

EXPERIENCE COST

27

Normal

Belly Drum

EXPERIENCE COST

37

Fight

Seismic Toss

EXPERIENCE COST

47

Normal

Endure

EXPERIENCE COST

57

Fight

Reversal

EXPERIENCE COST

?

Ice

Ice Punch

EXPERIENCE COST

?

Rock

Wide Guard

TYPE

Fight

TYPE

Water

TYPE

Ground

TYPE

Normal

TYPE

Normal

TYPE

Fight

TYPE

Fight

TYPE

Fight

TYPE

Steel

TYPE

Steel

#297 Hariyama

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.

TYPE: Fight

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 7

DISOBEDIENCE: 5

ABILITIES: Guts & Thick Fat

EVOLUTION: Final Form.

#296

#297

EXPERIENCE COST

0

Normal

Splash

EXPERIENCE COST

2

Normal

Tail Whip

EXPERIENCE COST

7

Water

Bubble

EXPERIENCE COST

13

Water

Bubble Beam

EXPERIENCE COST

20

Normal

Slam

EXPERIENCE COST

?

Normal

Tickle

EXPERIENCE COST

?

Dark

Fake Tears

TYPE

Normal

TYPE

Water

TYPE

Fairy

TYPE

Normal

TYPE

Flying

TYPE

Normal

EXPERIENCE COST

0

Water

Water Gun

EXPERIENCE COST

5

Water

Water Sport

EXPERIENCE COST

10

Fairy

Charm

EXPERIENCE COST

16

Normal

Helping Hand

EXPERIENCE COST

23

Flying

Bounce

EXPERIENCE COST

?

Normal

Sing

TYPE

Water

TYPE

Fairy

TYPE

Normal

TYPE

Flying

TYPE

Normal

#298 Azurill

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.

TYPE: Normal

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Huge Power & Thick Fat

EVOLUTION: First Stage. Evolves with Happiness.

#298

#183

#184

EXPERIENCE COST

0

Normal

Splash

EXPERIENCE COST

2

Normal

Tail Whip

EXPERIENCE COST

7

Water

Bubble

EXPERIENCE COST

13

Water

Bubble Beam

EXPERIENCE COST

20

Normal

Slam

EXPERIENCE COST

?

Normal

Tickle

EXPERIENCE COST

?

Dark

Fake Tears

TYPE

Normal

TYPE

Water

TYPE

Fairy

TYPE

Normal

TYPE

Flying

TYPE

Normal

EXPERIENCE COST

0

Water

Water Gun

EXPERIENCE COST

5

Water

Water Sport

EXPERIENCE COST

10

Fairy

Charm

EXPERIENCE COST

16

Normal

Helping Hand

EXPERIENCE COST

23

Flying

Bounce

EXPERIENCE COST

?

Normal

Sing

TYPE

Water

TYPE

Fairy

TYPE

Normal

TYPE

Flying

TYPE

Normal

#299 Nosepass

HEIGHT: 1m / 3'03"

WEIGHT: 97kg / 213 lbs

Nosepass Pokémon

Their magnetic noses 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.

TYPE: Rock

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Magnet Pull & Sturdy

EVOLUTION:

#299

#476



EXPERIENCE COST

0

Normal

0

4

11

15

22

29

36

42

49

?

TYPE

MOVE NAME

EXPERIENCE COST

0

Normal

0

8

13

18

25

32

39

46

?

?

TYPE

MOVE NAME

0

Normal

0

Normal

8

Fairy

Disarming Voice

13

Fairy

Charm

18

Normal

Copycat

25

Fairy

Charm

32

Fight

Wake-Up Slap

39

Normal

Heal Bell

46

Normal

Captivate

?

Normal

Wish

?

Dark

Fake Tears

#300 Skitty



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.

TYPE: Normal

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●


ABILITIES: Cute Charm & Normalize

EVOLUTION: First Stage.  
Evolves with a Moon Stone.





#301 Delcatty



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.

TYPE: Normal

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●


INSIGHT ●●●●


BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Cute Charm & Normalize

EVOLUTION: Final Form.





EXPERIENCE COST

0

Normal

0

?

?

TYPE

MOVE NAME

0

Normal

0

Normal

?

Normal

?

Psychic

Cosmic Power

EXPERIENCE COST

0

Normal

0

?

?

TYPE

MOVE NAME

0

Normal

0

Normal

?

Normal

?

Normal

Wish

#302 Sableye



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.

TYPE: Dark Ghost

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Keen Eye & Stall

EVOLUTION: Final Form.



EXPERIENCE COST

0

Normal

0

4

11

18

25

32

39

46

57

?

TYPE

MOVE NAME

0

Normal

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

EXPERIENCE COST

0

Normal

0

?

?

TYPE

MOVE NAME

0

Normal

0

Normal

?


Normal

?

Normal

Wish

#303 Mawile



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.

TYPE: Steel Fairy

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●


INSIGHT ●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Hyper Cutter & Intimidate

EVOLUTION: Final Form.



EXPERIENCE COST

0

Ghost

0

Normal

0

Dark

6

Dark

16

Normal

26

Dark

36

Dark

46

Dark

50

Normal

56

Steel

?

Fairy

?

Poison

?

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

EXPERIENCE COST

0

Ghost

0

Normal

0

Dark

6

Dark

16

Normal

26

Dark

36

Dark

46

Dark

50

Normal

56

Steel

?

Fairy

?

Poison

?

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



EXPERIENCE COST

0

Normal

Harden

EXPERIENCE COST

4

Ground

Mud Slap

EXPERIENCE COST

11

Steel

Metal Claw

EXPERIENCE COST

15

Steel

Iron Defense

EXPERIENCE COST

22

Normal

Take Down

EXPERIENCE COST

25

Rock

Rock Slide

EXPERIENCE COST

32

Steel

Metal Sound

EXPERIENCE COST

39

Steel

Autotomize

EXPERIENCE COST

46

Normal

Double-Edge

EXPERIENCE COST

?

Normal

Screech

EXPERIENCE COST

?

Rock

Rollout

TYPE

Normal

TYPE

Ground

TYPE

Steel

TYPE

Steel

TYPE

Normal

TYPE

Rock

TYPE

Steel

TYPE

Steel

TYPE

Normal

TYPE

Steel

MOVE NAME

Tackle

MOVE NAME

Headbutt

MOVE NAME

Rock Tomb

MOVE NAME

Roar

MOVE NAME

Iron Head

MOVE NAME

Protect

MOVE NAME

Iron Tail

MOVE NAME

Heavy Slam

MOVE NAME

Metal Burs

MOVE NAME

Endeavor

#304 Aron



HEIGHT: 0.4m / 1'04"

WEIGHT: 60kg / 132 lbs

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.

TYPE:

Steel

Rock

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Rock Head & Sturdy

EVOLUTION: First Stage. Evolves after reaching a certain level.

#304

#305

#306

EXPERIENCE COST

0

Normal

Harden

EXPERIENCE COST

0

Ground

Mud Slap

EXPERIENCE COST

11

Steel

Metal Claw

EXPERIENCE COST

15

Steel

Iron Defense

EXPERIENCE COST

22

Normal

Take Down

EXPERIENCE COST

25

Steel

Iron Head

EXPERIENCE COST

29

Normal

Protect

EXPERIENCE COST

40

Steel

Iron Tail

EXPERIENCE COST

51

Steel

Heavy Slam

EXPERIENCE COST

62

Steel

Metal Burst

EXPERIENCE COST

?

Normal

Endeavor

TYPE

Normal

TYPE

Ground

TYPE

Steel

TYPE

Steel

TYPE

Normal

TYPE

Rock

TYPE

Steel

TYPE

Steel

TYPE

Normal

TYPE

Rock

TYPE

Normal

MOVE NAME

Tackle

MOVE NAME

Headbutt

MOVE NAME

Rock Tomb

MOVE NAME

Roar

MOVE NAME

Rock Slide

MOVE NAME

Metal Sound

MOVE NAME

Autotomize

MOVE NAME

Double-Edge

MOVE NAME

Rollout

MOVE NAME

Screech

#305 Lairon



HEIGHT: 0.9m / 2'11"

WEIGHT: 120kg /264 lbs

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.

TYPE:

Steel

Rock

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: 4

ABILITIES: Rock Head & Sturdy

EVOLUTION: Second Stage. Evolves at a High Level.

#304

#305

#306

EXPERIENCE COST

0

Normal

Harden

EXPERIENCE COST

0

Ground

Mud Slap

EXPERIENCE COST

11

Steel

Metal Claw

EXPERIENCE COST

15

Steel

Iron Defense

EXPERIENCE COST

22

Normal

Take Down

EXPERIENCE COST

25

Steel

Iron Head

EXPERIENCE COST

34

Steel

Metal Sound

EXPERIENCE COST

48

Steel

Autotomize

EXPERIENCE COST

65

Normal

Double-Edge

EXPERIENCE COST

?

Rock

Head Smash

EXPERIENCE COST

?

Fight

Superpower

TYPE

Normal

TYPE

Ground

TYPE

Steel

TYPE

Steel

TYPE

Normal

TYPE

Rock

TYPE

Steel

TYPE

Steel

TYPE

Steel

TYPE

Rock

TYPE

Dragon

MOVE NAME

Tackle

MOVE NAME

Headbutt

MOVE NAME

Rock Tomb

MOVE NAME

Roar

MOVE NAME

Rock Slide

MOVE NAME

Protect

MOVE NAME

Iron Tail

MOVE NAME

Heavy Slam

MOVE NAME

Metal Burst

MOVE NAME

Dragon Rush

#306 Aggron



HEIGHT: 2.1m / 7'00"

WEIGHT: 360kg /793 lbs

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.

TYPE:

Steel

Rock

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 7

DISOBEDIENCE: 5

ABILITIES: Rock Head & Sturdy

EVOLUTION: Final Form.

#304

#305

#306

EXPERIENCE COST

0

Normal

Bide

EXPERIENCE COST

8

Psychic

Confusion

EXPERIENCE COST

12

Normal

Endure

EXPERIENCE COST

18

Normal

Mind Reader

EXPERIENCE COST

25

Psychic

Calm Mind

EXPERIENCE COST

32

Fight

High Jump Kick

EXPERIENCE COST

39

Normal

Acupressure

EXPERIENCE COST

46

Fight

Reversal

EXPERIENCE COST

55

Fight

Counter

EXPERIENCE COST

?

Psychic

Guard Swap

TYPE

Normal

TYPE

Psychic

TYPE

Normal

TYPE

Normal

TYPE

Psychic

TYPE

Fight

TYPE

Normal

TYPE

Fight

TYPE

Fight

TYPE

Psychic

MOVE NAME

Meditate

MOVE NAME

Detect

MOVE NAME

Hidden Power

MOVE NAME

Feint

MOVE NAME

Force Palm

MOVE NAME

Psych Up

MOVE NAME

Power Trick

MOVE NAME

Recover

MOVE NAME

Foresight

MOVE NAME

Power Swap

#307 Meditite



HEIGHT: 0.6m / 2'00"

WEIGHT: 11kg / 24 lbs

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.

TYPE:

Fight

Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Pure Power

EVOLUTION: First Stage. Evolves by learning to focus its powers.

#307

#308



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Bide

0

Psychic

Confusion

0

Fight

Detect

0

Fire

Fire Punch

0

Ice

Ice Punch

0

Electric

Thunder Punch

0

Psychic

Meditate

0

Psychic

Zen Headbutt

12

Normal

Endure

15

Normal

Hidden Power

18

Normal

Mind Reader

22

Normal

Feint

25

Psychic

Calm Mind

29

Fight

Force Palm

32

Fight

High Jump Kick

36

Normal

Psych Up

42

Normal

Acupressure

49

Psychic

Power Trick

55

Fight

Reversal

62

Normal

Recover

53

Fight

Counter

?

Fight

Drain Punch

?

Psychic

Gravity

?

Normal

Baton Pass

#308

Medicham

HEIGHT: 1.3 m / 4'03"

WEIGHT: 31kg / 69 lbs

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.

TYPE: Fight

Psychic

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Pure Power

EVOLUTION: Final Form.

#307

#308

#309

Electrike

HEIGHT: 0.6m / 2'00"

WEIGHT: 15kg / 33 lbs

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.

TYPE: Electric

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●●

INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Lightning Rod & Static

EVOLUTION: First Stage.  
Evolves after reaching a certain level.

#309

#310

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

4

Electric

Thunder Wave

9

Normal

Leer

12

Normal

Howl

17

Normal

Quick Attack

20

Electric

Spark

25

Normal

Odor Sleuth

28

Dark

Bite

33

Electric

Thunder Fang

36

Normal

Roar

41

Electric

Discharge

44

Electric

Charge

49

Electric

Wild Charge

52

Electric

Thunder

?

Ice

Ice Fang

?

Electric

Eerie Impulse

?

Dark

Crunch

#310

Manectric

HEIGHT: 1.5m / 5'00"

WEIGHT: 40kg / 88 lbs

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.

TYPE: Electric

STRENGTH ●●●●●

DEXTERITY ●●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●●

INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Lightning Rod & Static

EVOLUTION: Final Form.

#309

#310

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Electric

Electric Terrain

0

Fire

Fire Fang

0

Normal

Howl

0

Normal

Leer

0

Normal

Tackle

0

Electric

Thunder Wave

17

Normal

Quick Attack

20

Electric

Spark

25

Normal

Odor Sleuth

30

Dark

Bite

37

Electric

Thunder Fang

42

Normal

Roar

49

Electric

Discharge

54

Electric

Charge

61

Electric

Wild Charge

66

Electric

Thunder

?

Ice

Ice Fang

?

Electric

Magnet Rise

?

Dark

Crunch

#311

Plusle

HEIGHT: 0.4m / 1'04"

WEIGHT: 4kg / 9 lbs

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.

TYPE: Electric

STRENGTH ●●●●

DEXTERITY ●●●●●●

VITALITY ●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Plus

EVOLUTION: Final Form.

#311

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Entrainment

0

Normal

Growl

0

Dark

Nasty Plot

0

Electric

Nuzzle

0

Fairy

Charm

3

Electric

Thunder Wave

7

Normal

Quick Attack

10

Normal

Helping Hand

15

Electric

Spark

17

Normal

Encore

24

Normal

Copypcat

29

Electric

Electro Ball

31

Normal

Swift

35

Dark

Fake Tears

38

Electric

Charge

42

Electric

Thunder

44

Normal

Baton Pass

48

Psychic

Agility

50

Normal

Last Resort

?

Fairy

Sweet Kiss

?

Normal

Wish

?

Normal

Mimic



EXPERIENCE COST

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

ERIENCE COST

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

#312 Minun



HEIGHT: 0.4 m / 1'04"

WEIGHT: 4kg / 9 lbs

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.

TYPE: Electric

STRENGTH ●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES:

Minus

EVOLUTION: Final Form.

#312

#313 Volbeat



HEIGHT: 0.7m / 2'04"

WEIGHT: 17kg / 39 lbs

Firefly 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.

TYPE: Bug

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES:

Illuminate & Swarm

EVOLUTION: Final Form.

#313

EXPERIENCE COST

0

Normal

Flash

5

Normal

Double Team

13

Fairy

Moonlight

17

Normal

Quick Attack

25

Bug

Signal Beam

33

Normal

Helping Hand

41

Bug

Bug Buzz

45

Normal

Double-Edge

?

Normal

Dizzy Punch

?

Bug

Silver Wind

EXPERIENCE COST

0

Normal

Tackle

9

Ghost

Confuse Ray

15

Bug

Struggle Bug

21

Bug

Tail Glow

29

Normal

Protect

37

Psychic

Zen Headbutt

43

Fairy

Play Rough

50

Bug

Infestation

?

Flying

Tailwind

#314 Illumise



HEIGHT: 0.6m / 2'00"

WEIGHT: 17kg / 39 lbs

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.

TYPE: Bug

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES:

Oblivious & Tinted Lens

EVOLUTION: Final Form.

#314

EXPERIENCE COST

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

45

Normal

Covet

?

Bug

Silver Wind

?

Normal

Captivate

EXPERIENCE COST

0

Normal

Tackle

9

Fairy

Charm

17

Normal

Quick Attack

21

Normal

Wish

29

Dark

Flatter

37

Psychic

Zen Headbutt

43

Fairy

Play Rough

50

Bug


Infestation

?

Flying

Tailwind

#315 Roselia



HEIGHT: 0.3m / 1'00"

WEIGHT: 2kg / 4 lbs

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.

TYPE: Grass Poison

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4




DISOBEDIENCE: ●●●●●

ABILITIES:

Natural Cure & Poison Point

EVOLUTION: Second Stage.

Evolves with a Shiny Stone.

#406#315#407

EXPERIENCE COST

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

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



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Pound

9

Poison

Poison Gas

17

Psychic

Amnesia

28

Poison

Toxic

39

Normal

Stockpile

39

Normal

Swallow

44

Poison

Sludge Bomb

54

Normal

Wring Out

?

Poison

Venom Drench

?

Water

Water Pulse

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

#316

Gulpin

HEIGHT:  
0.4m / 1'04"

WEIGHT:  
10kg / 22 lbs

Stomach Pokémon

Gulpin's body is a huge stomach capable of swallowing anything of their size. Their fluids can digest even metal. This Pokémon releases hideous and vile gases while it is digesting.

TYPE: Poison

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Liquid Ooze & Sticky Hold

EVOLUTION: First Stage. Evolves after reaching a certain size.

#316

#317

EXPERIENCE COST

TYPE

MOVE NAME

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

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

#317

Swalot

HEIGHT:  
1.7m / 5'07"

WEIGHT:  
80kg / 176 lbs

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.

TYPE: Poison

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 5

DISOBEDIENCE: 5

ABILITIES: Liquid Ooze & Sticky Hold

EVOLUTION: Final Form.

#316

#317

EXPERIENCE COST

TYPE

MOVE NAME

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

36

Psychic

Agility

?

Normal

Super Fang

?

Flying

Bounce

0

Normal

Leer

8

Normal

Focus Energy

16

Ice

Ice Fang

21

Normal

Swagger

28

Dark

Crunch

32

Poison

Poison Fang

38

Normal

Take Down

?

Water

Dive

#318

Carvanha

HEIGHT:  
0.8m / 2'07"

WEIGHT:  
20kg / 46 lbs

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.

TYPE: Water Dark

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Rough Skin

EVOLUTION: First Stage. Evolves by living in salt water for too long.

#318

#319

EXPERIENCE COST

TYPE

MOVE NAME

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

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

?

Psychic

Psychic Fangs

#319

Sharpedo

HEIGHT:  
1.8m / 6'00"

WEIGHT:  
177kg / 391 lbs

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.

TYPE: Water Dark

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 6

DISOBEDIENCE: 5

ABILITIES: Rough Skin

EVOLUTION: Final Form.

#318

#319



EXPERIENCE COST

0

Normal

MOVE NAME

Splash

EXPERIENCE COST

7

Water

MOVE NAME

Water Gun

EXPERIENCE COST

14

Water

MOVE NAME

Whirlpool

EXPERIENCE COST

21

Water

MOVE NAME

Water Pulse

EXPERIENCE COST

27

Psychic

MOVE NAME

Rest

EXPERIENCE COST

34

Water

MOVE NAME

Water Spout

EXPERIENCE COST

41

Water

MOVE NAME

Dive

EXPERIENCE COST

47

Water

MOVE NAME

Hydro Pump

EXPERIENCE COST

?

Water

MOVE NAME

Soak

EXPERIENCE COST

?

Normal

MOVE NAME

Defense Curl

EXPERIENCE COST

4

Normal

MOVE NAME

Growl

EXPERIENCE COST

11

Rock

MOVE NAME

Rollout

EXPERIENCE COST

17

Ghost

MOVE NAME

Astonish

EXPERIENCE COST

24

Ice

MOVE NAME

Mist

EXPERIENCE COST

31

Water

MOVE NAME

Brine

EXPERIENCE COST

37

Psychic

MOVE NAME

Amnesia

EXPERIENCE COST

44

Flying

MOVE NAME

Bounce

EXPERIENCE COST

50

Steel

MOVE NAME

Heavy Slam

EXPERIENCE COST

?

Poison

MOVE NAME

Clear Smog

HEIGHT:

2m / 6'07"

WEIGHT:

260kg / 572 lbs

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.

TYPE:

Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

6

DISOBEDIENCE:

ABILITIES:

Oblivious & Water Veil

EVOLUTION:

First Stage.  
Evolves at a High Level.

#320

#321

EXPERIENCE COST

0

Normal

MOVE NAME

Splash

EXPERIENCE COST

0

Water

MOVE NAME

Water Gun

EXPERIENCE COST

0

Normal

MOVE NAME

Noble Roar

EXPERIENCE COST

14

Water

MOVE NAME

Whirlpool

EXPERIENCE COST

21

Water

MOVE NAME

Water Pulse

EXPERIENCE COST

27

Psychic

MOVE NAME

Rest

EXPERIENCE COST

34

Water

MOVE NAME

Water Spout

EXPERIENCE COST

46

Water

MOVE NAME

Dive

EXPERIENCE COST

62

Water

MOVE NAME

Hydro Pump

EXPERIENCE COST

?

Water

MOVE NAME

Soak

EXPERIENCE COST

?

Normal

MOVE NAME

Defense Curl

EXPERIENCE COST

0

Normal

MOVE NAME

Growl

EXPERIENCE COST

0

Rock

MOVE NAME

Rollout

EXPERIENCE COST

17

Ghost

MOVE NAME

Astonish

EXPERIENCE COST

24

Ice

MOVE NAME

Mist

EXPERIENCE COST

31

Water

MOVE NAME

Brine

EXPERIENCE COST

37

Psychic

MOVE NAME

Amnesia

EXPERIENCE COST

54

Flying

MOVE NAME

Bounce

EXPERIENCE COST

70

Steel

MOVE NAME

Heavy Slam

EXPERIENCE COST

?

Poison

MOVE NAME

Clear Smog

HEIGHT:

14.5m / 47'07"

WEIGHT:

1 ton/ 2205 lbs

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.

TYPE:

Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

47

DISOBEDIENCE:

ABILITIES:

Oblivious & Water Veil

EVOLUTION:

Fina Form.

#320

#321

EXPERIENCE COST

0

Normal

MOVE NAME

Growl

EXPERIENCE COST

5

Fire

MOVE NAME

Ember

EXPERIENCE COST

12

Normal

MOVE NAME

Focus Energy

EXPERIENCE COST

19

Psychic

MOVE NAME

Amnesia

EXPERIENCE COST

26

Ground

MOVE NAME

Earth Power

EXPERIENCE COST

31

Normal

MOVE NAME

Take Down

EXPERIENCE COST

40

Ground

MOVE NAME

Earthquake

EXPERIENCE COST

47

Normal

MOVE NAME

Double-Edge

EXPERIENCE COST

?

Normal

MOVE NAME

Growth

EXPERIENCE COST

0

Normal

MOVE NAME

Tackle

EXPERIENCE COST

8

Ground

MOVE NAME

Magnitude

EXPERIENCE COST

15

Fire

MOVE NAME

Flame Burst

EXPERIENCE COST

22

Fire

MOVE NAME

Lava Plume

EXPERIENCE COST

29

Ghost

MOVE NAME

Curse

EXPERIENCE COST

36

Normal

MOVE NAME

Yawn

EXPERIENCE COST

43

Fire

MOVE NAME

Flamethrower

EXPERIENCE COST

?

Ground

MOVE NAME

Mud Bomb

EXPERIENCE COST

?

Normal

MOVE NAME

Endure

HEIGHT:

0.7m / 2'04"

WEIGHT:

24kg / 52 lbs

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.

TYPE:

Fire

Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Oblivious & Simple

EVOLUTION:

First Stage.  
Evolves after reaching certain level.

#322

#323

EXPERIENCE COST

0

Normal

MOVE NAME

Growl

EXPERIENCE COST

0

Fire

MOVE NAME

Ember

EXPERIENCE COST

12

Normal

MOVE NAME

Focus Energy

EXPERIENCE COST

19

Psychic

MOVE NAME

Amnesia

EXPERIENCE COST

26

Ground

MOVE NAME

Earth Power

EXPERIENCE COST

31

Normal

MOVE NAME

Take Down

EXPERIENCE COST

39

Normal

MOVE NAME

Yawn

EXPERIENCE COST

52

Fire

MOVE NAME

Eruption

EXPERIENCE COST

?

Rock

MOVE NAME

Stealth Rock

EXPERIENCE COST

?

Fire

MOVE NAME

Heat Wave

EXPERIENCE COST

0

Normal

MOVE NAME

Tackle

EXPERIENCE COST

0

Ground

MOVE NAME

Magnitude

EXPERIENCE COST

15

Fire

MOVE NAME

Flame Burst

EXPERIENCE COST

22

Fire

MOVE NAME

Lava Plume

EXPERIENCE COST

29

Ghost

MOVE NAME

Curse

EXPERIENCE COST

33

Rock

MOVE NAME

Rock Slide

EXPERIENCE COST

46

Ground

MOVE NAME

Earthquake

EXPERIENCE COST

59

Ground

MOVE NAME

Fissure

EXPERIENCE COST

?

Normal

MOVE NAME

Self-Destruct

HEIGHT:

1.9m / 6'03"

WEIGHT:

220kg / 485 lbs

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.

TYPE:

Fire

Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

6

DISOBEDIENCE:

ABILITIES:

Magma Armor & Solid Rock

EVOLUTION:

Final Form.

#322

#323



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Fire

Ember

4

Poison

Smog

7

Water

Withdraw

12

Ghost

Curse

17

Fire

Fire Spin

20

Normal

Smokescreen

23

Fire

Flame Wheel

25

Normal

Rapid Spin

28

Fire

Flamethrower

33

Normal

Body Slam

36

Normal

Protect

39

Fire

Lava Plume

44

Steel

Iron Defense

49

Psychic

Amnesia

52

Normal

Flail

55

Fire

Heat Wave

60

Fire

Inferno

65

Normal

Shell Smash

?

Poison

Clear Smog

?

Fight

Superpower

?

Ground

Fissure

#324 Torkoal



HEIGHT:  
0.5m / 1'08"

WEIGHT:  
80kg / 177 lbs

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.

TYPE: Fire

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: White Smoke

EVOLUTION: Final Form.



#324

#325 Spoink



HEIGHT:  
0.7m / 2'04"

WEIGHT:  
30kg / 67 lbs

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.

TYPE: Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Thick Fat & Own Tempo

EVOLUTION: First Stage.  
Evolves by learning to control its powers.



#325



#326

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Splash

7

Psychic

Psywave

10

Normal

Odor Sleuth

14

Psychic

Psybeam

15

Normal

Psych Up

18

Ghost

Confuse Ray

21

Psychic

Magic Coat

26

Psychic

Zen Headbutt

29

Psychic

Rest

33

Rock

Power Gem

38

Psychic

Psyshock

40

Dark

Payback

44

Psychic

Psychic

50

Flying

Bounce

?

Psychic

Role Play

?

Bug

Signal Beam

?

Psychic

Extrasensory

#326 Grumpig



HEIGHT:  
0.9m / 3'00"

WEIGHT:  
71kg / 157 lbs

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.

TYPE: Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: 4

ABILITIES: Rock Head & Sturdy

EVOLUTION: Final Form.



#325



#326

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Splash

0

Poison

Belch

7

Psychic

Psywave

10

Normal

Odor Sleuth

14

Psychic

Psybeam

15

Normal

Psych Up

18

Ghost

Confuse Ray

21

Psychic

Magic Coat

26

Psychic

Zen Headbutt

29

Psychic

Rest

29

Normal

Snore

32

Normal

Teeter Dance

35

Rock

Power Gem

42

Psychic

Psyshock

46

Dark

Payback

52

Psychic

Psychic

60

Flying

Bounce

?

Fight

Drain Punch

?

Psychic


Future Sight

?

Psychic

Trick

#327 Spinda



HEIGHT:  
1.1m / 3'07"

WEIGHT:  
12kg / 26 lbs

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.

TYPE: Normal

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT

BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Own Tempo & Tangled Feet

EVOLUTION: Final Form.



#327

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

5

Normal

Uproar

10

Normal

Copycat

14

Dark

Feint Attack

19

Psychic

Psybeam

23

Psychic

Hypnosis

28

Normal

Dizzy Punch

32

Dark

Sucker Punch

37

Normal

Teeter Dance

41

Normal

Psych Up

46

Normal

Double-Edge

50

Normal

Flail

50

Normal

Thrash

?

Normal

Encore

?

Normal

Fake Out

?

Normal

Helping Hand



EXPERIENCE COST

0

7

13

21

29

39

49

61

73

?

TYPE

Dark

Dark

Ground

Ground

Ground

Ground

Normal

Normal

Ground

Normal

MOVE NAME

Bite

Feint Attack

Mud Slap

Bulldoze

Dig

Earth Power

Hyper Beam

Feint

Fissure

Headbutt

EXPERIENCE COST

4

10

17

25

34

44

55

67

?

?

TYPE

Ground

Ground

Normal

Rock

Dark

Rock

Ground

Fight

Bug

Grass

MOVE NAME

Sand Attack

Sand Tomb

Bide

Rock Slide

Crunch

Sandstorm


Earthquake

Superpower

Bug Bite

Giga Drain

#328 Trapinch



HEIGHT:

0.7m / 2'04"

WEIGHT:

15kg / 33 lbs

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 Pokémon's jaws. Beware of them as their bite can cause a serious damage.

TYPE: Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:




ABILITIES:

Hyper Cutter & Arena Trap


EVOLUTION:

First Stage.

Evolves after reaching a certain level.



#329 Vibrava



HEIGHT:

1.1m / 3'07"

WEIGHT:

15kg / 33 lbs

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.

TYPE: Ground Dragon

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:




ABILITIES:

Levitate

EVOLUTION:

Second Stage.

Evolves at a High Level.



EXPERIENCE COST

0

0

13

21

29

34

39

48

53

?

TYPE

Normal

Dark

Ground

Ground

Normal

Ground

Ground

Normal

Poison

MOVE NAME

Sonic Boom

Feint Attack

Mud Slap

Bulldoze

Supersonic

Screech

Earth Power

Earthquake

Boomburst

Toxic

EXPERIENCE COST

0

17

25

29

35

44

49

?

?

TYPE

Ground

Ground

Normal

Rock

Bug

Dragon

Rock

Normal

Dragon

Flying

MOVE NAME

Sand Attack

Sand Tomb

Bide

Rock Slide

Bug Buzz

Dragon Breath


Sandstorm

Hyper Beam

Dragon Pulse

Tailwind

#330 Flygon



HEIGHT:

2m / 6'07"

WEIGHT:

82kg / 180 lbs

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.

TYPE: Ground Dragon

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

6




DISOBEDIENCE:

ABILITIES:

Levitate

EVOLUTION:

Final Form.



EXPERIENCE COST

0

0

0

17

25

34

39

44

48

55

?

?

TYPE

Dragon

Ground

Ground

Ground

Rock

Normal

Ground

Rock

Normal

Dragon

Dragon

Dragon

Dragon

MOVE NAME

Dragon Dance

Sand Attack

Sand Tomb

Bide

Rock Slide

Screech

Earth Power

Sandstorm

Uproar

Dragon Claw

Outrage

Draco Meteor

EXPERIENCE COST

0

0

13

21

29

35

42

48

49

61

?

?

TYPE

Normal

Dark

Ground

Ground

Normal

Dragon

Dragon

Ground

Normal

Dragon

Fire

MOVE NAME

Sonic Boom

Feint Attack

Mud Slap

Bulldoze

Supersonic

Dragon Breath

Dragon Tail

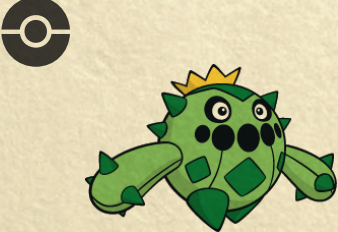
Earthquake

Hyper Beam

Dragon Rush

Heat Wave

#331 Cacnea



HEIGHT:

0.4m / 1'04"

WEIGHT:

51kg / 113 lbs

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.

TYPE: Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:



ABILITIES:

Sand Veil

EVOLUTION:

First Stage.

Evolves by doing evil deeds.



EXPERIENCE COST

0

5

13

21

29

37

42

49

57

?

TYPE

Poison

Grass

Grass

Bug

Dark

Dark

Grass

Grass

Ghost

Dark

MOVE NAME

Poison Sting

Absorb

Leech Seed

Pin Missile

Feint Attack

Sucker Punch

Energy Ball

Cotton Spore

Destiny Bond

Switcheroo

EXPERIENCE COST

0

9

17

25

33

41

45

53

?

?

TYPE

Normal

Normal

Ground

Grass

Ground

Dark

Grass

Rock

Poison

Fight

MOVE NAME

Leer

Growth

Sand Attack

Ingrain

Spikes

Payback

Needle Arm

Sandstorm

Acid

Drain Punch



EXPERIENCE COST

TYPE

MOVE NAME

0

Grass

Spiky Shield

0

Poison

Poison Sting

0

Grass

Absorb

13

Grass

Leech Seed

21

Bug

Pin Missile

29

Dark

Feint Attack

41

Dark

Sucker Punch

47

Dark

Payback

59

Grass

Cotton Spore

71

Ghost

Destiny Bond

?

Ghost

Spite

ERIENCE COST

TYPE

MOVE NAME

0

Fight

Revenge

0

Normal

Leer

0

Normal

Growth

17

Ground

Sand Attack

25

Grass

Ingrain

35

Ground

Spikes

44

Grass

Energy Ball

53

Grass

Needle Arm

65

Rock

Sandstorm

?

Fight

Drain Punch

?

Grass

Seed Bomb

#332 Cacturne



HEIGHT:  
1.3 m / 4'03"

WEIGHT:  
77kg / 170 lbs

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.

TYPE: Grass

Dark

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Sand Veil

EVOLUTION: Final Form.

#331

#332

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

TYPE: Normal

Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT


BASE HP: 3

DISOBEDIENCE: 5


ABILITIES: Natural Cure

EVOLUTION: First Stage.  
Evolves after reaching certain size.

#333

#334

#333 Swablu



HEIGHT:  
0.4m / 1'04"

WEIGHT:  
1kg / 2 lbs

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.

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

Refresh

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

#334 Altaria



HEIGHT:  
1.1m / 3'07"

WEIGHT:  
20kg / 45 lbs

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.

TYPE: Dragon

Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Natural Cure

EVOLUTION: Final Form.

#333

#334

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Scratch

5

Normal

Quick Attack

12

Dark

Pursuit

15

Dark

Hone Claws

22

Normal

Crush Claw

29

Normal

False Swipe

36

Bug

X-Scissor

43

Normal

Swords Dance

?

Dark

Night Slash

?

Steel

Metal Claw

TYPE: Normal

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT

BASE HP: 4


DISOBEDIENCE: 5

ABILITIES: Immunity

EVOLUTION: Final Form.

#335

#335 Zangoose



HEIGHT:  
1.3m / 4'03"

WEIGHT:  
40kg / 88 lbs

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.



EXPERIENCE COST

0

Normal

Wrap

EXPERIENCE COST

5

Dark

Bite

EXPERIENCE COST

11

Normal

Feint

EXPERIENCE COST

16

Normal

Screech

EXPERIENCE COST

23

Normal

Glare

EXPERIENCE COST

28

Poison

Venom Drench

EXPERIENCE COST

34

Poison

Gastro Acid

EXPERIENCE COST

38

Ice

Haze

EXPERIENCE COST

45

Dark

Crunch

EXPERIENCE COST

48

Poison

Coil

EXPERIENCE COST

?

Water

Aqua Tail

EXPERIENCE COST

?

Steel

Iron Tail

EXPERIENCE COST

0

Normal

Swagger

EXPERIENCE COST

9

Ghost

Lick

EXPERIENCE COST

12

Poison

Poison Tail

EXPERIENCE COST

20

Poison

Venoshock

EXPERIENCE COST

27

Poison

Poison Fang

EXPERIENCE COST

31

Dark

Night Slash

EXPERIENCE COST

36

Normal

Swords Dance

EXPERIENCE COST

42

Poison

Poison Jab

EXPERIENCE COST

46

Poison

Belch

EXPERIENCE COST

50

Normal

Wing Out

EXPERIENCE COST

?

Grass

Giga Drain

HEIGHT:

2.7m / 8'10"

WEIGHT:

52kg / 115 lbs

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.

TYPE:

Poison

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

8

DISOBEDIENCE:


●●●●●

ABILITIES:

Shed Skin

EVOLUTION:

Final Form.



#336

EXPERIENCE COST

0

Psychic

Psystock

EXPERIENCE COST

0

Rock

Rock Throw

EXPERIENCE COST

0

Normal

Harden

EXPERIENCE COST

9

Psychic

Hypnosis

EXPERIENCE COST

17

Psychic

Psywave

EXPERIENCE COST

25

Rock

Rock Slide

EXPERIENCE COST

33

Psychic

Psychic

EXPERIENCE COST

41

Rock

Stone Edge

EXPERIENCE COST

49

Normal

Explosion

EXPERIENCE COST

53

Psychic

Magic Room

EXPERIENCE COST

?

Psychic

Magic Coat

HEIGHT:

1m / 3'03"

WEIGHT:

168kg / 370 lbs

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.

TYPE:

Rock

Psychic

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

4

DISOBEDIENCE:

●●●●●

ABILITIES:

Levitate

EVOLUTION:

Final Form.



#337

EXPERIENCE COST

0

Rock

Power Gem

EXPERIENCE COST

0

Normal

Tackle

EXPERIENCE COST

0

Psychic

Confusion

EXPERIENCE COST

13

Rock

Rock Polish

EXPERIENCE COST

21

Dark

Embargo

EXPERIENCE COST

29

Psychic

Cosmic Power

EXPERIENCE COST

37

Psychic

Heal Block

EXPERIENCE COST

45

Psychic

Future Sight

EXPERIENCE COST

50

Fairy

Moonblast

EXPERIENCE COST

?

Psychic

Trick Room

EXPERIENCE COST

?

Psychic

Skill Swap

EXPERIENCE COST

0

Fire

Flare Blitz

EXPERIENCE COST

0

Normal

Tackle

EXPERIENCE COST

0

Psychic

Confusion

EXPERIENCE COST

13

Rock

Rock Polish

EXPERIENCE COST

21

Dark

Embargo

EXPERIENCE COST

29

Psychic

Cosmic Power

EXPERIENCE COST

37

Psychic

Heal Block

EXPERIENCE COST

45

Grass

Solar Beam

EXPERIENCE COST

53

Psychic

Wonder Room

EXPERIENCE COST

?

Psychic

Zen Headbutt

EXPERIENCE COST

0

Rock

Rock Throw

EXPERIENCE COST

0

Normal

Harden

EXPERIENCE COST

9

Fire

Fire Spin

EXPERIENCE COST

17

Psychic

Psywave

EXPERIENCE COST

26

Rock

Rock Slide

EXPERIENCE COST

33

Psychic

Psychic

EXPERIENCE COST

41

Rock

Stone Edge

EXPERIENCE COST

49

Normal

Explosion

EXPERIENCE COST

?

Psychic

Magic Coat

EXPERIENCE COST

?

Psychic

Skill Swap

HEIGHT:

1.2m / 4'00"

WEIGHT:

154kg / 339 lbs

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.

TYPE:

Rock

Psychic

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

4

DISOBEDIENCE:


●●●●●

ABILITIES:

Levitate

EVOLUTION:

Final Form.



#338

EXPERIENCE COST

0

Ground

Mud Slap

EXPERIENCE COST

6

Water

Water Sport

EXPERIENCE COST

14

Ground

Mud Bomb

EXPERIENCE COST

22

Water

Water Pulse

EXPERIENCE COST

31

Psychic

Rest

EXPERIENCE COST

35

Water

Aqua Tail

EXPERIENCE COST

42

Water

Muddy Water

EXPERIENCE COST

47

Ground

Fissure

EXPERIENCE COST

?

Normal

Flail

HEIGHT:

0.4m / 1'04"

WEIGHT:

2kg / 5 lbs

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.

TYPE:

Water

Ground

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

3

DISOBEDIENCE:

●●●●●

ABILITIES:

Oblivious & Anticipation

EVOLUTION:

First Stage.  
Evolves after reaching a certain level.



#339



#340

EXPERIENCE COST

6

Ground

Mud Sport

EXPERIENCE COST

10

Water

Water Gun

EXPERIENCE COST

18

Psychic

Amnesia

EXPERIENCE COST

26

Ground

Magnitude

EXPERIENCE COST

31

Normal

Snore

EXPERIENCE COST

39

Ground

Earthquake

EXPERIENCE COST

43

Psychic

Future Sight

EXPERIENCE COST

?

Water

Dive

EXPERIENCE COST

?

Ground

Mud Shot



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Poison

Belch

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

0

Normal

Thrash

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

#339

#340

0.9m / 3'00"

46kg / 101 lbs

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.

TYPE: Water

Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Oblivious & Anticipation

EVOLUTION: Final Form.

EXPERIENCE COST

TYPE

MOVE NAME

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

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

#341

#342

0.6m / 2'00"

11kg / 25 lbs

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.

TYPE: Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Hyper Cutter & Shell Armor

EVOLUTION: First Stage. Evolves after reaching a certain level.

EXPERIENCE COST

TYPE

MOVE NAME

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

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

#341

#342

1.1m / 3'07"

33kg / 72 lbs

Rogue Pokémon

Crawdaut 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.

TYPE: Water

Dark

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Hyper Cutter & Shell Armor

EVOLUTION: Final Form.

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Psychic

Confusion

4

Normal

Rapid Spin

10

Rock

Rock Tomb

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

0

Normal

Harden

7

Ground

Mud Slap

10

Psychic

Heal Block

17

Psychic

Power Trick

25

Normal

Self Destruct

31

Psychic

Cosmic Power

34

Psychic

Power Split

41

Rock

Sandstorm

49

Normal

Explosion

?

Psychic

Trick

#343

#344

0.5m / 1'08"

21kg / 47 lbs

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.

TYPE: Psychic

Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Levitate

EVOLUTION: First Stage. It's not possible to know what makes it evolve.



EXPERIENCE COST

0

Psychic

Confusion

0

Normal

Rapid Spin

7

Ground

Mud Slap

10

Psychic

Heal Block

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

EXPERIENCE COST

0

Normal

Harden

0

Psychic

Teleport

10

Rock

Rock Tomb

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

#344 Claydol



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.

TYPE: Psychic

Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Levitate

EVOLUTION: Final Form.



EXPERIENCE COST

0

Ghost

Astonish

8

Poison

Acid

21

Water

Brine

26

Grass

Giga Drain

36

Poison

Gastro Acid

50

Grass

Energy Ball

57

Normal

Stockpile

64

Normal

Wring Out

?

Rock

Stealth Rock

EXPERIENCE COST

0

Normal

Constrict

15

Grass

Ingrain

22

Ghost

Confuse Ray

29

Psychic

Amnesia

43

Rock

Ancient Power

57

Normal

Spit Up

57

Normal

Swallow

?

Ground

Earth Power

?

Normal

Tickle

#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 extinction. 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

0

Poison

Acid

0

Normal

Constrict

0

Normal

Spit Up

0

Normal

Swallow

21

Water

Brine

26

Grass

Giga Drain

36

Rock

Ancient Power

56

Grass

Energy Ball

?

Rock

Stealth Rock

EXPERIENCE COST

0

Ghost

Astonish

0

Grass

Ingrain

0

Normal

Stockpile

0

Normal

Wring Out

22

Ghost

Confuse Ray

29

Psychic

Amnesia

46

Poison

Gastro Aci

?

Grass

Worry Seed

?

Grass

Seed Bom

#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

0

Normal

Harden

7

Ground

Mud Sport

13

Rock

Smack Down

25

Normal

Protect

37

Bug

Fury Cutter

41

Water

Brine

49

Rock

Rock Blast

61

Bug

X-Scissor

?

Normal

Rapid Spin

EXPERIENCE COST

0

Normal

Scratch

13

Water

Water Gun

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

#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 level.





EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Crush Claw

0

Normal

Harden

0

Ground

Mud Sport

0

Normal

Scratch

0

Water

Water Gun

19

Steel

Metal Claw

25

Normal

Protect

31

Rock

Ancient Power

37

Bug

Fury Cutter

46

Normal

Slash

49

Rock

Smack Down

53

Water

Brine

55

Rock

Rock Blast

73

Bug

X-Scissor

?

Poison

Cross Poison

?

Water

Aqua Tail

?

Steel

Iron Defense

#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.





#347

#348

#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.





#349

#350

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Splash

15

Normal

Tackle

30

Normal

Flail

?

Water

Brine

?

Ground


Mud Sport

?

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.





#349

#350

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Water

Water Gun

0

Normal

Wrap

4

Water

Water Sport

7

Normal

Refresh

11

Fairy

Disarming Voice

14

Dragon

Twister

17

Water

Water Pulse

21

Water

Aqua Ring

24

Normal

Captivate

27

Dragon

Dragon Tail

31

Normal

Recover

34

Water

Aqua Tail

37

Normal

Attract

41

Normal

Safeguard

44

Poison

Coil

47

Water

Hydro Pump

51

Water

Rain Dance

?

Dragon

Dragon Pulse

?

Psychic


Hypnosis

?

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.



#351

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

10

Fire

Ember

10

Ice

Powder Snow

10

Water

Water Gun

15

Normal

Headbutt

20

Ice

Hail

20

Water

Rain Dance

20

Fire

Sunny Day

20

Normal

Weather Ball

40

Ice

Blizzard

40

Fire

Fire Blast

40

Water

Hydro Pump

45

Flying

Hurricane

?

Normal

Last Resort

?

Psychic

Future Sight

?

Normal

Reflect Type



EXPERIENCE COST

0

Dark

Thief

EXPERIENCE COST

0

Ghost

Astonish

EXPERIENCE COST

0

Normal

Scratch

EXPERIENCE COST

7

Ghost

Shadow Sneak

EXPERIENCE COST

13

Normal

Fury Swipes

EXPERIENCE COST

18

Psychic

Psybeam

EXPERIENCE COST

25

Ghost

Shadow Sneak

EXPERIENCE COST

33

Ghost

Shadow Claw

EXPERIENCE COST

42

Normal

Substitute

EXPERIENCE COST

50

Psychic

Synchronoise

EXPERIENCE COST

?

Dark

Snatch

TYPE

Normal

EXPERIENCE COST

0

Normal

Tail Whip

EXPERIENCE COST

0

Ghost

Lick

EXPERIENCE COST

4

Normal

Bind

EXPERIENCE COST

10

Normal

Feint

EXPERIENCE COST

16

Dark

Feint Attack

EXPERIENCE COST

21

Rock

Ancient Power

EXPERIENCE COST

30

Normal

Camouflage

EXPERIENCE COST

38

Normal

Screech

EXPERIENCE COST

46

Dark

Sucker Punch

EXPERIENCE COST

?

Normal

Fake Out

EXPERIENCE COST

?

Psychic

Trick

#352 Kecleon



HEIGHT:

1m / 3'03"

WEIGHT:

22kg / 48 lbs

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.

TYPE:

Normal

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

4

DISOBEDIENCE:

●●●●●

ABILITIES:

Color Change

EVOLUTION:

Final Form.



#352

#353 Shuppet



HEIGHT:

0.6m / 2'00"

WEIGHT:

2kg / 5 lbs

Puppet Pokémon

They feed on dark emotions such as envy, jealousy and vengeance. 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 possess.

TYPE:

Ghost

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

3

DISOBEDIENCE:

●●●●●

ABILITIES:

Frisk & Insomnia

EVOLUTION:

First Stage. Evolves when it finds a discarded doll to possess.



#353



#354

EXPERIENCE COST

0

Dark

Knock Off

EXPERIENCE COST

7

Ghost

Night Shade

EXPERIENCE COST

13

Fire

Will-O-Wisp

EXPERIENCE COST

19

Ghost

Curse

EXPERIENCE COST

26

Ghost

Hex

EXPERIENCE COST

34

Dark

Sucker Punch

EXPERIENCE COST

42

Dark

Snatch

EXPERIENCE COST

50

Psychic

Trick

EXPERIENCE COST

?

Ice

Icy Wind

EXPERIENCE COST

?

Ghost

Destiny Bond

EXPERIENCE COST

4

Normal

Screech

EXPERIENCE COST

10

Ghost

Spite

EXPERIENCE COST

16

Ghost

Shadow Sneak

EXPERIENCE COST

22

Dark

Feint Attack

EXPERIENCE COST

30

Ghost

Shadow Ball

EXPERIENCE COST

38

Dark

Embargo

EXPERIENCE COST

46

Ghost

Grudge

EXPERIENCE COST

54

Ghost

Phantom Force


EXPERIENCE COST

?

Psychic

Role Play

#354 Banette



HEIGHT:

1.1m / 3'07"

WEIGHT:

12kg / 27 lbs

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.

TYPE:

Ghost

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

4

DISOBEDIENCE:


●●●●●

ABILITIES:


Frisk & Insomnia

EVOLUTION:

Final Form.



#353



#354

EXPERIENCE COST

0

Ghost

Curse

EXPERIENCE COST

0

Ghost

Night Shade

EXPERIENCE COST

10

Ghost

Spite

EXPERIENCE COST

16

Ghost

Shadow Sneak

EXPERIENCE COST

22

Dark

Feint Attack

EXPERIENCE COST

30

Ghost

Shadow Ball

EXPERIENCE COST

40

Dark

Embargo

EXPERIENCE COST

52

Ghost

Grudge

EXPERIENCE COST

64

Ghost

Phantom Force

EXPERIENCE COST

?

Ghost

Destiny Bond

EXPERIENCE COST

0

Dark

Knock Off

EXPERIENCE COST

0

Normal

Screech

EXPERIENCE COST

13

Fire

Will-O-Wisp

EXPERIENCE COST

19

Ghost

Curse

EXPERIENCE COST

26

Ghost

Hex

EXPERIENCE COST

34

Dark

Sucker Punch

EXPERIENCE COST

46

Dark

Snatch

EXPERIENCE COST

58

Psychic

Trick

EXPERIENCE COST

?

Psychic

Role Play


EXPERIENCE COST

?

Ice

Icy Wind

#355 Duskull



HEIGHT:

0.8m / 2'07"

WEIGHT:

15kg / 33 lbs

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.

TYPE:

Ghost

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

3

DISOBEDIENCE:


●●●●●

ABILITIES:


Levitate

EVOLUTION:


First Stage. Evolves after scaring hundreds of people.



#355



#356



#477

EXPERIENCE COST

0

Normal

Leer

EXPERIENCE COST

6

Normal

Disable

EXPERIENCE COST

14

Ghost

Astonish

EXPERIENCE COST

22

Ghost

Shadow Sneak

EXPERIENCE COST

30

Ghost

Curse

EXPERIENCE COST

38

Ghost

Hex

EXPERIENCE COST

41

Ghost

Shadow Ball

EXPERIENCE COST

49

Psychic

Future Sight

EXPERIENCE COST

?

Ghost

Spite

EXPERIENCE COST

0

Ghost

Night Shade

EXPERIENCE COST

9

Normal

Foresight

EXPERIENCE COST

17

Ghost

Confuse Ray

EXPERIENCE COST

25

Dark

Pursuit

EXPERIENCE COST

33

Fire

Will-O-Wisp

EXPERIENCE COST

41

Normal

Mean Look

EXPERIENCE COST

46

Dark

Payback

EXPERIENCE COST

?

Ice

Icy Wind

EXPERIENCE COST

?

Psychic

Wonder Room



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	45	Ghost	Shadow Ball
49	Normal	Mean Look	58	Dark	Payback
61	Psychic	Future Sight	?	Dark	Dark Pulse
?	Dark	Memento	?	Normal	Pain Split

HEIGHT: 1.6m / 5'03"

WEIGHT: 30kg / 67 lbs

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 will come back out.

TYPE: Ghost

STRENGTH ●●●●●

DEXTERITY ●●●

VITALITY ●●●●●●

SPECIAL ●●●●

INSIGHT ●●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Pressure

EVOLUTION: Second Stage. Evolves after being Traded holding certain item.

#355

#356

#477

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			

HEIGHT: 2m / 6'07"

WEIGHT: 200kg / 440 lbs

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.

TYPE: Grass Flying

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 6

DISOBEDIENCE: ●●●●●

ABILITIES: Chlorophyll & Solar Power

EVOLUTION: Final Form.

#350

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

HEIGHT: 0.6m / 2'00"

WEIGHT: 1kg / 2 lbs

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.

TYPE: Psychic

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Levitate

EVOLUTION: Final Form.

#438

#358

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			

HEIGHT: 1.2m / 3'11"

WEIGHT: 47 kg / 103 lbs

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.

TYPE: Dark

STRENGTH ●●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●●

INSIGHT ●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Pressure & Super Luck

EVOLUTION: Final Form.

#359



EXPERIENCE COST

0

Fairy

Charm

0

Normal

Splash

15

Ghost

Destiny Bond

15

Normal

Safeguard

EXPERIENCE COST

0

Normal

Encore

15

Fight

Counter

15

Psychic

Mirror Coat

#360 Wynaut

HEIGHT:0.6m / 2'00"

WEIGHT:14kg / 31 lbs

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.

TYPE: Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Shadow Tag

EVOLUTION: First Stage.  
Evolves after reaching a certain size.

#360

#202

EXPERIENCE COST

0

Fairy

Charm

0

Normal

Splash

15

Ghost

Destiny Bond

15

Normal

Safeguard

EXPERIENCE COST

0

Normal

Encore

15

Fight

Counter

15

Psychic

Mirror Coat

#361 Snorunt

HEIGHT:0.7m / 2'04"

WEIGHT:17kg / 37 lbs

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.

TYPE: Ice

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Ice Body & Inner Focus

EVOLUTION: First Stage.  
Evolves differently for males and females.

#361

#362

#478

EXPERIENCE COST

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

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

EXPERIENCE COST

0

Dark

Bite

0

Normal

Leer

0

Ice

Ice Shard

19

Normal

Headbutt

28

Ice

Ice Fang

35

Ice

Frost Breath

40

Ice

Hail

51

Ice

Blizzard

?

Normal

Weather Ball

?

Steel

Iron Head

EXPERIENCE COST

0

Normal

Double Team

0

Ice

Powder Snow

13

Ice

Icy Wind

22

Normal

Protect

31

Dark

Crunch

37

Ice

Ice Beam

42

Ice

Freeze-Dry

59

Ice

Sheer Cold

?

Rock

Rollout

#362 Glalie

HEIGHT:1.5m / 5'00"

WEIGHT:256kg / 565 lbs

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.

TYPE: Ice

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 5

DISOBEDIENCE: 5

ABILITIES: Ice Body & Inner Focus

EVOLUTION: Final Form. Male Snorunt evolves by becoming unmeltable.

#361

#362

#478

EXPERIENCE COST

0

Dark

Bite

0

Normal

Leer

0

Ice

Ice Shard

19

Normal

Headbutt

28

Ice

Ice Fang

35

Ice

Frost Breath

40

Ice

Hail

51

Ice

Blizzard

?

Normal

Weather Ball

?

Steel

Iron Head

EXPERIENCE COST

0

Normal

Double Team

0

Ice

Powder Snow

13

Ice

Icy Wind

22

Normal

Protect

31

Dark

Crunch

37

Ice

Ice Beam

42

Ice

Freeze-Dry

59

Ice

Sheer Cold

?

Rock

Rollout

#363 Sphéal

HEIGHT:0.8m / 2'07"

WEIGHT:39kg / 87 lbs

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.

TYPE: Ice Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Ice Body & Thick Fat

EVOLUTION: First Stage.  
Evolves after reaching a certain level.

#363

#364

#365

EXPERIENCE COST

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

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



EXPERIENCE COST

TYPE

MOVE NAME

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

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

#364 Sealeo



HEIGHT:  
1.1m / 3'07"

WEIGHT:  
87kg / 193lbs

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.

TYPE: Ice Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Ice Body & Thick Fat

EVOLUTION: Second Stage.  
Evolves after reaching a certain level.

#363

#364

#365

#365 Walrein



HEIGHT:  
1.4m / 4'07"

WEIGHT:  
300kg/664 lbs

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.

TYPE: Ice Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 5

DISOBEDIENCE: 4

ABILITIES: Ice Body & Thick Fat

EVOLUTION: Final Form.

#363

#364

#365

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Dark

Crunch

0

Normal

Growl

0

Water

Water Gun

13

Normal

Body Slam

21

Water

Brine

25

Ice

Aurora Beam

31

Ice

Hail

32

Normal

Swagger

43

Normal

Snore

52

Ice

Blizzard

?

Normal

Belly Drum

?

Water

Aqua Tail

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



HEIGHT:  
0.4m / 1'04"

WEIGHT:  
52kg / 115 lbs

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.

TYPE: Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Shell Armor

EVOLUTION: First Stage. Evolves after being Traded holding certain item.

#366

#367

#368

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Water

Clamp

0

Steel

Iron Defense

0

Water

Water Gun

0

Water

Whirlpool

50

Normal

Shell Smash

?

Normal

Refresh

?

Normal

Endure

?

Ground

Mud Sport

0

Water

Whirlpool

6

Dark

Bite

10

Normal

Screech

11

Dark

Feint Attack

15

Water

Water Pulse

19

Normal

Scary Face

24

Ice

Ice Fang

28

Water

Brine

33

Normal

Baton Pass

34

Dark

Sucker Punch

37

Water

Dive

42

Dark

Crunch

46

Water

Aqua Tail

48

Poison

Coil

50

Water

Hydro Pump

?

Water

Muddy Water

?

Normal


Bind

?

Normal

Super Fang

#367 Huntail



HEIGHT:  
1.8 m / 6'00"

WEIGHT:  
27kg / 59 lbs

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.

TYPE: Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT


BASE HP: 6


DISOBEDIENCE: 4

ABILITIES: Swift Swim

EVOLUTION: Final Form.  
It was holding the Fang of a Pokémon.

#366

#367

#368

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Water

Whirlpool

6

Dark

Bite

10

Normal

Screech

11

Dark

Feint Attack

15

Water

Water Pulse

19

Normal

Scary Face

24

Ice

Ice Fang

28

Water

Brine

33

Normal

Baton Pass

34

Dark

Sucker Punch

37

Water

Dive

42

Dark

Crunch

46

Water

Aqua Tail

48

Poison

Coil

50

Water

Hydro Pump

?

Water

Muddy Water

?

Normal

Bind

?

Normal

Super Fang

0

Water

Whirlpool

6

Dark

Bite

11

Dark

Feint Attack

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

0

Water

Whirlpool

EXPERIENCE COST

5

Water

Water Sport

EXPERIENCE COST

6

Psychic

Confusion

EXPERIENCE COST

10

Psychic

Agility

EXPERIENCE COST

11

Fairy

Draining Kiss

EXPERIENCE COST

15

Water

Water Pulse

EXPERIENCE COST

19

Psychic

Amnesia

EXPERIENCE COST

24

Water

Aqua Ring

EXPERIENCE COST

28

Normal

Captivate

EXPERIENCE COST

33

Normal

Baton Pass

EXPERIENCE COST

37

Water

Dive

EXPERIENCE COST

42

Psychic

Psychic

EXPERIENCE COST

46

Water

Aqua Tail

EXPERIENCE COST

48

Poison

Coil

EXPERIENCE COST

50

Water

Hydro Pump

EXPERIENCE COST

?

Ghost

Confuse Ray

EXPERIENCE COST

?

Normal

Bind

EXPERIENCE COST

?

Water

Muddy Water

HEIGHT:

1.8m / 6'00"

WEIGHT:

22kg / 50 lbs

TYPE:

Water

BASE HP:

6

DISOBEDIENCE:

●●●●●

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

ABILITIES:

Swift Swim

EVOLUTION:

Final Form.  
It was holding the Scale of a Pokémon.



#366

#367

#368

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.

EXPERIENCE COST

0

Normal

Harden

EXPERIENCE COST

0

Ground

Mud Sport

EXPERIENCE COST

8

Water

Water Gun

EXPERIENCE COST

15

Rock

Rock Tomb

EXPERIENCE COST

22

Normal

Yawn

EXPERIENCE COST

29

Normal

Take Down

EXPERIENCE COST

36

Rock

Ancient Power

EXPERIENCE COST

41

Psychic

Rest

EXPERIENCE COST

50

Normal

Double-Edge

EXPERIENCE COST

57

Water

Dive

EXPERIENCE COST

43

Normal

Ancient Power

EXPERIENCE COST

50

Normal

Double-Edge

EXPERIENCE COST

57

Water

Dive

EXPERIENCE COST

71

Water

Hydro Pump

EXPERIENCE COST

78

Rock

Head Smash

EXPERIENCE COST

?

Normal

Skull Bash

EXPERIENCE COST

?

Water

Aqua Tail

EXPERIENCE COST

?

Ground

Magnitude

HEIGHT:

1m / 3'03"

WEIGHT:

23kg / 51 lbs

TYPE:

Rock

TYPE:

Water

BASE HP:

4

DISOBEDIENCE:

●●●●●

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

ABILITIES:

Rock Head & Swift Swim

EVOLUTION:

Final Form.



#369

Longevity Pokémon

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.

EXPERIENCE COST

0

Normal

Tackle

EXPERIENCE COST

4

Fairy

Charm

EXPERIENCE COST

7

Water

Water Gun

EXPERIENCE COST

9

Psychic

Agility

EXPERIENCE COST

14

Normal

Take Down

EXPERIENCE COST

15

Fairy

Draining Kiss

EXPERIENCE COST

17

Normal

Lucky Chant

EXPERIENCE COST

22

Water

Water Pulse

EXPERIENCE COST

22

Psychic

Heart Stamp

EXPERIENCE COST

27

Normal

Attract

EXPERIENCE COST

31

Normal

Flail

EXPERIENCE COST

37

Fairy

Sweet Kiss

EXPERIENCE COST

40

Water

Hydro Pump

EXPERIENCE COST

46

Water

Aqua Ring

EXPERIENCE COST

50

Normal

Captivate

EXPERIENCE COST

55

Normal

Safeguard

EXPERIENCE COST

?

Normal

Swift

EXPERIENCE COST

?

Psychic

Heal Pulse

EXPERIENCE COST

?

Normal

Captivate

EXPERIENCE COST

?

Psychic

Heal Pulse

HEIGHT:

0.6m / 2'00"

WEIGHT:

8kg / 19 lbs

TYPE:

Water

BASE HP:

4

DISOBEDIENCE:

●●●●●

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

ABILITIES:

Swift Swim

EVOLUTION:

Final Form.



#370

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.

EXPERIENCE COST

0

Normal

Rage

EXPERIENCE COST

5

Dark

Bite

EXPERIENCE COST

10

Normal

Leer

EXPERIENCE COST

16

Normal

Headbutt

EXPERIENCE COST

20

Normal

Focus Energy

EXPERIENCE COST

25

Fire

Ember

EXPERIENCE COST

31

Dragon

Dragon Breath

EXPERIENCE COST

35

Psychic

Zen Headbutt

EXPERIENCE COST

40

Normal

Scary Face

EXPERIENCE COST

46

Dark

Crunch

EXPERIENCE COST

50

Dragon

Dragon Claw

EXPERIENCE COST

54

Fire

Flamethrower

EXPERIENCE COST

55

Normal

Double-Edge

EXPERIENCE COST

?

Dragon

Dragon Rage

EXPERIENCE COST

?

Normal

Mimic

EXPERIENCE COST

?

Normal

Endure

HEIGHT:

0.6m / 2'00"

WEIGHT:

42kg / 93 lbs

TYPE:

Dragon

BASE HP:

3

DISOBEDIENCE:

●●●●●

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

ABILITIES:

Rock Head

EVOLUTION:

First Stage.  
Evolves by sheer willpower.



#371

#372

#373

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.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Dark

Bite

0

Normal

Headbutt

0

Normal

Leer

0

Normal

Rage

20

Normal

Focus Energy

25

Fire

Ember

30

Normal

Protect

32

Dragon

Dragon Breath

37

Psychic

Zen Headbutt

43

Normal

Scary Face

50

Dark

Crunch

55

Dragon

Dragon Claw

60

Fire

Flamethrower

61

Normal

Double-Edge

?

Water

Hydro Pump

?

Dragon


Dragon Pulse

?

Steel

Iron Defense

#372 Shelgon



HEIGHT: 1.1m / 3'07"

WEIGHT: 110kg / 243 lbs

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.

TYPE: Dragon

STRENGTH

DEXTERITY

VITALITY

SPECIAL




INSIGHT

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Rock Head

EVOLUTION: Second Stage. Evolves at a High Level.



#373 Salamence



HEIGHT: 1.5m / 5'00"

WEIGHT: 102kg / 226 lbs

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.

TYPE: Dragon Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Intimidate

EVOLUTION: Final Form.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Dark

Bite

0

Fire

Fire Fang

0

Normal

Double-Edge

0

Normal

Headbutt

0

Normal

Leer

0

Normal

Rage

0

Normal

Focus Energy

0

Normal

Rage

0

Electric

Thunder Fang

20

Normal

Focus Energy

30

Normal

Protect

37

Psychic

Zen Headbutt

25

Fire

Ember

30

Normal

Protect

37

Psychic

Zen Headbutt

50

Flying

Fly

32

Dragon

Dragon Breath

37

Psychic

Zen Headbutt

50

Flying

Fly

61

Dragon

Dragon Claw

43

Normal

Scary Face

50

Flying

Fly

61

Dragon

Dragon Claw

80

Dragon

Dragon Tail

53

Dark

Crunch

61

Dragon

Dragon Claw

80

Dragon

Dragon Tail

?

Dragon

Dragon Dance

62

Fire

Flamethrower

80

Dragon

Dragon Tail

?

Dragon

Dragon Dance

?

Dragon

Dragon Dance

?

Dragon

Outrage

?

Dragon

Dragon Dance

?

Dragon

Dragon Dance

?

Dragon

Dragon Dance

?

Dragon

Draco Meteor

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Take Down

?

Steel

Iron Head

?

Normal

Headbutt

#374 Beldum



HEIGHT: 0.6m / 2'00"

WEIGHT: 95kg / 210 lbs

Iron Ball Pokémon

Beldum uses magnetic pulses to float and communicate. 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.

TYPE: Steel Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Clear Body

EVOLUTION: First Stage. Evolves by developing two brains.



#375 Metang



HEIGHT: 1.2m / 3'11"

WEIGHT: 202kg / 446 lbs

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.

TYPE: Steel Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Clear Body

EVOLUTION: Second Stage. Evolves by developing two more brains.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Psychic

Confusion

0

Electric

Magnet Rise

0

Normal

Take Down

0

Normal

Take Down

0

Steel

Metal Claw

0

Normal

Take Down

0

Normal

Take Down

0

Normal

Take Down

23

Dark

Pursuit

26

Psychic

Miracle Eye

32

Steel

Bullet Punch

38

Psychic

Agility

29

Psychic

Zen Headbutt

32

Steel

Bullet Punch

38

Psychic

Agility

44

Steel

Meteor Mash

35

Normal

Scary Face

38

Psychic

Agility

44

Steel

Meteor Mash

50

Normal

Hyper Beam

41

Psychic

Psychic

44

Steel

Meteor Mash

50

Normal

Hyper Beam

?

Ice

Ice Punch

47

Steel

Iron Defense

50

Normal

Hyper Beam

?

Ice

Ice Punch

?

Ice

Ice Punch

?

Electric

Thunder Punch

?

Ice

Ice Punch

?

Ice

Ice Punch

?

Ice

Ice Punch

?

Normal

Self-Destruct



EXPERIENCE COST

0

Psychic

Confusion

EXPERIENCE COST

0

Steel

Metal Claw

EXPERIENCE COST

23

Dark

Pursuit

EXPERIENCE COST

29

Psychic

Zen Headbutt

EXPERIENCE COST

35

Normal

Scary Face

EXPERIENCE COST

41

Psychic

Psychic

EXPERIENCE COST

45

Fight

Hammer Arm

EXPERIENCE COST

62

Normal

Hyper Beam

EXPERIENCE COST

?

Normal

Block

TYPE

Electric

Magnet Rise

TYPE

Normal

Take Down

TYPE

Psychic

Miracle Eye

TYPE

Steel

Bullet Punch

TYPE

Psychic

Agility

TYPE

Steel

Meteor Mash

TYPE

Steel

Iron Defense

TYPE

Normal


Self-Destruct

TYPE

Psychic

Telekinesis

#376 Metagross



HEIGHT:  
1.6m / 5'03"

WEIGHT:  
550kg /1212 lbs

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.

TYPE:

Steel

Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

5


DISOBEDIENCE:


ABILITIES:


Clear Body

EVOLUTION:

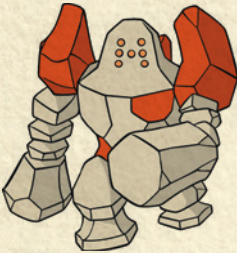
Final Form.

#374

#375

#376

#377 Regirock



HEIGHT:  
? m / '???"

WEIGHT:  
???kg /??? lbs

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?

TYPE:

Rock

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

?


DISOBEDIENCE:

ABILITIES:

Clear Body & Sturdy

EVOLUTION:

Unknown.

#377

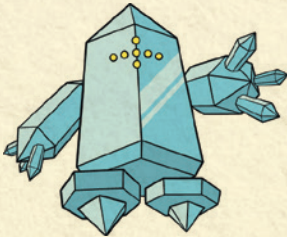
EXPERIENCE COST

NO DATA

EXPERIENCE COST

NO DATA

#378 Regice



HEIGHT:  
? m / '???"

WEIGHT:  
???kg /??? lbs

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.

TYPE:

Ice

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

?


DISOBEDIENCE:

ABILITIES:

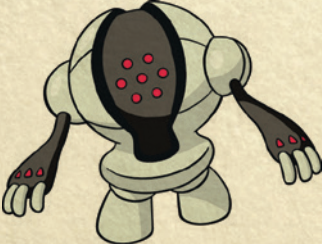
Clear Body & Ice Body

EVOLUTION:

Unknown.

#378

#379 Registeel



HEIGHT:  
? m / '???"

WEIGHT:  
???kg /??? lbs

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?

TYPE:

Steel

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

?


DISOBEDIENCE:

ABILITIES:

Clear Body & Light Metal



EVOLUTION:



Unknown.



#379

184





#381 Latios		TYPE:	Dragon	Psychic	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
		STRENGTH	●●●●●●●●			NO DATA				
		DEXTERITY	●●●●●●●●							
		VITALITY	●●●●●●●●							
		SPECIAL	●●●●●●●●							
		INSIGHT	●●●●●●●●							
HEIGHT: ?m / '??"	WEIGHT: ???kg / ??? lbs	BASE HP:	?	DISOBEDIENCE: ●●●●●						
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 wore a blue shirt.		ABILITIES:		PLOT DEVICE						
		EVOLUTION: Unknown.								
				#381						



EXPERIENCE COST			TYPE			MOVE NAME			#382 Kyogre			TYPE: Water		
NO DATA												STRENGTH ●●●●●●●●		
												DEXTERITY ●●●●●●●●		
												VITALITY ●●●●●●●●		
												SPECIAL ●●●●●●●●		
												INSIGHT ●●●●●●●●		
									HEIGHT: ?m / ???"			WEIGHT: ???kg / ??? lbs		
									Pokédex has no data.			BASE HP: ?		
									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.			DISOBEDIENCE: ●●●●●		
												ABILITIES: Drizzle Plot Device		
												EVOLUTION: Unknown.		
														
												#382		



#383 Groudon		TYPE:	Ground	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
		STRENGTH	●●●●●●●●		NO DATA				
		DEXTERITY	●●●●●●●●						
		VITALITY	●●●●●●●●						
		SPECIAL	●●●●●●●●						
		INSIGHT	●●●●●●●●						
HEIGHT: ?m / '??"	WEIGHT: ???kg / ??? lbs	BASE HP:	?	DISOBEDIENCE:					
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.		ABILITIES:	Drought Plot Device						
		EVOLUTION:	Unknown.						
									
		#383							



EXPERIENCE COST		TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME	#384 Rayquaza
NO DATA							
							HEIGHT: ?m / "???" WEIGHT: ???kg / ??? lbs
							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.


TYPE:	Dragon	Flying
STRENGTH	●●●●●●●●	
DEXTERITY	●●●●●●●●	
VITALITY	●●●●●●●●	
SPECIAL	●●●●●●●●	
INSIGHT	●●●●●●●●	
BASE HP:	?	DISOBEDIENCE: ●●●●●
ABILITIES: PLOT DEVICE		
EVOLUTION: Unknown.		
		
#384		

#385 Jirachi		TYPE:	Steel	Psychic	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
		STRENGTH	●●●●●●●●			NO DATA				
		DEXTERITY	●●●●●●●●							
		VITALITY	●●●●●●●●							
		SPECIAL	●●●●●●●●							
		INSIGHT	●●●●●●●●							
HEIGHT: ?m / '??'"	WEIGHT: ???kg / ??? lbs	BASE HP:	?	DISOBEDIENCE:	●●●●●					
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"		ABILITIES:		Serene Grace Plot Device						
		EVOLUTION:		Unknown.						
				#385						

#386 Deoxys						TYPE: <div>Psychic</div>
EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME	
NO DATA						
<div></div>						
HEIGHT: ?m / '??'		WEIGHT: ???kg / ??? lbs		BASE HP: ?		<div>DISOBEDIENCE: <div></div></div>
<div><p>Pokédex has no data.</p><p>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.</p></div>						
ABILITIES:						<div>Pressure</div> <div>Plot Device</div>
EVOLUTION: Unknown.						
<div></div>						
#386						



#387 Turtwig



HEIGHT: 0.4m / 1'04"

WEIGHT: 10kg / 22 lbs

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.

TYPE: Grass

STRENGTH ●●●●

DEXTERITY ●●●

VITALITY ●●●●

SPECIAL ●●●●




INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●


ABILITIES: Overgrow

EVOLUTION: First Stage.  
Evolves after reaching a certain level.



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



HEIGHT: 1m / 3'07"

WEIGHT: 97kg / 213 lbs

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.

TYPE: Grass

STRENGTH ●●●●●

DEXTERITY ●●●

VITALITY ●●●●●

SPECIAL ●●●●



INSIGHT ●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●


ABILITIES: Overgrow

EVOLUTION: Second Stage.  
Evolves after reaching a certain level.



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



HEIGHT: 2.2m / 7'03"

WEIGHT: 620kg / 1366 lbs

Continent Pokémon

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.

TYPE: Grass Ground

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●●




INSIGHT ●●●●●

BASE HP: 7

DISOBEDIENCE: ●●●●●


ABILITIES: Overgrow

EVOLUTION: Final Form.



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



HEIGHT: 0.5m / 1'08"

WEIGHT: 6kg / 13 lbs

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.

TYPE: Fire

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●

SPECIAL ●●●●




INSIGHT ●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Blaze


EVOLUTION: First Stage.  
Evolves after reaching a certain level.



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



HEIGHT: 0.9m / 2'11"

WEIGHT: 22kg / 48 lbs

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.

TYPE: Fire

Fight

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●




INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Blaze

EVOLUTION: Second Stage.  
Evolves after reaching a certain level.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Fire

Ember

0

Normal

Leer

0

Normal

Scratch

9

Dark

Taunt

14

Fight

Mach Punch

16

Normal

Fury Swipes

19

Fire

Flame Wheel

26

Normal

Feint

29

Dark

Torment

36

Fight

Close Combat

39

Fire

Fire Spin

46

Flying

Acrobatics

49

Normal

Slack Off

56

Fire

Flare Blitz

?

Fire

Fire Punch

?

Electric


Thunder Punch

?

Fire

Fire Pledge

#392 Infernape



HEIGHT: 1.2m / 3'11"

WEIGHT: 55kg / 121 lbs

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.

TYPE: Fire

Fight

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●




INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Blaze

EVOLUTION: Final Form.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Fire

Ember

0

Fire

Flare Blitz

0

Normal

Leer

0

Normal

Scratch

0

Dark

Taunt

14

Fight

Mach Punch

16

Normal

Fury Swipes

19

Fire

Flame Wheel

26

Normal

Feint

29

Dark

Punishment

36

Fight

Close Combat

42

Fire

Fire Spin

52

Flying

Acrobatics

58

Psychic

Calm Mind

?

Normal

Endure

?

Dragon

Dual Chop

?

Fire

Blast Burn

#393 Piplup



HEIGHT: 0.4m / 1'04"

WEIGHT: 5kg / 11 lbs

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.

TYPE: Water

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Torrent

EVOLUTION: First Stage.  
Evolves after reaching a certain level.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Pound

4

Normal

Growl

8

Water

Bubble

11

Water

Water Sport

15

Flying

Peck

18

Water

Bubble Beam

22

Normal

Bide

25

Normal

Fury Attack

29

Water

Brine

32

Water

Whirlpool

36

Ice

Mist

39

Flying

Drill Peck

43

Water

Hydro Pump

?

Ice

Icy Wind

?

Normal


Flail

?

Water

Water Pledge

#394 Prinplup



HEIGHT: 0.8m / 2'07"

WEIGHT: 23kg / 50 lbs

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.

TYPE: Water

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●



INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Torrent

EVOLUTION: Second Stage.  
Evolves after reaching a certain level.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Growl

0

Normal

Tackle

8

Water

Bubble

11

Water

Water Sport

15

Flying

Peck

16

Steel

Metal Claw

19

Water

Bubble Beam

24

Normal

Bide

28

Normal

Fury Attack

33

Water

Brine

37

Water

Whirlpool

42

Ice

Mist

46

Flying

Drill Peck

50

Water

Hydro Pump

?

Psychic

Agility

?

Flying

Feather Dance

?

Water

Water Pledge



#395 Empoleon



HEIGHT: 1.7m / 5'07"

WEIGHT: 126kg / 279 lbs

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.

TYPE: WaterSteel

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Torrent

EVOLUTION: Final Form.

#393

#394

#395

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Bubble	0	Normal	Growl
0	Normal	Tackle	11	Normal	Swords Dance
15	Flying	Peck	16	Steel	Metal Claw
19	Water	Bubble Beam	24	Normal	Swagger
28	Normal	Fury Attack	33	Water	Brine
36	Water	Aqua Jet	39	Water	Whirlpool
46	Ice	Mist	52	Flying	Drill Peck
59	Water	Hydro Pump	?	Steel	Iron Defense
?	Water	Aqua Ring	?	Water	Hydro Cannon

#396 Starly



HEIGHT: 0.3m / 1'00"

WEIGHT: 2kg / 4 lbs

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.

TYPE: FlyingNormal

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Keen Eye

EVOLUTION: First Stage. Evolves after reaching a certain level.

#396

#397

#398

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl	0	Normal	Tackle
5	Normal	Quick Attack	9	Flying	Wing Attack
13	Normal	Double Team	17	Normal	Endeavor
21	Normal	Whirlwind	25	Flying	Aerial Ace
29	Normal	Take Down	33	Psychic	Agility
37	Flying	Brave Bird	41	Fight	Final Gambit
?	Ghost	Astonish	?	Normal	Work Up
?	Normal	Uproar			

#397 Staravia



HEIGHT: 0.6m / 2'00"

WEIGHT: 15kg / 34 lbs

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.

TYPE: FlyingNormal

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Intimidate

EVOLUTION: Second Stage. Evolves after reaching a certain level.

#396

#397

#398

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl	0	Normal	Tackle
0	Normal	Quick Attack	9	Flying	Wing Attack
13	Normal	Double Team	18	Normal	Endeavor
23	Normal	Whirlwind	28	Flying	Aerial Ace
33	Normal	Take Down	38	Psychic	Agility
43	Flying	Brave Bird	48	Fight	Final Gambit
?	Fight	Revenge	?	Normal	Uproar
?	Fight	Detect			

#398 Staraptor



HEIGHT: 1.2m / 3'11"

WEIGHT: 24kg / 54 lbs

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.

TYPE: FlyingNormal

STRENGTH ●●●●●●●

DEXTERITY ●●●●●●●

VITALITY ●●●●●●●

SPECIAL ●●●●●●●

INSIGHT ●●●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●●●

ABILITIES: Intimidate

EVOLUTION: Final Form.

#396


#397

#398

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl	0	Normal	Tackle
0	Normal	Quick Attack	0	Flying	Wing Attack
13	Normal	Double Team	18	Normal	Endeavor
23	Normal	Whirlwind	28	Flying	Aerial Ace
33	Normal	Take Down	34	Fight	Close Combat
41	Psychic	Agility	49	Flying	Brave Bird
57	Fight	Final Gambit	?	Dragon	Twister
?	Flying	Roost	?	Steel	Steel Wing



#399 Bidoof



HEIGHT: 0.5m / 1'08"

WEIGHT: 20kg / 24 lbs

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.

TYPE: Normal

STRENGTH ●●●●

DEXTERITY ●●●

VITALITY ●●●

SPECIAL ●●●

INSIGHT ●●●

BASE HP: 3


DISOBEDIENCE: ●●●●●


ABILITIES:

Simple & Unaware

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
29	Psychic	Amnesia
37	Normal	Swords Dance
41	Fight	Superpower
?	Water	Water Sport
?	Normal	Last Resort

EXPERIENCE COST	TYPE	MOVE NAME
5	Normal	Growl
13	Rock	Rollout
21	Normal	Hyper Fang
25	Dark	Crunch
33	Normal	Take Down
37	Normal	Super Fang
45	Ghost	Curse
?	Ground	Mud-Slap

#400 Bibarel



HEIGHT: 1m / 3'03"

WEIGHT: 31kg / 69 lbs

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.

TYPE: Normal Water

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES:

Simple & Unaware

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
33	Psychic	Amnesia
38	Normal	Swords Dance
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
28	Dark	Crunch
38	Normal	Take Down
43	Normal	Super Fang
53	Ghost	Curse
?	Rock	Stealth Rock

#401 Kricketot



HEIGHT: 0.3m / 1'00"

WEIGHT: 2kg / 4 lbs

Cricket Pokémon

If you hear a xilophone-like sound at night it means that this Pokémon is roaming close. It communicates by making rhythmic sounds with it's antennae. It is not aggressive and feeds on honey and tree sap.

TYPE: Bug

STRENGTH ●●●

DEXTERITY ●●●

VITALITY ●●●

SPECIAL ●●●

INSIGHT ●●●

BASE HP: 3


DISOBEDIENCE: ●●●●●


ABILITIES:

Shed Skin

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



HEIGHT: 1m / 3'03"

WEIGHT: 25kg / 56 lbs

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.

TYPE: Bug

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●


BASE HP: 4


DISOBEDIENCE: ●●●●●

ABILITIES:

Shed Skin

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	Grass	Absorb
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	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	<b>STRENGTH</b> ●●●● <b>DEXTERITY</b> ●●●● <b>VITALITY</b> ●●●● <b>SPECIAL</b> ●●●● <b>INSIGHT</b> ●●●●	0 9 13 21 29 37 45 ?	Normal Electric Electric Normal Electric Normal Electric Ice	Tackle Charge Spark Roar Thunder Fang Scary Face Wild Charge Ice Fang	5 11 17 24 33 41 ? ?	Normal Fairy Dark Normal Dark Electric Dark Fire	Leer Baby-Doll Eyes Bite Swagger Crunch Discharge Fake Tears Fire Fang
<b>HEIGHT:</b> 0.5m / 1'08" <b>WEIGHT:</b> 9kg / 20 lbs	<b>BASE HP:</b> 3 <b>DISOBEDIENCE:</b> ●●●●●						
<b>Flash Pokémon</b> 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.	<b>ABILITIES:</b> Rivalry & Intimidate						
<b>EVOLUTION:</b> First Stage. Evolves after reaching a certain level.	  						

EXPERIENCE COST		TYPE	MOVE NAME	EXPERIENCE COST		TYPE	MOVE NAME	#404 Luxio	TYPE: Electric
0	Normal	Tackle	5	Normal	Leer			STRENGTH	●●●●●
9	Electric	Charge	11	Fairy	Baby-Doll Eyes			DEXTERITY	●●●●●
13	Electric	Spark	18	Dark	Bite			VITALITY	●●●●●
23	Normal	Roar	28	Normal	Swagger			SPECIAL	●●●●●
33	Electric	Thunder Fang	38	Dark	Crunch			INSIGHT	●●●●●
43	Normal	Scary Face	48	Electric	Discharge				
53	Electric	Wild Charge	?	Normal	Howl				
?	Ice	Ice Fang	?	Fire	Fire Fang				
							<div>HEIGHT: 0.9m / 2'11"</div> <div>WEIGHT: 30kg / 67 lbs</div>	<div>BASE HP: 4</div> <div>DISOBEDIENCE: ●●●●●</div>	
							<div>Spark Pokémon</div> <div>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.</div>	<div>ABILITIES:</div> <div>Rivalry &amp; Intimidate</div>	
							<div>EVOLUTION: Second Stage.</div> <div>Evolves after reaching a certain level.</div>	<div>    </div> <div> <div>#403</div> <div>#404</div> <div>#405</div> </div>	

#405 Luxray



HEIGHT:1.4m / 4'07"

WEIGHT:84kg / 184 lbs

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 territory, the Females hunt in groups.

TYPE:Electric

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT


BASE HP:5


DISOBEDIENCE:


ABILITIES:

Rivalry & Intimidate

EVOLUTION: Final Form.

#403

#404


#405

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Electric Terrain	0	Normal	Tackle
0	Normal	Leer	0	Electric	Charge
13	Electric	Spark	18	Dark	Bite
23	Normal	Roar	28	Normal	Swagger
35	Electric	Thunder Fang	42	Dark	Crunch
49	Normal	Scary Face	56	Electric	Discharge
63	Electric	Wild Charge	?	Electric	Magnet Rise
?	Dark	Night Slash	?	Fight	Superpower

#406 Budew						TYPE:	Grass	Poison	
EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME			STRENGTH	●●●
0	Grass	Absorb	4	Normal	Growth			DEXTERITY	●●●●
7	Water	Water Sport	10	Grass	Stun Spore			VITALITY	●●●●
13	Grass	Mega Drain	16	Grass	Worry Seed			SPECIAL	●●●●
?	Ground	Spikes	?	Psychic	Extrasensory			INSIGHT	●●●●●
?	Normal	Endure						BASE HP:	3
						HEIGHT:	0.2m / 0'08"	WEIGHT:	1kg / 2 lbs
						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.			
						ABILITIES:			
						Natural Cure & Poison Point			
						EVOLUTION: First Stage.			
						Evolves with Happiness and Sunlight.			
						 #406  #315  #407			



#407 Roserade



HEIGHT: 0.9m / 3'00"

WEIGHT: 30kg / 66 lbs

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.

TYPE: Grass

Poison

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●




INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Natural Cure & Poison Point

EVOLUTION: Final Form.



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

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

#408 Cranidos



HEIGHT: 0.9m / 3'00"

WEIGHT: 31kg / 69 lbs

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 nowadays except as a fossil.

TYPE: Rock

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Mold Breaker

EVOLUTION: First Stage. Evolves after reaching a certain level.



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

#409 Rampardos



HEIGHT: 1.6m / 5'03"

WEIGHT: 204kg /552 lbs

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 extinction. It is capable of rolling a truck over with a single strike.

TYPE: Rock

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Mold Breaker

EVOLUTION: Final Form.



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

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

#410 Sheldon



HEIGHT: 0.5m / 1'08"

WEIGHT: 57kg / 125 lbs

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.

TYPE: Rock

Steel

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Sturdy

EVOLUTION: First Stage. Evolves after reaching a certain level.



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



HEIGHT: 1.3m / 4'03"

WEIGHT: 600kg / 1322 lbs

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 herbivore.

TYPE: RockSteel

EXPERIENCE COST: 001524304358?

TYPE: NormalDarkNormalNormalSteelSteelRock

MOVE NAME: TackleTauntTake DownSwaggerBlockMetal BurstHeavy SlamWide Guard

EXPERIENCE COST: 0019283651?

TYPE: NormalSteelSteelPsychicGround

MOVE NAME: ProtectMetal SoundIron DefenseAncient PowerEndureIron HeadGuard SplitFissure

BASE HP: 4


DISOBEDIENCE: 000000

ABILITIES: Sturdy

EVOLUTION: Final Form.



#412 Burmy



HEIGHT: 0.2m / 0'08"

WEIGHT: 3kg / 7 lbs

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.

TYPE: Bug

EXPERIENCE COST: 01020?

TYPE: NormalNormalBug

MOVE NAME: TackleHidden PowerString Shot

EXPERIENCE COST: 01020?

TYPE: NormalNormalBug




MOVE NAME: ProtectBug BiteElectroweb

BASE HP: 3


DISOBEDIENCE: 000000

ABILITIES: Shed Skin

EVOLUTION: First Stage.  
Evolves differently for males and females.



#413 Wormadam



HEIGHT: 0.5m / 1'08"

WEIGHT: 6kg / 14 lbs

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.

TYPE: BugGrass

EXPERIENCE COST: 00152329354147?

TYPE: BugNormalBugPsychicNormalNormalGrassGrassGrass

MOVE NAME: Quiver DanceTackleBug BiteConfusionGrowthCaptivateAttractLeaf StormSynthesisGiga Drain

EXPERIENCE COST: 010202632384450?

TYPE: DarkNormalNormalGrassPsychicNormalBugElectric




MOVE NAME: Sucker PunchProtectHidden PowerRazor LeafPsybeamFlailPsychicBug BuzzElectro Web

BASE HP: 4

DISOBEDIENCE: 000000

ABILITIES: Anticipation

EVOLUTION: Final Form. Female Burmy.  
Evolved after reaching maturity.



#413 Wormadam



HEIGHT: 0.5m / 1'08"

WEIGHT: 6kg / 14 lbs

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.

TYPE: BugSteel

EXPERIENCE COST: 00152332384450?

TYPE: BugNormalBugSteelPsychicNormalPsychicBugSteel

MOVE NAME: Quiver DanceTackleBug BiteMirror ShotPsybeamFlailPsychicBug BuzzIron Defense

EXPERIENCE COST: 0102029354147?

TYPE: DarkNormalNormalSteelNormalGrass




MOVE NAME: Sucker PunchProtectHidden PowerMetal SoundCaptivateAttractIron HeadElectro WebSynthesis

BASE HP: 4





DISOBEDIENCE: 000000

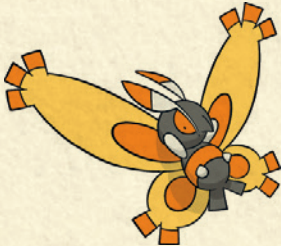
ABILITIES: Speed Boost & Compoundeyes

EVOLUTION: Final Form. Female Burmy.  
Evolved after reaching maturity.








#413 Wormadam	TYPE:	Bug	Ground	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	STRENGTH	●●●●●		0	Bug	Quiver Dance	0	Dark	Sucker Punch
	DEXTERITY	●●●		0	Normal	Tackle	10	Normal	Protect
	VITALITY	●●●●●		15	Bug	Bug Bite	20	Normal	Hidden Power
	SPECIAL	●●●●●		23	Psychic	Confusion	26	Rock	Rock Blast
	INSIGHT	●●●●●		29	Normal	Harden	32	Psychic	Psybeam
				35	Normal	Captivate	38	Normal	Flail
HEIGHT: 0.5m / 1'08"	WEIGHT: 6kg / 14 lbs	BASE HP: 4	DISOBEDIENCE: ●●●●●	41	Normal	Attract	44	Psychic	Psychic
ABILITIES: Speed Boost & Compoundeyes				47	Ground	Fissure	50	Bug	Bug Buzz
EVOLUTION: Final Form. Female Burmy. Evolved after reaching maturity.				?	Grass	Synthesis	?	Electric	Electro Web
				?	Rock	Stealth Rock			
 #412  #413  #414									

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME	<div>#414 Mothim</div>  <div> <div>HEIGHT: 0.9 m / 3'00"</div> <div>WEIGHT: 23kg / 51 lbs</div> </div>	TYPE:	Bug	Flying
0	Normal	Tackle	15	Bug	Bug Bite		<div>STRENGTH</div> <div>DEXTERITY</div> <div>VITALITY</div> <div>SPECIAL</div> <div>INSIGHT</div>	<div>BASE HP:</div> <div>4</div>	<div>DISOBEDIENCE:</div> <div> <div></div> <div></div> <div></div> <div></div> <div></div> </div>
20	Normal	Hidden Power	23	Psychic	Confusion	<div>Moth Pokémon</div> <div>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.</div> <div>This Pokémon is male only.</div>			
26	Flying	Gust	29	Poison	Poison Powder				
32	Psychic	Psybeam	35	Normal	Camouflage				
38	Bug	Silver Wind	41	Flying	Air Slash				
44	Psychic	Psychic	47	Bug	Bug Buzz				
47	Bug	Lunge	50	Bug	Quiver Dance				
?	Electric	Electro Web	?	Dragon	Twister				
?	Grass	Giga Drain							

[illegible]

EXPERIENCE COST			TYPE			MOVE NAME			EXPERIENCE COST			TYPE			MOVE NAME			#416 Vespiqueen			TYPE:			Bug			Flying																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																		
0	Bug	Fell Stinger	0	Ghost	Destiny Bond	0	Flying	Gust	0	Ghost	Confuse Ray	5	Bug	Fury Cutter	9	Dark	Pursuit	13	Normal	Fury Swipes	17	Bug	Defend Order	21	Normal	Slash	25	Rock	Power Gem		HEIGHT: 1.2m / 4'00"	WEIGHT: 38kg / 84 lbs	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.	STRENGTH			●●●●●			DEXTERITY			●●●●●			VITALITY			●●●●●			SPECIAL			●●●●●			INSIGHT			●●●●●																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																
0	Normal	Sweet Scent	0	Flying	Gust	0	Ghost	Confuse Ray	9	Dark	Pursuit	13	Normal	Fury Swipes	17	Bug	Defend Order	21	Normal	Slash	25	Rock	Power Gem	29	Bug	Heal Order	33	Poison	Toxic					BASE HP: 4	DISOBEDIENCE: ●●●●●	ABILITIES: Pressure	EVOLUTION: Final Form.	 #415	 #416																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
0	Poison	Poison Sting	0	Ghost	Confuse Ray	9	Dark	Pursuit	13	Normal	Fury Swipes	17	Bug	Defend Order	21	Normal	Slash	25	Rock	Power Gem	29	Bug	Heal Order	33	Poison	Toxic																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			
5	Bug	Fury Cutter	9	Dark	Pursuit	13	Normal	Fury Swipes	17	Bug	Defend Order	21	Normal	Slash	25	Rock	Power Gem	29	Bug	Heal Order	33	Poison	Toxic																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																						
13	Normal	Fury Swipes	17	Bug	Defend Order	21	Normal	Slash	25	Rock	Power Gem	29	Bug	Heal Order	33	Poison	Toxic																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												
37	Flying	Air Slash	41	Normal	Captivate	45	Bug	Attack Order	49	Normal	Swagger	?	Bug	Signal Beam	?	Normal	Endure																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																												



#417 Pachirisu



HEIGHT:  
0.4m / 1'04"

WEIGHT:  
4kg / 8 lbs

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.

TYPE: Electric

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●


ABILITIES:  
Run Away & Pick Up

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl	0	Normal	Bide
5	Normal	Quick Attack	9	Fairy	Charm
13	Electric	Spark	17	Normal	Endure
19	Electric	Nuzzle	21	Normal	Swift
25	Electric	Electro Ball	29	Fairy	Sweet Kiss
33	Electric	Thunder Wave	37	Normal	Super Fang
41	Electric	Discharge	45	Normal	Last Resort
49	Normal	Hyper Fang	?	Normal	Follow Me
?	Grass	Seed Bomb	?	Dark	Fake Tears

#418 Buizel



HEIGHT:  
0.7m / 2'04"

WEIGHT:  
29kg / 65 lbs

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.

TYPE: Water

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●



INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●


ABILITIES:  
Swift Swim

EVOLUTION: First Stage.  
Evolves after reaching a certain level.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Sonic Boom	4	Normal	Growl
7	Water	Water Sport	11	Normal	Quick Attack
15	Water	Water Gun	18	Dark	Pursuit
21	Normal	Swift	24	Water	Aqua Jet
27	Normal	Double Hit	31	Water	Whirlpool
35	Normal	Razor Wind	38	Water	Aqua Tail
41	Psychic	Agility	45	Water	Hydro Pump
?	Ice	Ice Punch	?	Normal	Tail Slap
?	Water	Aqua Ring			

#419 Floatzel



HEIGHT:  
1.1m / 3'07"

WEIGHT:  
33kg / 73 lbs

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.

TYPE: Water

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●


INSIGHT ●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

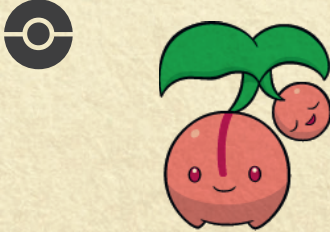
ABILITIES:  
Swift Swim

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Ice Fang	0	Dark	Crunch
0	Normal	Sonic Boom	0	Normal	Growl
0	Water	Water Sport	0	Normal	Quick Attack
15	Water	Water Gun	18	Dark	Pursuit
21	Normal	Swift	24	Water	Aqua Jet
29	Normal	Double Hit	35	Water	Whirlpool
41	Normal	Razor Wind	46	Water	Aqua Tail
51	Psychic	Agility	57	Water	Hydro Pump
?	Ice	Ice Punch	?	Steel	Iron Tail
?	Water	Aqua Ring			

#420 Cherubi



HEIGHT:  
0.4m / 1'04"

WEIGHT:  
3kg / 7 lbs

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.

TYPE: Grass

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●

SPECIAL ●●●●



INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES:  
Chlorophyll


EVOLUTION: First Stage.  
Evolves after it becomes ripe.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Morning Sun	0	Normal	Tackle
7	Normal	Growth	10	Grass	Leech Seed
13	Normal	Helping Hand	19	Grass	Magical Leaf
22	Fire	Sunny Day	28	Grass	Worry Seed
31	Normal	Take Down	37	Grass	Solar Beam
40	Normal	Lucky Chant	47	Grass	Petal Blizzard
?	Psychic	Heal Pulse	?	Normal	Weather Ball
?	Normal	Nature Power			



#421 Cherrim



HEIGHT: 0.5m / 1'08"

WEIGHT: 9kg / 20 lbs

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.

TYPE: Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT


BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Flower Gift


EVOLUTION: Final Form.

#420

#421

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



HEIGHT: 0.3m / 1'00"

WEIGHT: 6kg / 12 lbs

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 lengths. It releases a purple liquid from its body if threatened.

TYPE: Water Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT


BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Sticky Hold & Storm Drain

EVOLUTION: First Stage.  
Evolves after reaching a certain level.

#422

#423

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



HEIGHT: 0.9m / 3'00"

WEIGHT: 30kg / 66 lbs

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.

TYPE: Water Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Sticky Hold & Storm Drain


EVOLUTION: Final Form.

#422

#423

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



HEIGHT: 1.2m / 4'00"

WEIGHT: 20kg / 44 lbs

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.

TYPE: Normal

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT


BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Technician & Pick Up

EVOLUTION: Final Form.

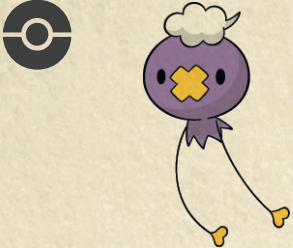
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EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Scratch	0	Ground	Sand Attack
0	Normal	Tail Whip	0	Ghost	Astonish
0	Dragon	Dual Chop	11	Normal	Baton Pass
15	Normal	Tickle	18	Normal	Fury Swipes
22	Normal	Swift	25	Normal	Screech
29	Psychic	Agility	32	Normal	Double Hi
36	Normal	Fling	39	Dark	Nasty Plot
43	Normal	Last Resort	?	Normal	Fake Out
?	Grass	Seed Bomb	?	Ice	Ice Punch



#425 Drifloon



HEIGHT: 0.4m / 1'04"

WEIGHT: 1kg / 2 lbs

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."

TYPE: Ghost Flying

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●

SPECIAL ●●●●

INSIGHT ●●●●

EXPERIENCE COST

0

4

13

20

27

32

40

50

?

TYPE

Normal

Ghost

Normal

Ghost

Ghost

Normal

Psychic

Normal

Normal

MOVE NAME

Constrict

Astonish

Focus Energy

Ominous Wind

Hex

Spit Up

Amnesia

Explosion

Weather Ball

EXPERIENCE COST

0

8

16

25

32

44

?

?

TYPE

Normal

Flying

Dark

Normal

Normal

Ghost

Normal

Normal

Dark

MOVE NAME

Minimize

Gust

Payback

Stockpile

Swallow

Shadow Ball

Baton Pass

Disable



Sucker Punch

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Aftermath & Unburden

EVOLUTION: First Stage.  
Evolves by filling up with lost spirits.



EXPERIENCE COST

0

0

13

20

27

34

46

60

?

?

TYPE

Normal

Ghost

Normal

Ghost

Ghost

Normal

Psychic

Normal

Dark

Ice

MOVE NAME

Constrict

Astonish

Focus Energy

Ominous Wind

Hex

Spit Up

Amnesia

Explosion

Sucker Punch

Icy Wind

EXPERIENCE COST

0

0

16

25

34

40

52

65

?

TYPE

Normal

Flying

Dark

Normal

Normal

Ghost

Normal

Ghost

Electric

MOVE NAME

Minimize

Gust

Payback

Stockpile

Swallow

Shadow Ball

Baton Pass

Phantom Force

Shockwave

#426 Drifblim



HEIGHT: 1.2m / 4'00"

WEIGHT: 15kg / 33 lbs

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.

TYPE: Ghost Flying

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●

SPECIAL ●●●●●

INSIGHT ●●●●

BASE HP: 4


DISOBEDIENCE: ●●●●●

ABILITIES: Aftermath & Unburden

EVOLUTION: Final Form.



#427 Buneary



HEIGHT: 0.4m / 1'04"

WEIGHT: 5kg / 12 lbs

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.

TYPE: Normal

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●

SPECIAL ●●●●

INSIGHT ●●●●

EXPERIENCE COST

0

0

6

13

23

33

43

50

63

?

TYPE

Normal

Normal

Normal

Normal

Fight

Psychic

Normal

Normal

Psychic

Normal

MOVE NAME

Defense Curl

Pound

Endure

Frustration

Jump Kick

Agility

After You

Entrainment

Healing Wish

Fake Out

EXPERIENCE COST

0

0

10

16

26

36

46

56

?

?

TYPE

Normal

Normal

Fairy

Normal

Normal

Normal

Fairy

Flying

Psychic

Fairy

MOVE NAME

Splash

Foresight

Baby-Doll Eyes

Quick Attack

Baton Pass

Dizzy Punch

Charm

Bounce

Cosmic Power



Sweet Kiss

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Run Away & Klutz

EVOLUTION: First Stage.  
Evolves with Happiness.



EXPERIENCE COST

0

0

0

0

6

16

26

36

46

63

?

?

TYPE

Flying

Psychic

Normal

Normal

Normal

Normal

Normal

Normal

Fairy

Psychic

Psychic

Normal

MOVE NAME

Bounce

Mirror Coat

Defense Curl

Pound

Endure

Quick Attack

Baton Pass

Dizzy Punch

Charm

Healing Wish

Cosmic Power

Fake Out

EXPERIENCE COST

0

0

0

0

13

23

33

43

53

66

?

TYPE

Ground

Psychic

Normal

Normal

Normal

Fight

Psychic

Normal

Normal

Fight

Normal

MOVE NAME

Rototiller

Magic Coat

Splash

Foresight

Return

Jump Kick

Agility


After You

Entrainment

High Jump Kick

Teeter Dance

#428 Lopunny



HEIGHT: 1.2m / 4'00"

WEIGHT: 33kg / 73 lbs

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.

TYPE: Normal

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●



INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Cute Charm & Klutz

EVOLUTION: Final Form.



197



#429 Mismagius



HEIGHT: 0.9m / 3'00"

WEIGHT: 4kg / 9 lbs

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.

TYPE: Ghost

STRENGTH ●●●●

DEXTERITY ●●●●●●

VITALITY ●●●●

SPECIAL ●●●●●●



INSIGHT ●●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●●

ABILITIES: Levitate

EVOLUTION: Final Form.



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

0

Fire

Mystical Fire

?

Psychic

Wonder Room

?

Dark

Foul Play

?

Dark

Nasty Plot

#430 Honchkrow



HEIGHT: 0.9m / 3'00"

WEIGHT: 27kg / 60 lbs

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.

TYPE: Dark Flying

STRENGTH ●●●●●●

DEXTERITY ●●●●●●

VITALITY ●●●●

SPECIAL ●●●●●●


INSIGHT ●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●●

ABILITIES: Insomnia & Super Luck

EVOLUTION: Final Form.



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



HEIGHT: 0.5m / 1'08"

WEIGHT: 4kg / 8 lbs

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.

TYPE: Normal

STRENGTH ●●●●

DEXTERITY ●●●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●●

ABILITIES: Limber & Own Tempo

EVOLUTION: First Stage.  
Evolves by feeding its vanity.



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



HEIGHT: 1m / 3'03"

WEIGHT: 43kg / 96 lbs

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.

TYPE: Normal

STRENGTH ●●●●●●

DEXTERITY ●●●●●●

VITALITY ●●●●

SPECIAL ●●●●



INSIGHT ●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●●

ABILITIES: Thick Fat & Own Tempo

EVOLUTION: Final Form.



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

38

Normal

Swagger

45

Normal

Body Slam

52

Normal

Attract

60

Dark

Hone Claws

?

Normal

Last Resort

?

Normal

Hyper Voice


?

Fight

Wake-Up Slap



#433 Chingling



HEIGHT: 0.2m / 0'08"

WEIGHT: 0.6kg / 1 lbs

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.

TYPE: Psychic

STRENGTH ●●●

DEXTERITY ●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●



BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Levitate

EVOLUTION: First Stage.

Evolves with Happiness.

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Wrap	6	Normal	Growl
9	Ghost	Astonish	13	Normal	Yawn
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
EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME		STRENGTH ●●●●	
0	Normal	Scratch	0	Normal	Focus Energy		DEXTERITY ●●●●	
4	Poison	Poison Gas	7	Normal	Screech		VITALITY ●●●●	
10	Normal	Fury Swipes	14	Normal	Smokescreen		SPECIAL ●●●●	
18	Normal	Feint	21	Dark	Bite		INSIGHT ●●●●	
22	Normal	Slash	27	Poison	Toxic		BASE HP: 3 DISOBEDIENCE: ●●●●●●	
32	Poison	Acid Spray	37	Dark	Night Slash	ABILITIES: Stench & Aftermath		
37	Poison	Venom Drench	43	Dark	Memento	EVOLUTION: First Stage. Evolves by becoming super stinky.		
46	Poison	Belch	49	Normal	Explosion	 #434  #435		
?	Fairy	Play Rough	?	Dark	Sucker Punch			
?	Fire	Flame Burst						

#435 Skuntank



HEIGHT:  
1m / 3'03"

WEIGHT:  
38kg / 53 lbs

Skunk Pokémon

It sprays a reeking fluid from its tail. The fluid smells worse the longer it is allowed to fester. It is vulnerable to attacks that come from above due to its exuberant tail. When it's relaxed it doesn't smell bad.

TYPE:	Poison	Dark
STRENGTH	●●●●●	
DEXTERITY	●●●●●	
VITALITY	●●●●●	
SPECIAL	●●●●●	
INSIGHT	●●●●●	
BASE HP:	4	DISOBEDIENCE: ●●●●●
ABILITIES:	Stench & Aftermath	
EVOLUTION:	Final Form.	
	 #434	 #435

#436 Bronzor				TYPE:	Steel	Psychic
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				

HEIGHT:

0.5m / 1'08"

WEIGHT:

60kg / 133 lbs

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.

STRENGTH

●●●

DEXTERITY

●●●

VITALITY

●●●●●

SPECIAL

●●●

INSIGHT

●●●●●

BASE HP:

3

DISOBEDIENCE:

●●●●●

ABILITIES:

Levitate & Heatproof

EVOLUTION:

First Stage.

It is unknown what triggers its Evolution.



#436



#437



#437 Bronzong



HEIGHT: 1.3m / 4'03"

WEIGHT: 374kg / 824 lbs

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.

TYPE: Steel

Psychic

STRENGTH ●●●●●

DEXTERITY ●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Levitate & Heatproof

EVOLUTION: Final Form.

#436

#437

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



HEIGHT: 0.5m / 1'08"

WEIGHT: 15kg / 33 lbs

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.

TYPE: Rock

STRENGTH ●●●●●

DEXTERITY ●●

VITALITY ●●●●●

SPECIAL ●●


INSIGHT ●●●●


BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Sturdy & Rock Head


EVOLUTION: First Stage. Evolves after learning to Mimic others.

#438

#185

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
22	Normal	Tearful Look	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.



HEIGHT: 0.6m / 2'00"

WEIGHT: 13kg / 28 lbs

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.

TYPE: Psychic

Fairy

STRENGTH ●●●

DEXTERITY ●●●●

VITALITY ●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●


BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Soundproof & Filter

EVOLUTION: First Stage. Evolves after learning to Mimic others.

#439

#122

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



HEIGHT: 0.6m / 2'00"

WEIGHT: 24kg / 53 lbs

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.

TYPE: Normal

STRENGTH ●●

DEXTERITY ●●●

VITALITY ●●

SPECIAL ●●

INSIGHT ●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Natural Cure & Serene Grace

EVOLUTION: First Stage. Evolves with an Oval Stone.

#440


#113

#242

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



HEIGHT: 0.5m / 1'08"

WEIGHT: 2kg / 4 lbs

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 if they really know their meaning.

TYPE: Normal Flying

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●●

INSIGHT ●●●●

EXPERIENCE COST 0

EXPERIENCE COST 0

EXPERIENCE COST 0

EXPERIENCE COST 9

EXPERIENCE COST 17

EXPERIENCE COST 33

EXPERIENCE COST 41

EXPERIENCE COST 49

EXPERIENCE COST ?

EXPERIENCE COST ?

TYPE Normal

TYPE Normal

TYPE Flying

TYPE Flying

TYPE Normal

TYPE Normal

TYPE Flying

TYPE Psychic

TYPE Psychic

TYPE Dark

MOVE NAME Hyper Voice

MOVE NAME Confide

MOVE NAME Peck

MOVE NAME Mirror Move

MOVE NAME Fury Attack

MOVE NAME Mimic

MOVE NAME Roost

MOVE NAME Synchronoise

MOVE NAME Agility

MOVE NAME Nasty Plot

EXPERIENCE COST 0

EXPERIENCE COST 0

EXPERIENCE COST 5

EXPERIENCE COST 13

EXPERIENCE COST 29

EXPERIENCE COST 37

EXPERIENCE COST 45

EXPERIENCE COST 50

EXPERIENCE COST ?

EXPERIENCE COST ?

TYPE Flying

TYPE Dark

TYPE Normal

TYPE Normal

TYPE Normal

TYPE Normal

TYPE Normal

TYPE Flying

TYPE Normal

TYPE Normal

MOVE NAME Chatter

MOVE NAME Taunt

MOVE NAME Growl

MOVE NAME Sing

MOVE NAME Round

MOVE NAME Echoed Voice

MOVE NAME Uproar

MOVE NAME Feather Dance

MOVE NAME Boomburst

MOVE NAME


MOVE NAME

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Keen Eye & Tangled Feet

EVOLUTION: Final Form.



#442 Spiritomb



HEIGHT: 1m / 3'03"

WEIGHT: 108kg / 238 lbs

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.

TYPE: Ghost Dark

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

EXPERIENCE COST 0

EXPERIENCE COST 0

EXPERIENCE COST 0

EXPERIENCE COST 7

EXPERIENCE COST 19

EXPERIENCE COST 31

EXPERIENCE COST 43

EXPERIENCE COST ?

EXPERIENCE COST ?

TYPE Ghost

TYPE Ghost

TYPE Ghost

TYPE Psychic

TYPE Psychic

TYPE Ghost

TYPE Dark

TYPE Dark

TYPE Ghost

TYPE Psychic

MOVE NAME Curse

MOVE NAME Confuse Ray

MOVE NAME Shadow Sneak

MOVE NAME Hypnosis

MOVE NAME Ominous Wind

MOVE NAME Nasty Plot

MOVE NAME Dark Pulse

MOVE NAME Telekinesis

MOVE NAME Pursuit

MOVE NAME Spite

MOVE NAME Feint Attack

MOVE NAME Dream Eater

MOVE NAME Sucker Punch

MOVE NAME Memento

MOVE NAME Destiny Bond

MOVE NAME Imprison

EXPERIENCE COST 0

EXPERIENCE COST 0

EXPERIENCE COST 0

EXPERIENCE COST 7

EXPERIENCE COST 19

EXPERIENCE COST 31

EXPERIENCE COST 43

EXPERIENCE COST ?

EXPERIENCE COST ?

TYPE Dark

TYPE Ghost

TYPE Dark

TYPE Psychic

TYPE Dark

TYPE Dark

TYPE Ghost

TYPE Psychic

TYPE Dark

MOVE NAME Pursuit

MOVE NAME Spite

MOVE NAME Feint Attack

MOVE NAME Dream Eater

MOVE NAME Sucker Punch

MOVE NAME Memento

MOVE NAME Destiny Bond

MOVE NAME Imprison

MOVE NAME

MOVE NAME

BASE HP: 4


DISOBEDIENCE: ●●●●●

ABILITIES: Pressure

EVOLUTION: Final Form.



#443 Gible



HEIGHT: 0.7m / 2'04"

WEIGHT: 20kg / 45 lbs

Land Shark Pokémon  
It digs tunnels and follows prey while burrowed underground. If you see the fin on its back coming out the ground it means it is about to attack. It's very aggressive but kind of clumsy. Beware of its big jaws.

TYPE: Dragon Ground

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

EXPERIENCE COST 0

EXPERIENCE COST 7

EXPERIENCE COST 15

EXPERIENCE COST 25

EXPERIENCE COST 31

EXPERIENCE COST ?

EXPERIENCE COST ?

TYPE Normal

TYPE Dragon

TYPE Normal

TYPE Normal

TYPE Ground

TYPE Normal

TYPE Steel

MOVE NAME Tackle

MOVE NAME Dragon Rage

MOVE NAME Take Down

MOVE NAME Slash

MOVE NAME Dig

MOVE NAME Scary Face

MOVE NAME Iron Head

MOVE NAME Sand Attack

MOVE NAME Sandstorm

MOVE NAME Sand Tomb

MOVE NAME Dragon Claw

MOVE NAME Dragon Rush

MOVE NAME Draco Meteor

EXPERIENCE COST 3

EXPERIENCE COST 13

EXPERIENCE COST 19

EXPERIENCE COST 27

EXPERIENCE COST 37

EXPERIENCE COST ?

EXPERIENCE COST ?

TYPE Ground

TYPE Rock

TYPE Ground

TYPE Dragon

TYPE Dragon

TYPE Dragon

TYPE Dragon

MOVE NAME Sand Attack

MOVE NAME Sandstorm

MOVE NAME Sand Tomb

MOVE NAME Dragon Claw

MOVE NAME Dragon Rush

MOVE NAME Draco Meteor

MOVE NAME




MOVE NAME

BASE HP: 3


DISOBEDIENCE: ●●●●●

ABILITIES: Sand Veil

EVOLUTION: First Stage.  
Evolves after reaching a certain level.



#444 Gabite



HEIGHT: 1.4m / 4'07"

WEIGHT: 56kg / 123 lbs

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.

TYPE: Dragon Ground

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

EXPERIENCE COST 0

EXPERIENCE COST 7

EXPERIENCE COST 15

EXPERIENCE COST 24

EXPERIENCE COST 33

EXPERIENCE COST 49

EXPERIENCE COST ?

TYPE Normal

TYPE Dragon

TYPE Normal

TYPE Dragon

TYPE Dragon

TYPE Dragon

TYPE Steel

MOVE NAME Tackle

MOVE NAME Dragon Rage

MOVE NAME Take Down

MOVE NAME Dual Chop

MOVE NAME Dragon Claw

MOVE NAME Dragon Rush

MOVE NAME Metal Claw

MOVE NAME Sand Attack

MOVE NAME Sandstorm

MOVE NAME Sand Tomb

MOVE NAME Slash

MOVE NAME Dig

MOVE NAME Scary Face

MOVE NAME Draco Meteor

EXPERIENCE COST 0

EXPERIENCE COST 13

EXPERIENCE COST 19

EXPERIENCE COST 28

EXPERIENCE COST 40

EXPERIENCE COST ?

EXPERIENCE COST ?

TYPE Ground

TYPE Rock

TYPE Ground

TYPE Normal

TYPE Ground

TYPE Normal

TYPE Dragon

MOVE NAME Sand Attack

MOVE NAME Sandstorm

MOVE NAME Sand Tomb

MOVE NAME Slash

MOVE NAME Dig

MOVE NAME Scary Face

MOVE NAME Draco Meteor

MOVE NAME




MOVE NAME

BASE HP: 4

DISOBEDIENCE: ●●●●●


ABILITIES: Sand Veil

EVOLUTION: Second Stage.  
Evolves at a High Level.





#445 Garchomp



HEIGHT: 1.9m / 6'03"

WEIGHT: 142kg / 313 lbs

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 trespasser.

TYPE: Dragon Ground

EXPERIENCE COST

STRENGTH ●●●●●●

DEXTERITY ●●●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●●




INSIGHT ●●●●●●

BASE HP: 6

DISOBEDIENCE: ●●●●●●

ABILITIES: Sand Veil

EVOLUTION: Final Form.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Fire

Fire Fang

0

Normal

Tackle

0

Ground

Sand Attack

0

Rock

Sand Storm

7

Dragon

Dragon Rage

15

Normal

Take Down

19

Ground

Sand Tomb

24

Dragon

Dual Chop

28

Normal

Slash

33

Dragon

Dragon Claw

40

Ground

Dig

48

Dark

Crunch

55

Dragon

Dragon Rush

?

Dragon

Draco Meteor

?

Water


Aqua Tail

?

Dragon

Outrage

#446 Munchlax



HEIGHT: 0.6m / 2'00"

WEIGHT: 105kg / 231 lbs

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.

TYPE: Normal

EXPERIENCE COST

STRENGTH ●●●●●●

DEXTERITY ●●●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●●



INSIGHT ●●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●●

ABILITIES: Pick Up & Thick Fat

EVOLUTION: First Stage. Evolves with Happiness.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Dark

Snatch

0

Ghost

Lick

0

Normal

Metronome

0

Normal

Odor Sleuth

0

Normal

Tackle

4

Normal

Defense Curl

9

Psychic

Amnesia

17

Normal

Chip Away

20

Normal

Screech

25

Normal

Body Slam

28

Normal

Stockpile

33

Normal

Swallow

36

Rock

Rollout

41

Dark

Fling

44

Normal

Belly Drum

49

Normal

Natural Gift

57

Normal

Last Resort

?

Fairy

Charm

?

Poison


Belch

?

Psychic

Zen Headbutt

#447 Riolu



HEIGHT: 0.7m / 2'04"

WEIGHT: 20kg / 44 lbs

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.

TYPE: Fight

EXPERIENCE COST

STRENGTH ●●●●●●

DEXTERITY ●●●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●●



INSIGHT ●●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●●

ABILITIES: Steadfast & Inner Focus

EVOLUTION: First Stage. Evolves with Loyalty.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Foresight

0

Normal

Quick Attack

0

Normal

Endure

6

Fight

Counter

11

Normal

Feint

15

Fight

Force Palm

19

Normal

Copycat

24

Normal

Screech

29

Fight

Reversal

47

Dark

Nasty Plot

50

Fight

Final Gambit

?

Fire

Blaze Kick

?

Psychic


Agility

?

Fight

Aura Sphere

#448 Lucario



HEIGHT: 1.2m / 4'00"

WEIGHT: 54kg / 119 lbs

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.

TYPE: Fight Steel

EXPERIENCE COST

STRENGTH ●●●●●●

DEXTERITY ●●●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●●



INSIGHT ●●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●●

ABILITIES: Steadfast & Inner Focus

EVOLUTION: Final Form.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Laser Focus

0

Steel

Metal Claw

0

Fight

Detect

0

Normal

Quick Attack

0

Normal

Foresight

11

Normal

Feint

6

Fight

Counter

19

Normal

Swords Dance

15

Fight

Power-Up Punch

29

Ground

Bone Rush

24

Steel

Metal Sound

37

Normal

Me First

33

Fight

Quick Guard

42

Normal

Work Up

42

Fight

Aura Sphere

47

Psychic

Calm Mind

51

Psychic

Heal Pulse

55

Fight

Close Combat

60

Dragon

Dragon Pulse

65

Normal

Extreme Speed

?

Steel

Iron Defense

?

Fight

Vaccum Wave

?

Normal

Mind Reader

202



#449 Hippopotas



HEIGHT: 0.8m / 2'07"

WEIGHT: 50kg / 110 lbs

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.

TYPE: Ground

STRENGTH ●●●●●

DEXTERITY ●●●

VITALITY ●●●●●

SPECIAL ●●●

INSIGHT ●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●


ABILITIES: Sand Stream

EVOLUTION: First Stage.  
Evolves after reaching a certain level.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Ground	Sand Attack			
7	Dark	Bite	13	Normal	Yawn			
19	Normal	Take Down	19	Ground	Dig			
25	Ground	Sand Tomb	31	Dark	Crunch			
37	Ground	Earthquake	44	Normal	Double-Edge			
50	Ground	Fissure	?	Normal	Stockpile			
?	Normal	Slack Off	?	Water	Water Pulse			

#450 Hippowdon



HEIGHT: 2m / 6'07"

WEIGHT: 600kg / 1320 lbs

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.

TYPE: Ground

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●



INSIGHT ●●●●●

BASE HP: 6

DISOBEDIENCE: ●●●●●


ABILITIES: Sand Stream

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Ice Fang	0	Fire	Fire Fang
0	Electric	Thunder Fang	0	Normal	Tackle
0	Ground	Sand Attack	0	Dark	Bite
0	Normal	Yawn	19	Normal	Take Down
19	Ground	Dig	25	Ground	Sand Tomb
31	Dark	Crunch	40	Ground	Earthquake
50	Normal	Double-Edge	60	Ground	Fissure
?	Normal	Slack Off	?	Steel	Iron Head
?	Fight	Revenge			

#451 Skorupi



HEIGHT: 0.8m / 2'07"

WEIGHT: 12kg / 26 lbs

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.

TYPE: Poison Bug

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●



INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●


ABILITIES: Battle Armor & Sniper

EVOLUTION: First Stage.  
Evolves after its poison becomes deadly.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Bite	0	Poison	Poison Sting			
0	Normal	Leer	5	Dark	Knock Off			
9	Bug	Pin Missile	13	Normal	Acupressure			
16	Dark	Pursuit	20	Bug	Bug Bite			
23	Poison	Poison Fang	27	Poison	Venoshock			
30	Dark	Hone Claws	34	Poison	Toxic Spikes			
38	Dark	Night Slash	41	Normal	Scary Face			
45	Dark	Crunch	47	Bug	Fell Stinger			
49	Poison	Cross Poison	?	Psychic	Agility			
?	Water	Aqua Tail	?	Poison	Poison Tail			

#452 Drapion



HEIGHT: 1.3m / 4'03"

WEIGHT: 61kg / 135 lbs

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.

TYPE: Poison Dark

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●



INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Battle Armor & Sniper

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Ice Fang	0	Fire	Fire Fang
0	Electric	Thunder Fang	0	Dark	Bite
0	Poison	Poison Sting	0	Normal	Leer
0	Dark	Knock Off	9	Bug	Pin Missile
13	Normal	Acupressure	16	Dark	Pursuit
20	Bug	Bug Bite	23	Poison	Poison Fang
27	Poison	Venoshock	30	Dark	Hone Claws
34	Poison	Toxic Spikes	38	Dark	Night Slash
43	Normal	Scary Face	49	Dark	Crunch
53	Bug	Fell Stinger	57	Poison	Cross Poison
?	Psychic	Agility	?	Water	Aqua Tail
?	Poison	Poison Tail			



#455 Carnivine		TYPE:	Grass		EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	STRENGTH	●●●●●		0	Normal	Bind	0	Normal	Growth	
	DEXTERITY	●●●●●		7	Dark	Bite	11	Grass	Vine Whip	
	VITALITY	●●●●●		17	Normal	Sweet Scent	21	Grass	Ingrain	
	SPECIAL	●●●●●		27	Dark	Feint Attack	31	Grass	Leaf Tornado	
	INSIGHT	●●●●●		37	Normal	Stockpile	37	Normal	Spit Up	
HEIGHT: 1.5m / 5'00"	WEIGHT: 27kg / 59 lbs	BASE HP:	5	DISOBEDIENCE:	37	Normal	Swallow	41	Dark	Crunch
<p>Bug Catcher Pokémon</p> <p>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.</p>		<p>ABILITIES:</p> <p>Levitate</p>		47	Normal	Wring Out	50	Grass	Power Whip	
				?	Bug	Rage Powder	?	Poison	Gastro Acid	
				?	Grass	Seed Bomb				
EVOLUTION: Final Form.										
#455										

204



#457 Lumineon



HEIGHT: 1.2m / 4'00"

WEIGHT: 24kg / 52 lbs

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.

TYPE: Water

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Swift Swim & Storm Drain

EVOLUTION: Final Form.

#456

#457

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound	0	Water	Water Gun
0	Normal	Attract	0	Flying	Gust
13	Water	Rain Dance	22	Water	Water Pulse
26	Normal	Captivate	29	Normal	Safeguard
35	Water	Aqua Ring	42	Water	Whirlpool
48	Bug	U-Turn	53	Flying	Bounce
59	Bug	Silver Wind	66	Water	Soak
?	Psychic	Agility	?	Water	Brine
?	Ice	Aurora Beam			

#458 Mantyke



HEIGHT: 1m / 3'03"

WEIGHT: 65kg / 143 lbs

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.

TYPE: Water Flying

STRENGTH ●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Swift Swim & Water Absorb

EVOLUTION: First Stage.  
Evolves when a Remoraid attaches to it.

#458

#226

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Water	Bubble
3	Normal	Supersonic	7	Water	Bubble Beam
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
?	Normal	Helping Hand	?	Flying	Tailwind

#459 Snover



HEIGHT: 1m / 3'03"

WEIGHT: 50kg / 111 lbs

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.

TYPE: Grass Ice

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Snow Warning


EVOLUTION: First Stage.  
Evolves after reaching certain size.

#459

#460

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Powder Snow	0	Normal	Leer
5	Grass	Razor Leaf	9	Ice	Icy Wind
13	Grass	Grass Whistle	17	Normal	Swagger
21	Ice	Mist	26	Ice	Ice Shard
31	Grass	Ingrain	36	Grass	Wood Hammer
41	Ice	Blizzard	46	Ice	Sheer Cold
?	Normal	Growth	?	Grass	Seed Bomb
?	Water	Water Pulse			

#460 Abomasnow



HEIGHT: 2.2m / 7'03"

WEIGHT: 135kg / 298 lbs

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.

TYPE: Grass Ice

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●


BASE HP: 7

DISOBEDIENCE: ●●●●●

ABILITIES: Snow Warning

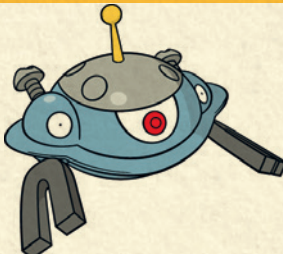



EVOLUTION: Final Form.

#459

#460

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Ice Punch	0	Ice	Powder Snow
0	Normal	Leer	0	Grass	Razor Leaf
0	Ice	Icy Wind	13	Grass	Grass Whistle
17	Normal	Swagger	21	Ice	Mist
26	Ice	Ice shard	31	Grass	Ingrain
36	Grass	Wood Hammer	47	Ice	Blizzard
58	Ice	Sheer Cold	?	Normal	Growth
?	Ice	Avalanche	?	Dragon	Outrage



#462 Magnezone						TYPE: Electric	Steel		
EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME		STRENGTH	●●●●●	
0	Electric	Magnetic Flux	0	Psychic	Mirror Coat		DEXTERITY	●●●●●	
0	Psychic	Barrier	0	Normal	Tackle		VITALITY	●●●●●	
0	Normal	Supersonic	0	Normal	Sonic Boom		SPECIAL	●●●●●	
7	Electric	Thunder Shock	11	Electric	Electric Terrain		INSIGHT	●●●●●	
15	Electric	Thunder Wave	18	Steel	Magnet Bomb		BASE HP: 5	DISOBEDIENCE: ●●●●●	
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	ABILITIES: Magnet Pull & Sturdy			
73	Electric	Zap Cannon	?	Steel	Iron Defense	EVOLUTION: Final Form.			
?	Psychic	Gravity	?	Bug	Signal Beam		  		
							#081	#082	#462

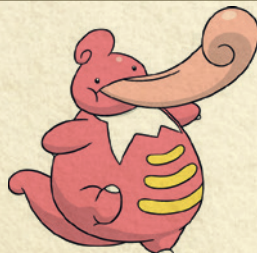
HEIGHT: 1.2m / 4'00"

WEIGHT: 180kg / 396 lbs

Magnet Area Pokémon

Magnezon 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.

#463 Lickilicky



HEIGHT: 1.7m / 5'07"

WEIGHT: 280kg / 616 lbs

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.

TYPE: Normal

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●


BASE HP: 5

DISOBEDIENCE: ●●●●●





ABILITIES: Own Tempo & Oblivious

EVOLUTION: Final Form.

 #108

 #463

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
EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME	<div></div> <div>HEIGHT: 2.4m / 7'10"    WEIGHT: 564kg / 1240 lbs</div> <div>Drill Pokémon</div> <div>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.</div>
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	?	Steel	Smart Strike	
?	Dragon	Dragon Rush				
						<div>STRENGTH ●●●●●●●●</div> <div>DEXTERITY ●●●●●●●●</div> <div>VITALITY ●●●●●●●●</div> <div>SPECIAL ●●●●●●●●</div> <div>INSIGHT ●●●●●●●●</div> <div>BASE HP: 7</div> <div>DISOBEDIENCE: ●●●●●●●●</div> <div>ABILITIES: Lightningrod &amp; Solid Rock</div> <div>EVOLUTION: Final Form. It was holding protective gear.</div> <div><div></div><div></div><div></div><div>#111    #112    #464</div></div>



#465 Tangrowth



HEIGHT: 2m / 6'07"WEIGHT: 256kg / 563 lbs

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.

TYPE: Grass

STRENGTH: ●●●●●●DEXTERITY: ●●●●●●VITALITY: ●●●●●●SPECIAL: ●●●●●●INSIGHT: ●●●●●●

BASE HP: 6DISOBEDIENCE: ●●●●●●

ABILITIES: Chlorophyll & Leaf Guard


EVOLUTION: Final Form.



EXPERIENCE COSTTYPEMOVE NAMEEXPERIENCE COSTTYPEMOVE 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



HEIGHT: 1.8m / 6'00"WEIGHT: 138kg / 305 lbs

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.




TYPE: Electric

STRENGTH: ●●●●●●DEXTERITY: ●●●●●●VITALITY: ●●●●●●SPECIAL: ●●●●●●INSIGHT: ●●●●●●

BASE HP: 6DISOBEDIENCE: ●●●●●●

ABILITIES: Motor Drive


EVOLUTION: Final Form. It was holding an electric charger.



EXPERIENCE COSTTYPEMOVE NAMEEXPERIENCE COSTTYPEMOVE 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



HEIGHT: 1.6m / 5'03"WEIGHT: 136kg/ 299 lbs

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.




TYPE: Fire

STRENGTH: ●●●●●●DEXTERITY: ●●●●●●VITALITY: ●●●●●●SPECIAL: ●●●●●●INSIGHT: ●●●●●●

BASE HP: 5DISOBEDIENCE: ●●●●●●

ABILITIES: Flame Body


EVOLUTION: Final Form. It was holding some molten lava.



EXPERIENCE COSTTYPEMOVE NAMEEXPERIENCE COSTTYPEMOVE 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



HEIGHT: 1.5m / 5'00"WEIGHT: 76kg / 167 lbs

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.




TYPE: FairyFlying

STRENGTH: ●●●●●●DEXTERITY: ●●●●●●VITALITY: ●●●●●●SPECIAL: ●●●●●●INSIGHT: ●●●●●●

BASE HP: 5DISOBEDIENCE: ●●●●●●

ABILITIES: Serene Grace & Hustle

EVOLUTION: Final Form.



EXPERIENCE COSTTYPEMOVE NAMEEXPERIENCE COSTTYPEMOVE 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



HEIGHT: 1.9m / 6'03"

WEIGHT: 51kg / 113 lbs

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.

TYPE: Bug Flying

STRENGTH ●●●●●  
DEXTERITY ●●●●●  
VITALITY ●●●●●  
SPECIAL ●●●●●  
INSIGHT ●●●●●

EXPERIENCE COST 0 0 0 14 22 30 38 46 54 ? ?

TYPE Dark Normal Normal Normal Normal Dark Normal Normal Flying Grass Flying

MOVE NAME Night Slash Tackle Quick Attack Sonic Boom Supersonic Pursuit Feint Screech Air Slash Giga Drain Tailwind

EXPERIENCE COST 0 0 0 17 27 33 43 49 57 ?



TYPE Bug Normal Normal Fight Rock Normal Bug Bug Fight

MOVE NAME Bug Bite Foresight Double Team Detect Uproar Ancient Power Slash U-Turn Bug Buzz Reversal


BASE HP: 6 DISOBEDIENCE: ●●●●●

ABILITIES: Speed Boost & Tinted Lens

EVOLUTION: Final Form.



#470 Leafeon



HEIGHT: 1m / 3'03"

WEIGHT: 25kg / 56 lbs

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.

TYPE: Grass

STRENGTH ●●●●●  
DEXTERITY ●●●●●  
VITALITY ●●●●●  
SPECIAL ●●●●●  
INSIGHT ●●●●●

EXPERIENCE COST 0 0 9 17 25 33 41 ? ?

TYPE Normal Normal Grass Grass Grass Grass Normal Grass Grass

MOVE NAME Tackle Helping Hand Razor Leaf Grass Whistle Giga Drain Synthesis Last Resort Wish Flail

EXPERIENCE COST 0 5 13 20 29 37 45 ?


TYPE Normal Ground Normal Grass Normal Fire Grass Grass

MOVE NAME Tail Whip Sand Attack Quick Attack Magical Leaf Swords Dance Sunny Day Leaf Blade Seed Bomb

BASE HP: 4 DISOBEDIENCE: ●●●●●

ABILITIES: Leaf Guard

EVOLUTION: Final Form. Evolved a Leaf Stone.



#471 Glaceon



HEIGHT: 0.8m / 2'07"

WEIGHT: 25kg / 56 lbs

Fresh Snow Pokémon  
Eeveel 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.

TYPE: Ice

STRENGTH ●●●●●  
DEXTERITY ●●●●●  
VITALITY ●●●●●  
SPECIAL ●●●●●  
INSIGHT ●●●●●

EXPERIENCE COST 0 0 9 17 25 33 41 ? ?

TYPE Normal Normal Ice Dark Ice Ice Psychic Normal Dark

MOVE NAME Tackle Helping Hand Icy Wind Bite Ice Shard Mirror Coat Last Resort Wish Fake Tears

EXPERIENCE COST 0 5 13 20 29 37 45 ?

TYPE Normal Ground Normal Ice Psychic Ice Ice Normal

MOVE NAME Tail Whip Sand Attack Quick Attack Ice Fang Barrier Hail Blizzard Captivate

BASE HP: 4 DISOBEDIENCE: ●●●●●

ABILITIES: Snow Cloak

EVOLUTION: Final Form. Evolved with an Ice Stone.



#472 Gliscor



HEIGHT: 2.1m / 6'07"

WEIGHT: 84kg / 184 lbs

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.

TYPE: Ground Flying

STRENGTH ●●●●●  
DEXTERITY ●●●●●  
VITALITY ●●●●●  
SPECIAL ●●●●●  
INSIGHT ●●●●●

EXPERIENCE COST 0 0 0 16 22 30 40 50 ? ?

TYPE Electric Ice Ground Dark Bug Flying Bug Bug Normal Psychic Poison

MOVE NAME Thunder Fang Ice Fang Sand Attack Knock Off Fury Cutter Acrobatics U-Turn X-Scissor Swords Dance Agility Cross Poison

EXPERIENCE COST 0 0 0 13 19 27 35 45 55 ?

TYPE Fire Poison Normal Dark Dark Normal Fight Normal Steel

MOVE NAME Fire Fang Poison Jab Harden Quick Attack Feint Attack Night Slash Screech Sky Uppercut Guillotine Metal Claw

BASE HP: 6 DISOBEDIENCE: ●●●●●

ABILITIES: Hyper Cutter & Sand Veil

EVOLUTION: Final Form.





#473 Mamoswine



HEIGHT:  
2.5m / 8'02"

WEIGHT:  
873kg 1920 lbs

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.

TYPE: Ice Ground

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH ●●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 8

DISOBEDIENCE: ●●●●●

ABILITIES: Oblivious & Snow Cloak

EVOLUTION: Final Form.

#220

#221

#473

0 Normal Scary Face

0 Flying Peck

0 Ground Mud Sport

11 Ground Mud Slap

18 Ground Mud Bomb

24 Ice Ice Fang

33 Normal Double Hit

41 Normal Thrash

52 Ice Blizzard

? Ice Icicle Crash

0 Rock Ancient Power

0 Normal Odor Sleuth

0 Ice Powder Snow

14 Normal Endure

21 Ice Hail

28 Normal Take Down

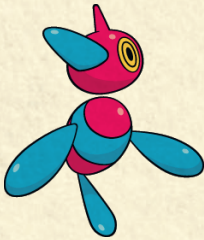
37 Ice Mist

46 Ground Earthquake

? Ground Fissure

? Ice Avalanche

#474 Porygon-Z



HEIGHT:  
0.9 m / 3'03"

WEIGHT:  
34kg / 75 lbs

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.

TYPE: Normal

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●●●

INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Downlad & Adaptability

EVOLUTION: Final Form.

#137

#233

#474

0 Psychic Trick Room

0 Normal Conversion2

0 Dark Nasty Plot

12 Psychic Agility

23 Electric Magnet Rise

34 Dark Embargo

45 Normal Lock-On

56 Psychic Magic Coat

67 Normal Hyper Beam

? Normal Pain Split

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

? Electric Electro Web

? Psychic Trick

#475 Gallade



HEIGHT:  
1.6m / 5'03"

WEIGHT:  
52kg / 114 lbs

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.

TYPE: Psychic Fight

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH ●●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Steadfast

EVOLUTION: Final Form. Male Kirlia evolved with a Shiny Stone.

#280

#281

#282

#475

0 Grass Leaf Blade

0 Normal Leer

0 Normal Double Team

11 Fight Quick Guard

21 Rock Wide Guard

25 Psychic Heal Pulse

36 Psychic Psycho Cut

45 Normal Feint

53 Normal Protect

64 Psychic Stored Power

? Electric Thunder Punch

0 Dark Night Slash

0 Psychic Confusion

0 Psychic Teleport

17 Bug Fury Cutter

22 Normal Slash

31 Normal Swords Dance

39 Normal Helping Hand

50 Normal False Swipe

59 Fight Close Combat

? Ghost Shadow Sneak

? Fight Drain Punch

#476 Probopass



HEIGHT:  
1.5m / 5'00"

WEIGHT:  
680kg /1496 lbs

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.

TYPE: Rock Steel

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●●●

SPECIAL ●●●●●●

INSIGHT ●●●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Sturdy & Magnet Pull

EVOLUTION: Final Form.

#299

#476

0 Normal Tri Attack

0 Electric Magnet Rise

0 Normal Tackle

0 Normal Block

0 Rock Wide Guard

18 Rock Rock Blast

25 Electric Spark

32 Rock Power Gem

39 Electric Discharge

46 Rock Stone Edge

50 Electric Zap Canon

? Steel Iron Head

0 Electric Magnetic Flux

0 Psychic Gravity

0 Steel Iron Defense

0 Steel Magnet Bomb

15 Electric Thunder Wave

22 Psychic Rest

29 Rock Rock Slide

36 Rock Sand Storm

43 Ground Earth Power


50 Normal Lock-On

? Normal Endure

? Rock Ancient Power



#477 Dusknoir



HEIGHT: 2.2m / 7'03"

WEIGHT: 106kg / 235 lbs

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.

TYPE: Ghost

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●




INSIGHT ●●●●●

BASE HP: 7

DISOBEDIENCE: ●●●●●

ABILITIES: Pressure

EVOLUTION: Final Form. It was holding the grim reaper's clothes.



EXPERIENCE COST	TYPE	MOVE NAME	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	45	Ghost	Shadow Ball			
49	Normal	Mean Look	58	Dark	Payback			
61	Psychic	Future Sight	?	Psychic	Imprison			
?	Ghost	Ominous Wind	?	Dark	Sucker Punch			

#478 Froslass



HEIGHT: 1.3m / 4'03"

WEIGHT: 26kg / 58 lbs

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.

TYPE: Ice Ghost

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Snow Cloak

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	10	Ice	Ice Shard
13	Ice	Icy Wind	19	Ghost	Confuse Ray
22	Ghost	Ominous Wind	23	Fairy	Draining Kiss
28	Fire	Will-O-Wisp	28	Fight	Wake-Up Slap
31	Normal	Captivate	37	Ice	Ice Shard
40	Ice	Hail	51	Ice	Blizzard
?	Ice	Aurora Veil	?	Ghost	Spite
?	Normal	Weather Ball			

#479 Rotom



HEIGHT: 0.3m / 1'00"

WEIGHT: 0.3kg / 0.7 lbs

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.

TYPE: Electric Ghost

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Levitate

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	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	?	Psychic	Light Screen			

#479 Rotom Heat



HEIGHT: 0.3m / 1'00"

WEIGHT: 0.3kg / 0.7 lbs

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.

TYPE: Electric Fire

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Levitate

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	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			
0	Fire	Overheat	?	Grass	Leaf Storm			
?	Flying	Air Slash	?	Psychic	Light Screen			



## #479 Rotom Fan



<b>HEIGHT:</b> 0.3m / 1'00"	<b>WEIGHT:</b> 0.3kg / 0.7 lbs
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## Plasma Pokémon

A Desk fan possessed 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.

TYPE: Electric Flying		EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
STRENGTH	●●●●●	0	Psychic	Trick	0	Ghost	Astonish
DEXTERITY	●●●●●	0	Electric	Thunder Wave	0	Electric	Thunder Shock
VITALITY	●●●●●	0	Ghost	Confuse Ray	8	Normal	Uproar
SPECIAL	●●●●●	15	Normal	Double Team	22	Electric	Shock Wave
INSIGHT	●●●●●	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	?	Psychic	Light Screen
BASE HP: 4 DISOBEDIENCE: ●●●●● ABILITIES: Levitate							
EVOLUTION: Final Form.							
 #479							

## #479 Rotom Mow



<b>HEIGHT:</b> 0.3m / 1'00"	<b>WEIGHT:</b> 0.3kg / 0.7 lbs
--------------------------------	-----------------------------------

## Plasma Pokémon

A Lawnmower possessed 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.

TYPE:	Electric	Grass	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
STRENGTH	●●●●		0	Psychic	Trick	0	Ghost	Astonish
DEXTERITY	●●●●●		0	Electric	Thunder Wave	0	Electric	Thunder Shock
VITALITY	●●●●●●		0	Ghost	Confuse Ray	8	Normal	Uproar
SPECIAL	●●●●●●●		15	Normal	Double Team	22	Electric	Shock Wave
INSIGHT	●●●●●●●●		29	Ghost	Ominous Wind	36	Normal	Substitute
			43	Electric	Electro Ball	50	Ghost	Hex
			57	Electric	Charge	64	Electric	Discharge
BASE HP:	4	DISOBEDIENCE:	?	Ice	Blizzard	?	Water	Hydro Pump
ABILITIES:			?	Fire	Overheat	0	Grass	Leaf Storm
	Levitate		?	Flying	Air Slash	?	Psychic	Light Screen
EVOLUTION: Final Form.								
 #479								

## #479 Rotom Frost



<b>HEIGHT:</b> 0.3m / 1'00"	<b>WEIGHT:</b> 0.3kg / 0.7 lbs
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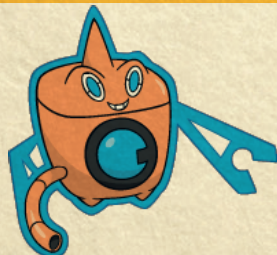
## Plasma Pokémon

A refrigerator possessed 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.

TYPE: Electric		Ice	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
STRENGTH	●●●●●		0	Psychic	Trick	0	Ghost	Astonish
DEXTERITY	●●●●●		0	Electric	Thunder Wave	0	Electric	Thunder Shock
VITALITY	●●●●●		0	Ghost	Confuse Ray	8	Normal	Uproar
SPECIAL	●●●●●		15	Normal	Double Team	22	Electric	Shock Wave
INSIGHT	●●●●●		29	Ghost	Ominous Wind	36	Normal	Substitute
			43	Electric	Electro Ball	50	Ghost	Hex
			57	Electric	Charge	64	Electric	Discharge
BASE HP:	4	DISOBEDIENCE: ●●●●●	0	Ice	Blizzard	?	Water	Hydro Pump
ABILITIES:			?	Fire	Overheat	?	Grass	Leaf Storm
			?	Flying	Air Slash	?	Psychic	Light Screen
EVOLUTION: Final Form.								
 #419								

## #479 Rotom Wash



HEIGHT:	WEIGHT:
0.3m / 1'00"	0.3kg / 0.7 lbs

## Plasma Pokémon

A Washing machine possessed 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.

TYPE:		Electric	Water	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
STRENGTH	●●●●●			0	Psychic	Trick	0	Ghost	Astonish
DEXTERITY	●●●●●			0	Electric	Thunder Wave	0	Electric	Thunder Shock
VITALITY	●●●●●			0	Ghost	Confuse Ray	8	Normal	Uproar
SPECIAL	●●●●●			15	Normal	Double Team	22	Electric	Shock Wave
INSIGHT	●●●●●			29	Ghost	Ominous Wind	36	Normal	Substitute
				43	Electric	Electro Ball	50	Ghost	Hex
				57	Electric	Charge	64	Electric	Discharge
BASE HP:	4	DISOBEDIENCE:	●●●●●	?	Ice	Blizzard	0	Water	Hydro Pump
ABILITIES:				?	Fire	Overheat	?	Grass	Leaf Storm
				?	Flying	Air Slash	?	Psychic	Light Screen
EVOLUTION: Final Form.									
 #479									



#479 Rotom Dex



HEIGHT: 0.3m / 1'00"

WEIGHT: 0.3kg / 0.7 lbs

Plasma Pokémon

A Pokédex possessed by a Rotom, it has access to all the information inside the computer and uses the sounds to emulate speech. While on this form it can use the move Light Screen.

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●●

INSIGHT ●●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Levitate

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

0

Psychic

Light Screen

#480 Uxie



HEIGHT: ?m / "???"

WEIGHT: ???kg / ??? lbs

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.

STRENGTH ●●●●●●●●

DEXTERITY ●●●●●●●●

VITALITY ●●●●●●●●

SPECIAL ●●●●●●●●


INSIGHT ●●●●●●●●

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

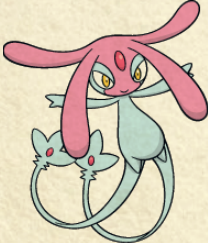
TYPE

MOVE NAME

NO DATA

NO DATA

#481 Mesprit



HEIGHT: ? m / "???"

WEIGHT: ???kg / ??? lbs

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.

STRENGTH ●●●●●●●●

DEXTERITY ●●●●●●●●

VITALITY ●●●●●●●●

SPECIAL ●●●●●●●●


INSIGHT ●●●●●●●●

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

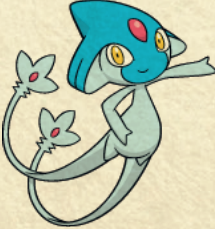
TYPE

MOVE NAME

NO DATA

NO DATA

#482 Azelf



HEIGHT: ? m / "???"

WEIGHT: ???kg / ??? lbs

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.

STRENGTH ●●●●●●●●

DEXTERITY ●●●●●●●●

VITALITY ●●●●●●●●

SPECIAL ●●●●●●●●


INSIGHT ●●●●●●●●

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE


MOVE NAME

NO DATA

NO DATA



#483 Dialga



HEIGHT:  
? m / '???"

WEIGHT:  
???kg / ??? lbs

Pokédex has no data.

In some religions there is a being called "The God of Time" whose first roar brought future, present and past.

TYPE: Steel Dragon

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT


NO DATA

BASE HP: ?


DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.

  
#483

#484 Palkia



HEIGHT:  
? m / '???"

WEIGHT:  
???kg / ??? lbs

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.

TYPE: Water Dragon

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT


NO DATA

BASE HP: ?


DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.

  
#484

#485 Heatran



HEIGHT:  
? m / '???"

WEIGHT:  
???kg / ??? lbs

Pokédex has no data.

An old painting showed a similar Pokémon standing atop of an erupting Volcano.

TYPE: Fire Steel

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

NO DATA

BASE HP: ?

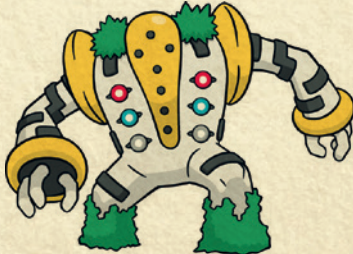
DISOBEDIENCE: ●●●●●

ABILITIES: Flash Fire & Flame Body  
Plot Device

EVOLUTION: Unknown.

  
#485

#486 Regigigas



HEIGHT:  
? m / '???"

WEIGHT:  
???kg / ??? lbs

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.

TYPE: Normal

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT


NO DATA

BASE HP: ?

DISOBEDIENCE: ●●●●●


ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.

  
#486



#487 Giratina



HEIGHT:  
? m / ???"

WEIGHT:  
???kg / ??? lbs

PLOT DEVICE

TYPE: Ghost Dragon

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT


BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES:

PLOT DEVICE

EVOLUTION: Unknown.

#487

EXPERIENCE COST

TYPE

MOVE NAME


EXPERIENCE COST

TYPE

MOVE NAME

NO DATA

#488 Cresselia



HEIGHT:  
? m / ???"

WEIGHT:  
???kg / ??? lbs

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.

TYPE: Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT


BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES:

PLOT DEVICE

EVOLUTION: Unknown.

#488

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

NO DATA

#489 Phione



HEIGHT:  
? m / ???"

WEIGHT:  
???kg / ??? lbs

Pokédex has no data.

There have been sightings of small groups of similar Pokémon but its existence has never been confirmed. It is said to be the offspring of Manaphy.

TYPE: Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT


BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES:

Hydration  
Plot Device

EVOLUTION: Unknown.

#489

EXPERIENCE COST

TYPE

MOVE NAME


EXPERIENCE COST

TYPE

MOVE NAME

NO DATA

#490 Manaphy



HEIGHT:  
? m / ???"

WEIGHT:  
???kg / ??? lbs

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.

TYPE: Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT


BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES:

Hydration  
Plot Device

EVOLUTION: Unknown.

#490

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST


TYPE

MOVE NAME

NO DATA



#491 Darkrai



HEIGHT:  
? m / '???"

WEIGHT:  
???kg / ??? lbs

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.

TYPE: Dark

STRENGTH  
●●●●●●●●

DEXTERITY  
●●●●●●●●

VITALITY  
●●●●●●●●

SPECIAL  
●●●●●●●●


INSIGHT  
●●●●●●●●

BASE HP: ?

DISOBEDIENCE:  
●●●●●

ABILITIES:  
PLOT DEVICE

EVOLUTION: Unknown.

  
#491

EXPERIENCE COST

TYPE

MOVE NAME


EXPERIENCE COST

TYPE

MOVE NAME

NO DATA

#492 Shaymin



HEIGHT:  
? m / '???"

WEIGHT:  
???kg / ??? lbs

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.

TYPE: Grass

STRENGTH  
●●●●●●●●

DEXTERITY  
●●●●●●●●

VITALITY  
●●●●●●●●

SPECIAL  
●●●●●●●●


INSIGHT  
●●●●●●●●

BASE HP: ?

DISOBEDIENCE:  
●●●●●

ABILITIES:  
Natural Cure & Serene Grace  
Plot Device

EVOLUTION: Unknown.

  
#492

EXPERIENCE COST

TYPE

MOVE NAME


EXPERIENCE COST

TYPE

MOVE NAME

NO DATA

#493 Arceus



HEIGHT:  
? m / '???"

WEIGHT:  
??kg / ??? lbs

PLOT DEVICE.

TYPE: Normal

STRENGTH  
●●●●●●●●

DEXTERITY  
●●●●●●●●

VITALITY  
●●●●●●●●

SPECIAL  
●●●●●●●●


INSIGHT  
●●●●●●●●

BASE HP: ?

DISOBEDIENCE:  
●●●●●

ABILITIES:  
PLOT DEVICE

EVOLUTION: Unknown.

  
#493

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

NO DATA



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME


NO DATA

HEIGHT: ? m / '???"

WEIGHT: ???kg / ??? lbs

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.

#494 Victini



TYPE: Psychic

Fire

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT

BASE HP: ?

DISOBEDIENCE:

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.



#495 Snivy



HEIGHT: 0.6m / 2'00"

WEIGHT: 8kg / 17 lbs

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.

TYPE: Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE:

ABILITIES: Overgrow

EVOLUTION: First Stage.  
Evolves after reaching a certain level.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

4

Normal

Leer

7

Grass

Vine Whip

10

Normal

Wrap

13

Normal

Growth

16

Grass

Leaf Tornado

19

Grass

Leech Seed

22

Grass

Mega Drain

25

Normal

Slam

28

Grass

Leaf Blade

31

Poison

Coil

34

Grass

Giga Drain

37

Normal

Wring Out

40

Poison

Gastro Acid

43

Grass

Leaf Storm

?

Grass

Grass Pledge

?

Grass


Synthesis

?

Dragon

Twister

#496 Servine



HEIGHT: 0.8m / 2'07"

WEIGHT: 16kg / 35 lbs

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.

TYPE: Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL




INSIGHT

BASE HP: 4

DISOBEDIENCE:

ABILITIES: Overgrow

EVOLUTION: Second Stage.  
Evolves after reaching a certain level.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

0

Normal

Leer

0

Grass

Vine Whip

0

Normal

Wrap

13

Normal

Growth

16

Grass

Leaf Tornado

20

Grass

Leech Seed

24

Grass

Mega Drain

28

Normal

Slam

32

Grass

Leaf Blade

36

Poison

Coil

40

Grass

Giga Drain

44

Normal

Wring Out

48

Poison

Gastro Acid

52

Grass

Leaf Storm

?

Grass

Grass Pledge

?

Grass


Synthesis

?

Dragon

Twister

#497 Serperior



HEIGHT: 3.3m / 10'10"

WEIGHT: 126kg / 277 lbs

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.

TYPE: Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL




INSIGHT

BASE HP: 10

DISOBEDIENCE:

ABILITIES: Overgrow

EVOLUTION: Final Form.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

0

Normal

Leer

0

Grass

Vine Whip

0

Normal

Wrap

13

Normal

Growth

16

Grass

Leaf Tornado

20

Grass

Leech Seed

24

Grass

Mega Drain

28

Normal

Slam

32

Grass

Leaf Blade

38

Poison

Coil

44

Grass

Giga Drain

50

Normal

Wring Out

56

Poison

Gastro Acid

62

Grass

Leaf Storm

?

Grass

Frenzy Plant

?

Grass

Synthesis

?

Dragon

Dragon Pulse



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0	Normal	Tackle	3	Normal	Tail Whip
7	Fire	Ember	4	Normal	Odor Sleuth
13	Normal	Defense Curl	15	Fire	Flame Charge
19	Poison	Smog	21	Rock	Rollout
25	Normal	Take Down	27	Fire	Heat Crash
31	Dark	Assurance	33	Fire	Flamethrower
37	Rock	Head Smash	39	Normal	Roar
43	Fire	Flare Blitz	?	Fire	Fire Pledge
?	Normal	Body Slam	?	Dark	Sucker Punch

HEIGHT: 0.5m / 1'08"

WEIGHT: 10kg / 21 lbs

TYPE: Fire

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Blaze

EVOLUTION: First Stage. Evolves after reaching a certain level.

#498

#499

#500

#498 Tepig

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.

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0	Normal	Tackle	3	Normal	Tail Whip
7	Fire	Ember	4	Normal	Odor Sleuth
13	Normal	Defense Curl	15	Fire	Flame Charge
17	Fight	Arm Thrust	20	Poison	Smog
23	Rock	Rollout	28	Normal	Take Down
31	Fire	Heat Crash	36	Dark	Assurance
39	Fire	Flamethrower	44	Rock	Head Smash
47	Normal	Roar	52	Fire	Flare Blitz
?	Fire	Fire Pledge	?	Normal	Body Slam
?	Dark	Sucker Punch			

HEIGHT: 1m / 3'03"

WEIGHT: 55kg / 122 lbs

TYPE: Fire, Fight

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●

SPECIAL ●●●●●

INSIGHT ●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Blaze

EVOLUTION: Second Stage. Evolves after reaching a certain level.

#498

#499

#500

#499 Pignite

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.

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0	Fight	Hammer Arm	0	Normal	Tackle
0	Normal	Tail Whip	0	Fire	Ember
0	Normal	Odor Sleuth	13	Normal	Defense Curl
15	Fire	Flame Charge	17	Fight	Arm Thrust
20	Poison	Smog	23	Rock	Rollout
28	Normal	Take Down	31	Fire	Heat Crash
38	Dark	Assurance	43	Fire	Flamethrower
50	Rock	Head Smash	55	Normal	Roar
62	Fire	Flare Blitz	?	Fire	Blast Burn
?	Steel	Heavy Slam	?	Electric	Thunder Punch

HEIGHT: 1.6m / 5'03"

WEIGHT: 300kg / 660 lbs

TYPE: Fire, Fight

STRENGTH ●●●●●●

DEXTERITY ●●●●

VITALITY ●●●●

SPECIAL ●●●●●●

INSIGHT ●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Blaze

EVOLUTION: Final Form.

#498

#499

#500

#500 Emboar

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.

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0	Normal	Tackle	5	Normal	Tail Whip
7	Water	Water Gun	11	Water	Water Sport
13	Normal	Focus Energy	17	Water	Razor Shell
19	Bug	Fury Cutter	23	Water	Water Pulse
25	Fight	Revenge	29	Water	Aqua Jet
31	Normal	Encore	35	Water	Aqua Tail
37	Normal	Retaliate	41	Normal	Swords Dance
43	Water	Hydro Pump	?	Water	Water Pledge
?	Flying	Air Slash	?	Fight	Detect

HEIGHT: 0.5m / 1'08"

WEIGHT: 6kg / 13 lbs

TYPE: Water

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Torrent

EVOLUTION: First Stage. Evolves after reaching a certain level.

#501

#502

#503

#501 Oshawott

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.



EXPERIENCE COST

0

Normal

Tackle

EXPERIENCE COST

7

Water

Water Gun

EXPERIENCE COST

13

Normal

Focus Energy

EXPERIENCE COST

20

Bug

Fury Cutter

EXPERIENCE COST

28

Fight

Revenge

EXPERIENCE COST

36

Normal

Encore

EXPERIENCE COST

44

Normal

Retaliate

EXPERIENCE COST

52

Water

Hydro Pump

EXPERIENCE COST

?

Flying

Air Slash

TYPE

Normal

TYPE

Water

TYPE

Normal

TYPE

Bug

TYPE

Fight

TYPE

Normal

TYPE

Normal

TYPE

Water

TYPE

Flying

MOVE NAME

Tackle

MOVE NAME

Water Gun

MOVE NAME

Focus Energy

MOVE NAME

Fury Cutter

MOVE NAME

Revenge

MOVE NAME

Encore

MOVE NAME

Retaliate

MOVE NAME

Hydro Pump

MOVE NAME

Air Slash

EXPERIENCE COST

5

Normal

Tail Whip

EXPERIENCE COST

11

Water

Water Sport

EXPERIENCE COST

17

Water

Razor Shell

EXPERIENCE COST

25

Water

Water Pulse

EXPERIENCE COST

33

Water

Aqua Jet

EXPERIENCE COST

41

Water

Aqua Tail

EXPERIENCE COST

49

Normal

Swords Dance

EXPERIENCE COST

?

Water

Water Pledge

EXPERIENCE COST

?

Fight

Detect

TYPE

Normal

TYPE

Water

TYPE

Water

TYPE

Water

TYPE

Water

TYPE

Water

TYPE

Normal

TYPE

Water

TYPE

Fight

MOVE NAME

Tail Whip

MOVE NAME

Water Sport

MOVE NAME

Razor Shell

MOVE NAME

Water Pulse

MOVE NAME

Aqua Jet

MOVE NAME

Aqua Tail

MOVE NAME

Swords Dance

MOVE NAME

Water Pledge

MOVE NAME

Detect

#502 Dewott



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.

TYPE:

Water

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

4

DISOBEDIENCE:

●●●●●

ABILITIES:

Torrent

EVOLUTION:

Second Stage.

Evolves after reaching certain level.








#501

#502

#503

#503 Samurott



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.

TYPE

Water

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

5

DISOBEDIENCE:


●●●●●


ABILITIES:


Torrent

EVOLUTION:

Final Form.







#501

#502

#503

EXPERIENCE COST

0

Bug

Megahorn

EXPERIENCE COST

0

Normal

Tail Whip

EXPERIENCE COST

0

Water

Water Sport

EXPERIENCE COST

17

Water

Razor Shell

EXPERIENCE COST

25

Water

Water Pulse

EXPERIENCE COST

33

Water

Aqua Jet

EXPERIENCE COST

38

Normal

Encore

EXPERIENCE COST

50

Normal

Retaliate

EXPERIENCE COST

62

Water

Hydro Pump

EXPERIENCE COST

?

Dark

Night Slash

TYPE

Bug

TYPE

Normal

TYPE

Water

TYPE

Water

TYPE

Water

TYPE

Water

TYPE

Normal

TYPE

Normal

TYPE

Water

TYPE

Dark

MOVE NAME

Megahorn

MOVE NAME

Tail Whip

MOVE NAME

Water Sport

MOVE NAME

Razor Shell

MOVE NAME

Water Pulse

MOVE NAME

Aqua Jet

MOVE NAME

Encore

MOVE NAME

Retaliate

MOVE NAME

Hydro Pump

MOVE NAME

Night Slash

EXPERIENCE COST

0

Normal

Tackle

EXPERIENCE COST

0

Water

Water Gun

EXPERIENCE COST

13

Normal

Focus Energy

EXPERIENCE COST

20

Bug

Fury Cutter

EXPERIENCE COST

28

Fight

Revenge

EXPERIENCE COST

36

Normal

Slash

EXPERIENCE COST

45

Water

Aqua Tail

EXPERIENCE COST

57

Normal

Swords Dance

EXPERIENCE COST

?

Water

Hydro Cannon

EXPERIENCE COST

?

Steel

Smart Strike

TYPE

Normal

TYPE

Water

TYPE

Normal

TYPE

Bug

TYPE

Fight

TYPE

Normal

TYPE

Water

TYPE

Normal

TYPE

Water

TYPE

Steel

MOVE NAME

Tackle

MOVE NAME

Water Gun

MOVE NAME

Focus Energy

MOVE NAME

Fury Cutter

MOVE NAME

Revenge

MOVE NAME

Slash

MOVE NAME

Aqua Tail

MOVE NAME

Swords Dance


MOVE NAME

Hydro Cannon

MOVE NAME

Smart Strike

#504 Patrat



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.

TYPE

Normal

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

0

Normal

Tackle

EXPERIENCE COST

6

Dark

Bite

EXPERIENCE COST

11

Fight

Detect

EXPERIENCE COST

16

Dark

Crunch

EXPERIENCE COST

21

Normal

Super Fang

EXPERIENCE COST

26

Normal

Work Up

EXPERIENCE COST

28

Normal

Hyper Fang

EXPERIENCE COST

33

Dark

Nasty Plot

EXPERIENCE COST

36

Normal

Slam

EXPERIENCE COST

?

Grass

Seed Bomb

TYPE

Normal

TYPE

Dark

TYPE

Fight

TYPE

Dark

TYPE

Normal

TYPE

Normal

TYPE

Normal

TYPE

Dark

TYPE

Normal

TYPE

Grass

MOVE NAME

Tackle

MOVE NAME

Bite

MOVE NAME

Detect

MOVE NAME

Crunch

MOVE NAME

Super Fang

MOVE NAME

Work Up

MOVE NAME

Hyper Fang

MOVE NAME

Nasty Plot

MOVE NAME

Slam

MOVE NAME

Seed Bomb

EXPERIENCE COST

0

Normal

Leer

EXPERIENCE COST

8

Normal

Bide

EXPERIENCE COST

13

Ground

Sand Attack

EXPERIENCE COST

18

Psychic

Hypnosis

EXPERIENCE COST

23

Normal

After You

EXPERIENCE COST

26

Normal

Focus Energy

EXPERIENCE COST

31

Normal

Mean Look

EXPERIENCE COST

33

Normal

Baton Pass

EXPERIENCE COST

?

Normal

Screech

EXPERIENCE COST

?

Water

Aqua Tail

TYPE

Normal

TYPE

Normal

TYPE

Ground

TYPE

Psychic

TYPE

Normal

TYPE

Normal

TYPE

Normal

TYPE

Normal

TYPE

Normal

TYPE

Water

MOVE NAME

Leer

MOVE NAME

Bide

MOVE NAME

Sand Attack

MOVE NAME

Hypnosis

MOVE NAME

After You

MOVE NAME

Focus Energy

MOVE NAME

Mean Look

MOVE NAME

Baton Pass


MOVE NAME

Screech

MOVE NAME

Aqua Tail

#505 Watchog



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.

TYPE

Normal

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

4

DISOBEDIENCE:


●●●●●


ABILITIES:

Run Away & Keen Eye

EVOLUTION:

Final Form.





#504

#505

EXPERIENCE COST

0

Ground

Rototiller

EXPERIENCE COST

0

Normal

Leer

EXPERIENCE COST

0

Fight

Low Kick

EXPERIENCE COST

11

Fight

Detect

EXPERIENCE COST

16

Dark

Crunch

EXPERIENCE COST

20

Ghost

Confuse Ray

EXPERIENCE COST

25

Normal

After You

EXPERIENCE COST

29

Normal

Focus Energy

EXPERIENCE COST

36

Normal

Mean Look

EXPERIENCE COST

39

Normal

Baton Pass

EXPERIENCE COST

?

Fire

Fire Punch

EXPERIENCE COST

?

Fight

Revenge

TYPE

Ground

TYPE

Normal

TYPE

Fight

TYPE

Fight

TYPE

Dark

TYPE

Ghost

TYPE

Normal

TYPE

Normal

TYPE

Normal

TYPE

Normal

TYPE

Fire

TYPE

Fight

MOVE NAME

Rototiller

MOVE NAME

Leer

MOVE NAME

Low Kick

MOVE NAME

Detect

MOVE NAME

Crunch

MOVE NAME

Confuse Ray

MOVE NAME

After You

MOVE NAME

Focus Energy

MOVE NAME

Mean Look

MOVE NAME

Baton Pass

MOVE NAME

Fire Punch

MOVE NAME

Revenge

EXPERIENCE COST

0

Normal

Tackle

EXPERIENCE COST

0

Dark

Bite

EXPERIENCE COST

8

Normal

Bide

EXPERIENCE COST

13

Ground

Sand Attack

EXPERIENCE COST

18

Psychic

Hypnosis

EXPERIENCE COST

22

Normal

Super Fang

EXPERIENCE COST

29

Normal

Psych Up

EXPERIENCE COST

32

Normal

Hyper Fang

EXPERIENCE COST

39

Dark

Nasty Plot

EXPERIENCE COST

43

Normal

Slam

EXPERIENCE COST

?

Electric

Thunder Punch

TYPE

Normal

TYPE

Dark

TYPE

Normal

TYPE

Ground

TYPE

Psychic

TYPE

Normal

TYPE

Normal

TYPE

Dark

TYPE

Normal

TYPE

Electric

MOVE NAME

Tackle

MOVE NAME

Bite

MOVE NAME

Bide

MOVE NAME

Sand Attack

MOVE NAME

Hypnosis

MOVE NAME

Super Fang

MOVE NAME

Psych Up

MOVE NAME

Hyper Fang

MOVE NAME

Nasty Plot

MOVE NAME

Slam

MOVE NAME

Thunder Punch



EXPERIENCE COST

0

Normal

Leer

EXPERIENCE COST

5

Normal

Odor Sleuth

EXPERIENCE COST

10

Fairy

Baby-Doll Eyes

EXPERIENCE COST

15

Normal

Take Down

EXPERIENCE COST

22

Dark

Crunch

EXPERIENCE COST

29

Normal

Retaliate

EXPERIENCE COST

36

Normal

Last Resort

EXPERIENCE COST

45

Fairy

Play Rough

EXPERIENCE COST

?

Normal

Endure

TYPE

Normal

TYPE

Dark

TYPE

Normal

TYPE

Normal

TYPE

Normal

TYPE

Fight

TYPE

Normal

TYPE

Ghost

TYPE

Normal

MOVE NAME

Tackle

MOVE NAME

Bite

MOVE NAME

Helping Hand

MOVE NAME

Work Up

MOVE NAME

Roar

MOVE NAME

Reversal

MOVE NAME

Giga Impact

MOVE NAME

Lick

MOVE NAME

Yawn

#506 Lillipup



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.

TYPE:

Normal

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

3

DISOBEDIENCE:

●●●●●

ABILITIES:

Vital Spirit & Pick Up

EVOLUTION:


First Stage.  
Evolves with Loyalty.







#507 Herdier



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.

TYPE:

Normal

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

4

DISOBEDIENCE:


●●●●●


ABILITIES:


Intimidate & Sand Rush

EVOLUTION:

Second Stage.  
Evolves with Loyalty.







EXPERIENCE COST

0

Normal

Leer

EXPERIENCE COST

6

Normal

Odor Sleuth

EXPERIENCE COST

10

Normal

Helping Hand

EXPERIENCE COST

14

Normal

Work Up

EXPERIENCE COST

19

Normal

Roar

EXPERIENCE COST

25

Fight

Reversal

EXPERIENCE COST

31

Normal

Giga Impact

EXPERIENCE COST

?

Ghost

Lick

EXPERIENCE COST

?

Normal

Yawn

TYPE

Normal

TYPE

Dark

TYPE

Normal

TYPE

Dark

TYPE

Normal

TYPE

Normal

TYPE

Fairy

TYPE

Normal

MOVE NAME

Tackle

MOVE NAME

Bite

MOVE NAME

Take Down

MOVE NAME

Crunch

MOVE NAME

Retaliate

MOVE NAME

Last Resort


MOVE NAME

Play Rough

MOVE NAME

Endure

#508 Stoutland



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.

TYPE:

Normal

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

5

DISOBEDIENCE:


●●●●●


ABILITIES:


Intimidate & Sand Rush

EVOLUTION:

Final Form.







EXPERIENCE COST

0

Ice

Ice Fang

EXPERIENCE COST

0

Electric

Thunder Fang

EXPERIENCE COST

0

Normal

Tackle

EXPERIENCE COST

8

Dark

Bite

EXPERIENCE COST

15

Normal

Take Down

EXPERIENCE COST

24

Dark

Crunch

EXPERIENCE COST

36

Normal

Retaliate

EXPERIENCE COST

51

Normal

Last Resort

EXPERIENCE COST

63

Fairy

Play Rough

EXPERIENCE COST

?

Steel

Iron Head

TYPE

Fire

TYPE

Normal

TYPE

Normal

TYPE

Normal

TYPE

Normal

TYPE

Normal

TYPE

Fight

TYPE

Normal

TYPE

Psychic

TYPE

Fight

MOVE NAME

Fire Fang

MOVE NAME

Leer

MOVE NAME

Odor Sleuth

MOVE NAME

Helping Hand

MOVE NAME

Work Up

MOVE NAME

Roar

MOVE NAME

Reversal

MOVE NAME

Giga Impact


MOVE NAME

Psychic Fangs

MOVE NAME

Superpower

#509 Purrloin



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.

TYPE:

Dark

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

3

DISOBEDIENCE:


●●●●●


ABILITIES:

Limber & Unburden

EVOLUTION:

First Stage.  
Evolves by being surrounded by riches.





EXPERIENCE COST

0

Normal

Scratch

EXPERIENCE COST

6

Normal

Assist

EXPERIENCE COST

12

Normal

Fury Swipes

EXPERIENCE COST

19

Dark

Torment

EXPERIENCE COST

24

Dark

Hone Claws

EXPERIENCE COST

30

Normal

Slash

EXPERIENCE COST

37

Dark

Night Slash

EXPERIENCE COST

42

Dark

Nasty Plot

EXPERIENCE COST

49

Fairy

Play Rough

EXPERIENCE COST

?

Dark

Fake Tears

TYPE

Normal

TYPE

Ground

TYPE

Dark

TYPE

Normal

TYPE

Dark

TYPE

Dark

TYPE

Dark

TYPE

Dark

TYPE

Psychic

TYPE

Normal

MOVE NAME

Growl

MOVE NAME

Sand Attack

MOVE NAME

Pursuit

MOVE NAME

Fake Out

MOVE NAME

Assurance

MOVE NAME

Captivate

MOVE NAME

Snatch

MOVE NAME

Sucker Punch

MOVE NAME

Trick

MOVE NAME

Pay Day



EXPERIENCE COST

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

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

#510 Liepard



HEIGHT: 1.1m / 3'07"

WEIGHT: 37kg / 82 lbs

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.

TYPE: Dark

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●


ABILITIES: Limber & Unburden

EVOLUTION: Final Form.

#509

#510

#511 Pansage



HEIGHT: 0.6m / 2'00"

WEIGHT: 10kg / 23 lbs

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.

TYPE: Grass

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●


BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Gluttony

EVOLUTION: First Stage. Evolves with a Leaf Stone.

#511

#512

EXPERIENCE COST

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

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

#512 Simisage



HEIGHT: 1.1m / 3'07"

WEIGHT: 30kg / 67 lbs

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.

TYPE: Grass

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●


BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Gluttony

EVOLUTION: Final Form.

#511

#512

EXPERIENCE COST

0

Normal

Leer

0

Normal

Fury Swipes

?

Grass

Synthesis

?

Poison

Gunk Shot

EXPERIENCE COST

0

Ghost

Lick

0

Grass


Seed Bomb

?

Fairy

Disarming Voice

#513 Pansear



HEIGHT: 0.6m / 2'00"

WEIGHT: 11kg / 24 lbs

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.

TYPE: Fire

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●


BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Gluttony

EVOLUTION: First Stage. Evolves with a Fire Stone.

#513

#514

EXPERIENCE COST

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

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



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

#514 Simisear



HEIGHT: 1m / 3'03"

WEIGHT: 28kg / 61 lbs

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.

TYPE: Fire

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Gluttony

EVOLUTION: Final Form.

#513

#514

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

#515 Panpour



HEIGHT: 0.6m / 2'00"

WEIGHT: 13kg / 29 lbs

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.

TYPE: Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Gluttony

EVOLUTION: First Stage.  
Evolves with a Water Stone.

#515

#516

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

#516 Simipour



HEIGHT: 1m / 3'03"

WEIGHT: 29kg / 63 lbs

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 swimming in a pond, the water is safe to drink.

TYPE: Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Gluttony

EVOLUTION: Final Form.  
Male Kirlia evolved with a Shiny Stone.

#515

#516

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

#517 Munna



HEIGHT: 0.6m / 2'00"

WEIGHT: 23kg / 56 lbs

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.

TYPE: Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Forewarn & Synchronize

EVOLUTION: First Stage.  
Evolves with a Moon Stone.

#517

#518

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Defense Curl	7	Normal	Yawn
7	Normal	Yawn	13	Psychic	Imprison
13	Psychic	Imprison	19	Psychic	Hypnosis
19	Psychic	Hypnosis	25	Psychic	Synchronoise
25	Psychic	Synchronoise	31	Psychic	Future Sight
31	Psychic	Future Sight	37	Psychic	Psychic
37	Psychic	Psychic	43	Psychic	Telekinesis
43	Psychic	Telekinesis	?	Normal	Heal Bell
?	Normal	Heal Bell	?	Psychic	Healing Wish



EXPERIENCE COST

0

Psychic

Psychic Terrain

EXPERIENCE COST

0

Normal

Defense Curl

EXPERIENCE COST

0

Psychic

Psybeam

EXPERIENCE COST

?

Normal

Heal Bell

EXPERIENCE COST

?

Psychic

Healing Wish

TYPE

Normal

Lucky Chant

TYPE

Psychic

Hypnosis


TYPE

Normal

Pain Split

#518

Musharna



HEIGHT:

1.1m / 3'07"

WEIGHT:

60kg / 133 lbs

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.

TYPE:

Psychic

STRENGTH

●●●●

DEXTERITY

●●●●

VITALITY

●●●●●●

SPECIAL

●●●●●●

INSIGHT

●●●●●●

BASE HP:

4

DISOBEDIENCE:

●●●●●●

ABILITIES:

Forewarn & Synchronize

EVOLUTION:


Final Form.

#517

#518

#519

Pidove



HEIGHT:

0.3m / 1'00"

WEIGHT:

2kg / 4 lbs

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.

TYPE:

Normal

Flying

STRENGTH

●●●●

DEXTERITY

●●●●

VITALITY

●●●●

SPECIAL

●●●●

INSIGHT

●●●●

BASE HP:

3

DISOBEDIENCE:

●●●●●●

ABILITIES:

Big Pecks & Super Luck

EVOLUTION:

First Stage.

Evolves after reaching certain level.

#519

#520

#521

EXPERIENCE COST

0

Flying

Gust

EXPERIENCE COST

8

Normal

Leer

EXPERIENCE COST

15

Flying

Air Cutter

EXPERIENCE COST

22

Fight

Detect

EXPERIENCE COST

29

Flying

Air Slash

EXPERIENCE COST

36

Flying

Feather Dance

EXPERIENCE COST

43

Normal

Facade

EXPERIENCE COST

50

Flying

Sky Attack

EXPERIENCE COST

?

Normal

Lucky Chant

TYPE

Normal

Growl

TYPE

Normal

Quick Attack

TYPE

Flying

Roost

TYPE

Dark

Taunt

TYPE

Normal

Razor Wind

TYPE

Normal

Swagger

TYPE

Flying

Tailwind

TYPE

Steel

Steel Wing

TYPE

Psychic

Hypnosis

EXPERIENCE COST

0

Flying

Gust

EXPERIENCE COST

0

Normal

Leer

EXPERIENCE COST

15

Flying

Air Cutter

EXPERIENCE COST

23

Fight

Detect

EXPERIENCE COST

32

Flying

Air Slash

EXPERIENCE COST

41

Flying

Feather Dance

EXPERIENCE COST

50

Normal

Facade

EXPERIENCE COST

59

Flying

Sky Attack

EXPERIENCE COST

?

Normal

Lucky Chant

TYPE

Normal

Growl

TYPE

Normal

Quick Attack

TYPE

Flying

Roost

TYPE

Dark

Taunt

TYPE

Normal

Razor Wind

TYPE

Normal

Swagger

TYPE

Flying

Tailwind

TYPE

Steel

Steel Wing


TYPE

Psychic

Hypnosis

#520

Tranquil



HEIGHT:

0.6m / 2'00"

WEIGHT:

15kg / 33 lbs

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.

TYPE:

Normal

Flying

STRENGTH

●●●●●●

DEXTERITY

●●●●●●

VITALITY

●●●●●●

SPECIAL

●●●●●●

INSIGHT

●●●●●●

BASE HP:

4

DISOBEDIENCE:

●●●●●●

ABILITIES:

Big Pecks & Super Luck

EVOLUTION:

Second Stage.

Evolves after reaching certain level.


#519

#520

#521

#521

Unfezant



HEIGHT:

1.2m / 4'00"

WEIGHT:

29kg / 63 lbs

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.

TYPE:

Normal

Flying

STRENGTH

●●●●●●

DEXTERITY

●●●●●●

VITALITY

●●●●●●

SPECIAL

●●●●●●

INSIGHT

●●●●●●

BASE HP:

5

DISOBEDIENCE:

●●●●●●

ABILITIES:

Big Pecks & Super Luck

EVOLUTION:

Final Form.

#519

#520

#521

EXPERIENCE COST

0

Flying

Gust

EXPERIENCE COST

0

Normal

Leer

EXPERIENCE COST

15

Flying

Air Cutter

EXPERIENCE COST

23

Fight

Detect

EXPERIENCE COST

33

Flying

Air Slash

EXPERIENCE COST

44

Flying

Feather Dance

EXPERIENCE COST

55

Normal

Facade

EXPERIENCE COST

66

Flying

Sky Attack

EXPERIENCE COST

?

Dark

Night Slash

TYPE

Normal

Growl

TYPE

Normal

Quick Attack

TYPE

Flying

Roost

TYPE

Dark

Taunt

TYPE

Normal

Razor Wind

TYPE

Normal

Swagger

TYPE

Flying

Tailwind

TYPE

Fire

Heat Wave

TYPE

Normal

Lucky Chant



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

HEIGHT: 0.8m / 2'07"

WEIGHT: 58kg / 110 lbs

#522 Blitzle

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.

TYPE: Electric

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Lightningrod & Motor Drive

EVOLUTION: First Stage. Evolves after reaching certain level.

#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			

HEIGHT: 1.6m / 5'03"

WEIGHT: 158kg / 350 lbs

#523 Zebstrika

Thunderbolt Pokémon

It is very ill tempered and wild, there have been very few cases of it being successfully tamed.

It can shoot lightning from it's mane in all directions. If you try to mount it without warning it will shock you.

TYPE: Electric

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Lightningrod & Motor Drive

EVOLUTION: Final Form.

#522

#523

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

HEIGHT: 0.4m / 1'04"

WEIGHT: 18kg / 39 lbs

#524 Roggenrola

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.

TYPE: Rock

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Sturdy

EVOLUTION: First Stage. Evolves after reaching certain size.

#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			

HEIGHT: 0.9m / 3'00"

WEIGHT: 102kg / 224 lbs

#525 Boldore

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.

TYPE: Rock

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Sturdy

EVOLUTION: Second Stage. Evolves after being traded.

#524

#525

#526



EXPERIENCE COST

0

Normal

MOVE NAME

Tackle

EXPERIENCE COST

7

Ground

MOVE NAME

Sand Attack

EXPERIENCE COST

14

Rock

MOVE NAME

Rock Blast

EXPERIENCE COST

20

Steel

MOVE NAME

Iron Defense

EXPERIENCE COST

25

Rock

MOVE NAME

Power Gem

EXPERIENCE COST

36

Rock

MOVE NAME

Stealth Rock

EXPERIENCE COST

48

Rock

MOVE NAME

Stone Edge

EXPERIENCE COST

?

Steel

MOVE NAME

Heavy Slam

EXPERIENCE COST

?

Fight

MOVE NAME

Superpower

EXPERIENCE COST

0

Normal

MOVE NAME

Harden

EXPERIENCE COST

10

Normal

MOVE NAME

Headbutt

EXPERIENCE COST

17

Ground

MOVE NAME

Mud Slap

EXPERIENCE COST

23

Rock

MOVE NAME

Smack Down

EXPERIENCE COST

30

Rock

MOVE NAME

Rock Slide

EXPERIENCE COST

42

Rock

MOVE NAME

Sandstorm

EXPERIENCE COST

55

Normal

MOVE NAME

Explosion

EXPERIENCE COST

?

Rock

MOVE NAME

Wide Guard

#526 Gigalith



HEIGHT: 1.7m / 5'07"

WEIGHT: 520kg / 1144 lbs

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.

TYPE: Rock

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 5

DISOBEDIENCE: 5

ABILITIES: Sturdy

EVOLUTION: Final Form.

#524

#525

#526

#527 Woobat



HEIGHT: 0.4m / 1'04"

WEIGHT: 2kg / 4 lbs

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.

TYPE: Psychic Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Unaware & Klutz

EVOLUTION: First Stage.

Evolves with Happiness.

#527

#528

#528 Swoobat



HEIGHT: 0.9m / 3'00"

WEIGHT: 10kg / 23 lbs

Courting Pokémon

They communicate by emitting 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.

TYPE: Psychic Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Unaware & Klutz

EVOLUTION: Final Form.

#527

#528

#529 Drillbur



HEIGHT: 0.3m / 1'00"

WEIGHT: 8kg / 18 lbs

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.

TYPE: Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Sand Rush & Sand Force

EVOLUTION: First Stage.

Evolves by drilling hard stone regularly.

#529

#530

224



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Ground

Rototiller

0

Normal

Scratch

0

Ground

Mud Sport

0

Normal

Rapid Spin

0

Ground

Mud Slap

12

Normal

Fury Swipes

15

Steel

Metal Claw

19

Ground

Dig

22

Dark

Hone Claws

26

Normal

Slash

29

Rock

Rock Slide

31

Normal

Horn Drill

36

Ground

Earthquake

42

Normal

Swords Dance

49

Rock

Sandstorm

55

Ground

Drill Run

62

Ground

Fissure

?

Steel

Iron Defense

?

Steel

Smart Strike

?

Steel

Iron Head

HEIGHT:

0.7m / 2'04"

WEIGHT:

40kg / 89 lbs

Subterranean 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.

TYPE: Ground

Steel

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Sand Rush & Sand Force

EVOLUTION: Final Form.

#529

#530

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Play Nice

0

Normal

Pound

0

Normal

Growl

0

Normal

Helping Hand

0

Normal

Hyper Voice

0

Fairy

Misty Terrain

5

Normal

Refresh

5

Fairy

Baby-Doll-Eyes

10

Normal

Double Slap

13

Fairy

Disarming Voice

20

Normal

Secret Power

15

Normal

Attract

30

Normal

Take Down

25

Normal

Entrainment

40

Normal

After You

35

Psychic

Heal Pulse

50

Normal

Double-Edge

45

Normal

Simple Beam

?

Fairy

Draining Kiss

55

Normal

Last Resort

?

Normal

Wish

?

Normal

Heal Bell

?

Normal

?

Fight

Drain Punch

HEIGHT:

1.2m / 4'00"

WEIGHT:

31kg / 68 lbs

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.

TYPE: Normal

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Healer & Regenerator

EVOLUTION: Final Form.

#531

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

28

Fight

Bulk Up

31

Rock

Rock Slide

34

Fight

Dynamic Punch

37

Normal

Scary Face

40

Fight

Hammer Arm

43

Rock

Stone Edge

46

Fight

Focus Punch

49

Fight

Superpower

?

Normal

Foresight

?

Fight

Mach Punch

?

Fight

Detect

HEIGHT:

0.6m / 2'00"

WEIGHT:

12kg / 27 lbs

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.

TYPE: Fight

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Guts & Sheer Force

EVOLUTION: First Stage. Evolves by increasing its Strength.

#532

#533

#534

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

Mach Punch

?

Fight

Detect

HEIGHT:

1.2m / 3'11"

WEIGHT:

40kg / 88 lbs

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.

TYPE: Fight

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Guts & Sheer Force

EVOLUTION: Second Stage. Evolves after being Traded.

#532

#533

#534



EXPERIENCE COST

0

Normal

MOVE NAME

Pound

EXPERIENCE COST

4

Normal

MOVE NAME

Focus Energy

EXPERIENCE COST

12

Fight

MOVE NAME

Low Kick

EXPERIENCE COST

20

Fight

MOVE NAME

Wake-Up Slap

EXPERIENCE COST

29

Fight

MOVE NAME

Bulk Up

EXPERIENCE COST

37

Fight

MOVE NAME

Dynamic Punch

EXPERIENCE COST

45

Fight

MOVE NAME

Hammer Arm

EXPERIENCE COST

53

Fight

MOVE NAME

Focus Punch

EXPERIENCE COST

?

Normal

MOVE NAME

Foresight

EXPERIENCE COST

?

Rock

MOVE NAME

Wide Guard

EXPERIENCE COST

0

Normal

MOVE NAME

Leer

EXPERIENCE COST

8

Normal

MOVE NAME

Bide

EXPERIENCE COST

16

Rock

MOVE NAME

Rock Throw

EXPERIENCE COST

24

Normal

MOVE NAME

Chip Away

EXPERIENCE COST

33

Rock

MOVE NAME

Rock Slide

EXPERIENCE COST

41

Normal

MOVE NAME

Scary Face

EXPERIENCE COST

49

Rock

MOVE NAME

Stone Edge

EXPERIENCE COST

57

Fight

MOVE NAME

Superpower

EXPERIENCE COST

?

Fight

MOVE NAME

Drain Punch

HEIGHT:

1.4m / 4'07"

WEIGHT:

87kg / 191 lbs

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.

TYPE:

Fight

STRENGTH

●●●○○○

DEXTERITY

●●○○○

VITALITY

●●●○○○

SPECIAL

●●○○○

INSIGHT

●●○○○

BASE HP:

5

DISOBEDIENCE:

○○○○○

ABILITIES:

Guts & Sheer Force

EVOLUTION:

Final Form.

#532

#533

#534

EXPERIENCE COST

0

Water

MOVE NAME

Bubble

EXPERIENCE COST

5

Normal

MOVE NAME

Supersonic

EXPERIENCE COST

12

Water

MOVE NAME

Bubble Beam

EXPERIENCE COST

20

Water

MOVE NAME

Aqua Ring

EXPERIENCE COST

27

Water

MOVE NAME

Muddy Water

EXPERIENCE COST

34

Normal

MOVE NAME

Flail

EXPERIENCE COST

42

Water

MOVE NAME

Hydro Pump

EXPERIENCE COST

?

Ground

MOVE NAME

Earth Power

EXPERIENCE COST

?

Ice

MOVE NAME

Icy Wind

HEIGHT:

0.5m / 1'08"

WEIGHT:

4kg / 9 lbs

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.

TYPE:

Water

STRENGTH

●●○○○

DEXTERITY

●○○○○

VITALITY

●●○○○

SPECIAL

●●○○○

INSIGHT

●○○○○

BASE HP:

3

DISOBEDIENCE:

○○○○○

ABILITIES:

Swift Swim & Hydration

EVOLUTION:

First Stage.  
Evolves after reaching certain level.

#535

#536

#537

EXPERIENCE COST

0

Water

MOVE NAME

Bubble

EXPERIENCE COST

0

Normal

MOVE NAME

Supersonic

EXPERIENCE COST

12

Water

MOVE NAME

Bubble Beam

EXPERIENCE COST

20

Water

MOVE NAME

Aqua Ring

EXPERIENCE COST

28

Water

MOVE NAME

Muddy Water

EXPERIENCE COST

37

Normal

MOVE NAME

Flail

EXPERIENCE COST

47

Water

MOVE NAME

Hydro Pump

EXPERIENCE COST

?

Ground

MOVE NAME

Earth Power

EXPERIENCE COST

?

Ice

MOVE NAME

Icy Wind

HEIGHT:

0.8m / 2'07"

WEIGHT:

17kg / 37 lbs

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.

TYPE:

Water

Ground

STRENGTH

●●○○○

DEXTERITY

●●○○○

VITALITY

●●○○○

SPECIAL

●●○○○

INSIGHT

●●○○○

BASE HP:

4

DISOBEDIENCE:

○○○○○

ABILITIES:

Swift Swim & Hydration

EVOLUTION:

Second Stage.  
Evolves after reaching certain level.

#535

#536

#537

EXPERIENCE COST

0

Water

MOVE NAME

Bubble

EXPERIENCE COST

0

Normal

MOVE NAME

Supersonic

EXPERIENCE COST

12

Water

MOVE NAME

Bubble Beam

EXPERIENCE COST

20

Water

MOVE NAME

Aqua Ring

EXPERIENCE COST

28

Water

MOVE NAME

Muddy Water

EXPERIENCE COST

36

Poison

MOVE NAME

Acid

EXPERIENCE COST

44

Fight

MOVE NAME

Drain Punch

EXPERIENCE COST

53

Water

MOVE NAME

Hydro Pump

EXPERIENCE COST

?

Ground

MOVE NAME

Earth Power

EXPERIENCE COST

?

Dark

MOVE NAME

Knock Off

HEIGHT:

1.5m / 5'00"

WEIGHT:

124kg /272 lbs

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.

TYPE:

Water

Ground

STRENGTH

●●●○○○

DEXTERITY

●●○○○○

VITALITY

●●○○○○

SPECIAL

●●○○○○

INSIGHT

●●○○○○

BASE HP:

5

DISOBEDIENCE:

○○○○○

ABILITIES:

Swift Swim & Poison Touch

EVOLUTION:

Final Form.

#535

#536

#537



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Bind

0

Normal

Leer

0

Fight

Mat Block

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

0

Electric

Thunder Punch

#538 Throh



HEIGHT: 1.3m / 4'03"

WEIGHT: 55kg / 122 lbs

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.

TYPE: Fight

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●


INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Guts & Inner Focus

EVOLUTION: Final Form.



#538

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

#539 Sawk



HEIGHT: 1.4m / 4'07"

WEIGHT: 53kg / 112 lbs

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.

TYPE: Fight

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●


INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Sturdy & Inner Focus

EVOLUTION: Final Form.



#539

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

#540 Sewaddle



HEIGHT: 0.3m / 1'00"

WEIGHT: 2kg / 5 lbs

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.

TYPE: Bug Grass

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●

ABILITIES: Swarm & Chlorophyll

EVOLUTION: First Stage.  
Evolves after reaching certain level.



#540



#541



#542

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

#541 Swadloon



HEIGHT: 0.5m / 1'08"

WEIGHT: 7kg / 16 lbs

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.

TYPE: Bug Grass

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●


INSIGHT ●●●●●

BASE HP: 4


DISOBEDIENCE: ●●●●●

ABILITIES: Leaf Guard & Chlorophyll


EVOLUTION: Second Stage.  
Evolves with Happiness.



#540



#541



#542



EXPERIENCE COST

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

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

#542 Leavanny



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.

TYPE:

Bug

Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

5

DISOBEDIENCE:

ABILITIES:

Swarm & Chlorophyll

EVOLUTION:


Final Form.







#543 Venipede



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.

TYPE:

Bug

Poison

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:


ABILITIES:


Poison Point & Swarm

EVOLUTION:

First Stage.  
Evolves when its Poison becomes Deadly.







EXPERIENCE COST

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

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



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 normally takes a few months.

TYPE:

Bug

Poison

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:


ABILITIES:

Poison Point & Swarm

EVOLUTION:

Second Stage.  
Evolves after a couple of months.







EXPERIENCE COST

0

Normal

Defense Curl

0

Poison

Poison Sting

12

Dark

Pursuit

15

Normal

Protect

22

Steel

Iron Defense

28

Poison

Venoshock

37

Bug

Steamroller

43

Poison

Venom Drench

50

Normal

Double-Edge

?

Ground

Spikes

?

Bug

Pin Missile

EXPERIENCE COST

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

?

Steel


Smart Strike

?

Fight

Superpower

#545 Scolipede



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.

TYPE:

Bug

Poison

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

8


DISOBEDIENCE:


ABILITIES:


Poison Point & Swarm

EVOLUTION:

Final Form.







EXPERIENCE COST

0

Normal

Defense Curl

0

Poison

Poison Sting

12

Dark

Pursuit

15

Normal

Protect

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

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

?

Steel

Smart Strike

?

Fight

Superpower



EXPERIENCE COST

0

Grass

Absorb

0

Fairy

Fairy Wind

4

Normal

Growth

8

Grass

Leech Seed

10

Grass

Stun Spore

13

Grass

Mega Drain

17

Grass

Cotton Spore

19

Grass

Razor Leaf

22

Poison

Poison Powder

26

Grass

Giga Drain

28

Fairy

Charm

31

Normal

Helping Hand

35

Grass

Energy Ball

37

Grass

Cotton Guard

40

Fire

Sunny Day

44

Normal

Endeavor

46

Grass

Solar Beam

?

Dark

Beat Up

?

Dark

Fake Tears

?

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.

TYPE:

Grass

Fairy

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

5

ABILITIES:

Prankster & Infiltrator

EVOLUTION:

First Stage.

Evolves with a Sun Stone.

#546

#547

#547 Whimsicott

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.

TYPE:

Grass

Fairy

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

5

ABILITIES:

Prankster & Infiltrator

EVOLUTION:

Final Form.

#546

#547

EXPERIENCE COST

0

Normal

Growth

0

Grass

Mega Drain

10

Flying

Gust

28

Flying

Tailwind

46

Flying

Hurricane

50

Fairy

Moonblast

?

Dark

Fake Tears

?

Dark

Memento

?

Normal

Encore

#548 Petilil

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.

TYPE:

Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

5

ABILITIES:

Chlorophyll & Own Tempo

EVOLUTION:

First Stage.

Evolves with a Sun Stone.

#548

#549

EXPERIENCE COST

0

Grass

Absorb

4

Normal

Growth

8

Grass

Leech Seed

10

Grass

Mega Drain

17

Grass

Synthesis

19

Grass

Magical Leaf

22

Grass

Stun Spore

26

Grass

Giga Drain

28

Grass

Aromatherapy

31

Normal

Helping Hand

35

Grass

Energy Ball

37

Normal

Entrainment

40

Fire

Sunny Day

44

Normal

After You

46

Grass

Leaf Storm

?

Fairy

Charm

?

Normal

Heal Bell

?

Grass

Grass Whistle

#549 Liligant

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, elegance and delicious aroma.

TYPE:

Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

5

ABILITIES:

Chlorophyll & Own Tempo

EVOLUTION:

Final Form.

#548

#549

EXPERIENCE COST

0

Normal

Growth

0

Grass

Mega Drain

10

Normal

Teeter Dance

28

Bug

Quiver Dance

46

Grass

Petal Dance

50

Grass

Petal Blizzard

?

Normal

Sweet Scent

?

Psychic

Healing Wish

?

Grass

Ingrain



EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tail Whip

0

Water

Water Gun

7

Normal

Headbutt

13

Water

Aqua Jet

20

Normal

Take Down

28

Water

Aqua Tail

36

Normal

Double-Edge

46

Normal

Flail

50

Fight

Final Gambit

?

Psychic

Agility

?

Fight

Superpower

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

4

Normal

Uproar

10

Dark

Bite

16

Normal

Chip Away

24

Dark

Crunch

32

Water

Soak

41

Normal

Scary Face

46

Rock

Head Smash

56

Normal

Thrash

?

Water

Muddy Water

#550 Basculin



HEIGHT: 1m / 3'00"

WEIGHT: 18kg / 39 lbs

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.

TYPE: Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT

BASE HP: 4


DISOBEDIENCE: ●●●●●

ABILITIES: Adaptability & Reckless

EVOLUTION: Final Form.

#550

#551 Sandile



HEIGHT: 0.7m / 2'04"

WEIGHT: 15kg / 33 lbs

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.

TYPE: Ground

Dark

STRENGTH

DEXTERITY

VITALITY

SPECIAL



INSIGHT

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Intimidate & Moxie

EVOLUTION: First Stage. Evolves after reaching certain level.

#551 #552 #553

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Leer

4

Dark

Bite

10

Dark

Torment

16

Dark

Assurance

22

Dark

Embargo

28

Dark

Crunch

34

Normal

Scary Face

40

Rock

Sandstorm

46

Normal

Thrash

?

Electric

Thunder Fang

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Rage

7

Ground

Sand Attack

13

Ground

Sand Tomb

19

Ground

Mud Slap

25

Normal

Swagger

31

Ground

Dig

37

Dark

Foul Play

43

Ground

Earthquake

?

Dark

Beat Up

?

Water

Aqua Tail

#552 Krokorok



HEIGHT: 1m / 3'00"

WEIGHT: 33kg / 73 lbs

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.

TYPE: Ground

Dark

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Intimidate & Moxie

EVOLUTION: Second Stage. Evolves by doing evil deeds.

#551 #552 #553

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Rage

7

Ground

Sand Attack

13

Ground

Sand Tomb

19

Ground

Mud Slap

25

Normal

Swagger

32

Ground

Dig

40

Dark

Foul Play

48

Ground

Earthquake

?

Dark

Beat Up

?

Water

Aqua Tail

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Leer

4

Dark

Bite

10

Dark

Torment

16

Dark

Assurance

22

Dark

Embargo

28

Dark

Crunch

36

Normal

Scary Face

44

Rock

Sandstorm

52

Normal

Thrash

?

Electric

Thunder Fang

#553 Krookodile



HEIGHT: 1.5m / 5'00"

WEIGHT: 96kg / 212 lbs

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.

TYPE: Ground

Dark

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Intimidate & Moxie

EVOLUTION: Final Form.

#551 #552 #553

EXPERIENCE COST

TYPE

MOVE NAME

0

Dark

Power Trip

0

Normal

Rage

7

Ground

Sand Attack

13

Ground

Sand Tomb

19

Ground

Mud Slap

25

Normal

Swagger

32

Ground

Dig

42

Dark

Foul Play

54

Ground

Earthquake

?

Fire

Fire Fang

?

Fight

Superpower

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Leer

4

Dark

Bite

10

Dark

Torment

16

Dark

Assurance

22

Dark

Embargo

28

Dark

Crunch

36

Normal

Scary Face

48

Rock

Sandstorm

60

Dragon

Outrage

?

Steel

Iron Tail



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			

#554 Darumaka

HEIGHT:

0.6m / 2'00"

WEIGHT:

37kg / 82 lbs

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.

TYPE:

Fire

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Hustle

EVOLUTION:

First Stage.  
Evolves after reaching certain level.

#554

#555

#555 Darmanitan

HEIGHT:

1.3m / 4'03"

WEIGHT:

92kg / 204 lbs

Blazing Pokémon

This Pokémon is shrouded in mystery as old writings 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.

TYPE:

Fire

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Sheer 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

HEIGHT:

1.3m / 4'03"

WEIGHT:

92kg / 204 lbs

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.

TYPE:

Fire

Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Zen Mode

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

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0	Flying	Peck	0	Grass	Absorb
0	Grass	Spiky Shield	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			

#556 Maractus

HEIGHT:

1m / 3'03"

WEIGHT:

28kg / 61 lbs

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.

TYPE:

Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Water Absorb & Chlorophyll

EVOLUTION:

Final Form.

#556



#557 Dwebble



HEIGHT: 0.3m / 1'00"

WEIGHT: 14kg / 32 lbs

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.

TYPE: BugRock

EXPERIENCE COST07131924313743?

TYPEBugWaterDarkRockRockNormalRockGround

MOVE NAMEFury CutterWithdrawFeint AttackRock PolishStealth RockSlashShell SmashRock WreckerSpikes

EXPERIENCE COST5111723293541??

TYPERockGroundRockBugRockBugNormalSteelDark

MOVE Namerock BlastSand AttackSmack DownBug BiteRock SlideX-ScissorFlailIron DefenseNight Slash

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Sturdy & Shell Armor

EVOLUTION: First Stage. Evolves after reaching certain size.



EXPERIENCE COSTTYPEMOVE NAME

0BugFury Cutter

0WaterWithdraw

13DarkFeint Attack

19RockRock Polish

24RockStealth Rock

31NormalSlash

43NormalShell Smash

55RockRock Wrecker

?RockWide Guard

EXPERIENCE COSTTYPEMOVE NAME

0RockRock Blast

0GroundSand Attack

17RockSmack Down

23BugBug Bite

29RockRock Slide

38BugX-Scissor

50NormalFlail

?SteelIron Defense

?DarkNight Slash

#558 Crustle



HEIGHT: 1.4m / 4'07"

WEIGHT: 200kg / 449 lbs

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.

TYPE: BugRock

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4


DISOBEDIENCE: ●●●●●

ABILITIES: Sturdy & Shell Armor

EVOLUTION: Final Form.



#559 Scraggy



HEIGHT: 0.6m / 2'00"

WEIGHT: 11kg / 26 lbs

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.

TYPE: DarkFight

EXPERIENCE COST04122027344248??

TYPENormalGroundNormalFightNormalNormalFightNormalFire

MOVE NAMELeerSand AttackHeadbuttBrick BreakChip AwayScary FaceFacadeFocus PunchFake OutFire Punch

EXPERIENCE COST09162331384550?

TYPEFightDarkNormalFightDarkNormalRockElectric



MOVE NamerLow KickFeint AttackSwaggerPaybackHigh Jump KickCrunchRock ClimbHead SmashThunder Punch

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Shed Skin & Moxie

EVOLUTION: First Stage. Evolves by doing evil deeds.



EXPERIENCE COSTTYPEMOVE NAME

0NormalLeer

0GroundSand Attack

12NormalHeadbutt

20FightBrick Break

27NormalChip Away

34NormalScary Face

45NormalFacade

58FightFocus Punch

?DragonDragon Dance

?SteelIron Defense

EXPERIENCE COSTTYPEMOVE NAME

0FightLow Kick

0DarkFeint Attack

16NormalSwagger

23DarkPayback

31FightHigh Jump Kick


38DarkCrunch

51NormalRock Climb

65RockHead Smash

?FightDrain Punch

#560 Scrafty



HEIGHT: 1.1m / 3'07"

WEIGHT: 30kg / 66 lbs

Hoodlum Pokémon

They form gangs and beat anyone who trespasses 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.

TYPE: DarkFight

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●



INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Shed Skin & Moxie

EVOLUTION: Final Form.





#561 Sigilyph



HEIGHT: 1.4m / 4'07"

WEIGHT: 14kg / 30 lbs

Avianoid Pokémon

It is known that they worked as guards for an aient civilization and a few can still be seen patrolling its borders, following the same route for centuries. They attack people that sneak through their barriers.

TYPE: Psychic Flying

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Wonder Skin & Magic Guard

EVOLUTION: Final Form.



EXPERIENCE COST

TYPE

MOVE NAME

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

0 Psychic Miracle Eye

8 Psychic Psywave

14 Normal Whirlwind

21 Flying Air Cutter

28 Psychic Reflect

34 Flying Mirror Move

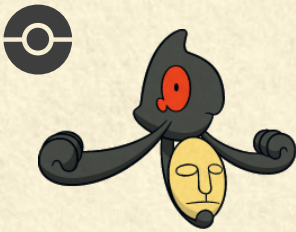
41 Flying Air Slash

48 Psychic Cosmic Power

? Psychic Stored Power

? Psychic Psycho Shift

#562 Yamask



HEIGHT: 0.5m / 1'08"

WEIGHT: 1kg / 3 lbs

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.

TYPE: Ghost

STRENGTH ●●●

DEXTERITY ●●●

VITALITY ●●●●●

SPECIAL ●●●●



INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Mummy

EVOLUTION: First Stage. Evolves when it finds its own tomb.



EXPERIENCE COST

TYPE

MOVE NAME

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

41 Ghost Grudge

49 Ghost Destiny Bond

? Dark Nasty Plot

0 Normal Protect

9 Ice Haze

17 Ghost Hex

25 Ghost Ominous Wind

33 Psychic Power Split

37 Ghost Shadow Ball

45 Normal Mean Look

? Dark Fake Tears

? Psychic Role Play

#563 Cofagrigus



HEIGHT: 1.7m / 5'07"

WEIGHT: 76kg / 168 lbs

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.

TYPE: Ghost

STRENGTH ●●●●

DEXTERITY ●●●

VITALITY ●●●●●●●

SPECIAL ●●●●●●

INSIGHT ●●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Mummy

EVOLUTION: Final Form.



EXPERIENCE COST

TYPE

MOVE NAME

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

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

#564 Tirtouga



HEIGHT: 0.7m / 2'04"

WEIGHT: 11kg / 25 lbs

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 cloned from a fossil that was found a mile deep underwater.

TYPE: Water Rock

STRENGTH ●●●●●

DEXTERITY ●●●

VITALITY ●●●●●●

SPECIAL ●●●●



INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Solid Rock & Sturdy

EVOLUTION: First Stage. Evolves after reaching maturity.



EXPERIENCE COST

TYPE

MOVE NAME

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

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



#565 Carracosta



HEIGHT: 1.2m / 4'00"

WEIGHT: 162kg / 356 lbs

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.

TYPE: Water

Rock

STRENGTH ●●●●●

DEXTERITY ●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Solid Rock & Sturdy


EVOLUTION: Final Form.

#564

#565

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



HEIGHT: 0.5m / 1'04"

WEIGHT: 9kg / 20 lbs

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.

TYPE: Rock

Flying

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●●

INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Defeatist


EVOLUTION: First Stage. Evolves after reaching certain level.

#566

#567

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



HEIGHT: 1.4m / 4'07"

WEIGHT: 32kg / 70 lbs

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.

TYPE: Rock

Flying

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●●

INSIGHT ●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Defeatist


EVOLUTION: Final Form.

#566

#567

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



HEIGHT: 0.6m / 2'00"

WEIGHT: 31kg / 68 lbs

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.

TYPE: Poison

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Stench & Sticky Hold

EVOLUTION: First Stage. Evolves after reaching certain size.


#568

#569

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



HEIGHT: 1.9m / 6'03"  
WEIGHT: 107kg / 236 lbs

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.



TYPE: Poison

STRENGTH: ●●●●●  
DEXTERITY: ●●●●●  
VITALITY: ●●●●●  
SPECIAL: ●●●●●  
INSIGHT: ●●●●●

BASE HP: 6  
DISOBEDIENCE: ●●●●●

ABILITIES: Stench & Weak Armor

EVOLUTION: Final Form.



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



HEIGHT: 0.7m / 2'04"  
WEIGHT: 12kg / 27 lbs

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 mischief in disguise.

TYPE: Dark

STRENGTH: ●●●●●  
DEXTERITY: ●●●●●  
VITALITY: ●●●●●  
SPECIAL: ●●●●●  
INSIGHT: ●●●●●

BASE HP: 3  
DISOBEDIENCE: ●●●●●


ABILITIES: Illusion

EVOLUTION: First Stage. Evolves by doing evil deeds.



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 Zoroark



HEIGHT: 1.6m / 5'03"  
WEIGHT: 81kg / 178 lbs

Illusion Fox Pokémon

They live in groups, their lair's entrance 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.



TYPE: Dark

STRENGTH: ●●●●●  
DEXTERITY: ●●●●●  
VITALITY: ●●●●●  
SPECIAL: ●●●●●  
INSIGHT: ●●●●●

BASE HP: 5  
DISOBEDIENCE: ●●●●●


ABILITIES: Illusion

EVOLUTION: Final Form.



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



HEIGHT: 0.4m / 1'04"  
WEIGHT: 5kg / 12 lbs

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.



TYPE: Normal

STRENGTH: ●●●●●  
DEXTERITY: ●●●●●  
VITALITY: ●●●●●  
SPECIAL: ●●●●●  
INSIGHT: ●●●●●

BASE HP: 3  
DISOBEDIENCE: ●●●●●


ABILITIES: Cute Charm & Technician

EVOLUTION: First Stage. Evolves with a Shiny Stone.



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







#575 Gothorita		TYPE: Psychic		EXPERIENCE COST		TYPE		MOVE NAME		EXPERIENCE COST		TYPE		MOVE NAME	
		STRENGTH ●●●●		0		Normal		Pound		0		Psychic		Confusion	
		DEXTERITY ●●●●		0		Normal		Tickle		0		Normal		Play Nice	
		VITALITY ●●●●●		10		Dark		Fake Tears		14		Normal		Double Slap	
		SPECIAL ●●●●●		16		Psychic		Psybeam		19		Dark		Embargo	
		INSIGHT ●●●●●		24		Dark		Feint Attack		25		Psychic		Psyshock	
		BASE HP: 4		28		Dark		Flatter		31		Psychic		Future Sight	
		DISOBEDIENCE: ●●●●●		34		Psychic		Heal Block		39		Psychic		Psychic	
		ABILITIES: Frisk & Competitive		43		Psychic		Telekinesis		50		Fairy		Charm	
		EVOLUTION: Second Stage. Evolves after reaching certain level.		53		Psychic		Magic Room		?		Psychic		Role Play	
		 #574		?		Bug		Signal Beam		?		Dark		Snatch	
		 #575													
		 #576													



236



#577 Solosis		TYPE: Psychic		EXPERIENCE COST		TYPE		MOVE NAME		EXPERIENCE COST		TYPE		MOVE NAME	
<div><div></div><div></div></div>		STRENGTH		●●●●		0		Psychic		3		Psychic		Reflect	
		DEXTERITY		●●●●		7		Rock		10		Dark		Snatch	
		VITALITY		●●●●		14		Normal		16		Psychic		Light Screen	
		SPECIAL		●●●●●●		19		Fairy		24		Normal		Recover	
		INSIGHT		●●●●●		25		Psychic		28		Normal		Endeavor	
		BASE HP:		3		DISOBEDIENCE:				31		Normal		Pain Split	
HEIGHT: 0.3m / 1'00"		WEIGHT: 1kg / 2 lbs								37		Psychic		Skill Swap	
Cell Pokémon										46		Psychic		Wonder Room	
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.										?		Poison		Acid Armor	
										?		Ghost		Night Shade	


#578 Duosion						TYPE: Psychic		
EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME		STRENGTH	●●●
0	Psychic	Psywave	0	Psychic	Reflect		DEXTERITY	●●●
0	Rock	Rollout	0	Dark	Snatch		VITALITY	●●●●
14	Normal	Hidden Power	16	Psychic	Light Screen		SPECIAL	●●●●●●
19	Fairy	Charm	24	Normal	Recover		INSIGHT	●●●●
25	Psychic	Psyshock	28	Normal	Endeavor		BASE HP: 4	DISOBEDIENCE: ●●●●●
31	Psychic	Future Sight	34	Normal	Pain Split			
39	Psychic	Psychic	43	Psychic	Skill Swap	HEIGHT: 0.6m / 2'00"	WEIGHT: 8kg / 17 lbs	ABILITIES: Overcoat & Magic Guard
50	Psychic	Heal Block	53	Psychic	Wonder Room			
?	Poison	Acid Armor	?	Ghost	Night Shade	Mitosis Pokémon		
?	Ghost	Confuse Ray				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.		
								
						#577	#578	#579

#579 Reuniclus		TYPE: Psychic		EXPERIENCE COST		TYPE		MOVE NAME		EXPERIENCE COST		TYPE		MOVE NAME	
		STRENGTH	●●●●	0	Psychic	Psywave	0	Psychic	Reflect						
		DEXTERITY	●●●●	0	Rock	Rollout	0	Dark	Snatch						
		VITALITY	●●●●●	14	Normal	Hidden Power	16	Psychic	Light Screen						
		SPECIAL	●●●●●●	19	Fairy	Charm	24	Normal	Recover						
		INSIGHT	●●●●●	25	Psychic	Psyshock	28	Normal	Endeavor						
		BASE HP:	5	DISOBEDIENCE:	●●●●●	31	Psychic	Future Sight	34	Normal	Pain Split				
		ABILITIES:	Overcoat & Magic Guard		39	Psychic	Psychic	41	Normal	Dizzy Punch					
EVOLUTION: Final Form.		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		
EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME		STRENGTH	●●●
0	Water	Wate Gun	3	Water	Water Sport		DEXTERITY	●●●
6	Flying	Defog	9	Flying	Wing Attack		VITALITY	●●●
13	Water	Water Pulse	15	Flying	Aerial Ace		SPECIAL	●●●
19	Water	Bubble Beam	21	Flying	Feather Dance		INSIGHT	●●●
24	Water	Aqua Ring	27	Flying	Air Slash		BASE HP: 3 DISOBEDIENCE: ●●●●●	
30	Flying	Roost	34	Water	Rain Dance			
37	Flying	Tailwind	41	Flying	Brave Bird			
46	Flying	Hurricane	?	Ground	Mud Sport	ABILITIES: Keen Eye & Big Pecks		
?	Steel	Steel Wing	?	Flying	Mirror Move		EVOLUTION: First Stage. Evolves by becoming really beautiful.	
						HEIGHT: 0.5m / 1'08"	WEIGHT: 5kg / 12 lbs	
						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.		
						 #580  #581		



#581 Swanna



HEIGHT: 1.3m / 4'03"

WEIGHT: 24kg / 53 lbs

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.

TYPE: Water Flying

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●



INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●


ABILITIES: Keen Eye & Big Pecks

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun	0	Water	Water Sport
0	Flying	Defog	0	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
40	Flying	Tailwind	47	Flying	Brave Bird
55	Flying	Hurricane	?	Ground	Mud Sport
?	Normal	Lucky Chant	?	Flying	Mirror Move

#582 Vanillite



HEIGHT: 0.4m / 1'04"

WEIGHT: 5kg / 12 lbs

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.

TYPE: Ice

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●




INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●


ABILITIES: Ice Body

EVOLUTION: First Stage. Evolves after a freezing winter.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Icicle Spear	4	Normal	Harden
7	Ghost	Astonish	10	Normal	Uproar
13	Ice	Icy Wind	16	Ice	Mist
19	Ice	Avalanche	22	Dark	Taunt
26	Steel	Mirror Shot	31	Poison	Acid Armor
35	Ice	Ice Beam	40	Ice	Hail
44	Psychic	Mirror Coat	49	Ice	Blizzard
53	Ice	Sheer Cold	?	Ice	Ice Shard
?	Steel	Autotomize	?	Water	Water Pulse

#583 Vanillish



HEIGHT: 1.1m / 3'07"

WEIGHT: 41kg / 90 lbs

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.

TYPE: Ice

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●




INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●


ABILITIES: Ice Body

EVOLUTION: Second Stage. Evolves after a freezing winter.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Icicle Spear	0	Normal	Harden
0	Ghost	Astonish	0	Normal	Uproar
13	Ice	Icy Wind	16	Ice	Mist
19	Ice	Avalanche	22	Dark	Taunt
26	Steel	Mirror Shot	31	Poison	Acid Armor
36	Ice	Ice Beam	42	Ice	Hail
47	Psychic	Mirror Coat	53	Ice	Blizzard
58	Ice	Sheer Cold	?	Ice	Ice Shard
?	Steel	Autotomize	?	Water	Water Pulse

#584 Vanilluxe



HEIGHT: 1.3m / 4'03"

WEIGHT: 57kg / 126 lbs

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.

TYPE: Ice

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●




INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Ice Body

EVOLUTION: Final Form.

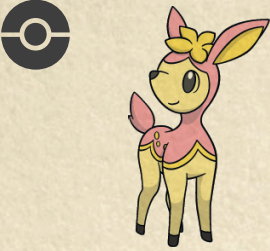


EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Freeze-Dry	0	Ice	Icicle Spear
0	Normal	Harden	0	Normal	Astonish
0	Normal	Uproar	13	Ice	Icy Wind
16	Ice	Mist	19	Ice	Avalanche
22	Dark	Taunt	26	Steel	Mirror Shot
31	Poison	Acid Armor	36	Ice	Ice Beam
42	Ice	Hail	50	Psychic	Mirror Coat
59	Ice	Blizzard	67	Ice	Sheer Cold
?	Steel	Autotomize	?	Steel	Iron Defense
?	Ice	Ice Shard			

238



#585 Deerling



HEIGHT: 0.6m / 2'00"WEIGHT: 19kg / 43 lbs

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.



TYPE: NormalGrass

STRENGTH ●●●●●DEXTERITY ●●●●●VITALITY ●●●●●SPECIAL ●●●●●INSIGHT ●●●●●

BASE HP: 3DISOBEDIENCE: ●●●●●

ABILITIES: Chlorophyll & Sap Sipper


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



HEIGHT: 1.9m / 6'03"WEIGHT: 184kg / 408 lbs

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 peaceful creatures.



TYPE: NormalGrass

STRENGTH ●●●●●DEXTERITY ●●●●●VITALITY ●●●●●SPECIAL ●●●●●INSIGHT ●●●●●

BASE HP: 6DISOBEDIENCE: ●●●●●

ABILITIES: Chlorophyll & Sap Sipper

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



HEIGHT: 0.4m / 1'04"WEIGHT: 5kg / 11 lbs

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.

TYPE: ElectricFlying

STRENGTH ●●●●●DEXTERITY ●●●●●VITALITY ●●●●●SPECIAL ●●●●●INSIGHT ●●●●●

BASE HP: 4DISOBEDIENCE: ●●●●●

ABILITIES: Static


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



HEIGHT: 0.5m / 1'08"WEIGHT: 6kg / 13 lbs

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.



TYPE: Bug

STRENGTH ●●●●●DEXTERITY ●●●●●VITALITY ●●●●●SPECIAL ●●●●●INSIGHT ●●●●●

BASE HP: 3DISOBEDIENCE: ●●●●●

ABILITIES: Swarm & Shed Skin

EVOLUTION: Final Form.  
Evolves by stealing a Shelmet'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



HEIGHT: 1m / 3'03"

WEIGHT: 33kg / 72 lbs

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.

TYPE: BugSteel

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT


BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Swarm & Shell Armor


EVOLUTION: Final Form.

#588

#589

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



HEIGHT: 0.2m / 0'08"

WEIGHT: 1kg / 2 lbs

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.

TYPE: GrassPoison

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT


BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Effect Spore

EVOLUTION: First Stage. Evolves after reaching certain size.

#590

#591

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 Amoonguss



HEIGHT: 0.6m / 2'00"

WEIGHT: 10kg / 23 lbs

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.

TYPE: GrassPoison

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Effect Spore

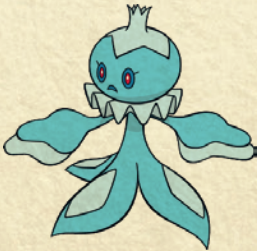
EVOLUTION: Final Form.

#590

#591

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



HEIGHT: 1.2m / 4'00"

WEIGHT: 33kg / 72 lbs

Floating Pokémon

If a Frillish is spotted, all beaches nearby will be closed for the day. This Pokémon paralyzes a swimming victim and wraps them, dragging them to the bottom of the sea. Females have pink shade.

TYPE: WaterGhost

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT


BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Water Absorb & Cursed Body

EVOLUTION: First Stage. Evolves by becoming king of the sea.

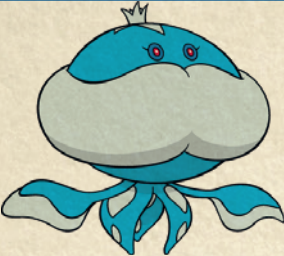
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EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Bubble	0	Water	Water Sport
5	Grass	Absorb	9	Ghost	Night Shade
13	Water	Bubble Beam	17	Normal	Recover
22	Water	Water Pulse	27	Ghost	Ominous Wind
32	Water	Brine	37	Water	Rain Dance
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



HEIGHT: 2.2m / 7'03"

WEIGHT: 135kg / 297 lbs

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.

TYPE: Water Ghost

EXPERIENCE COST: 0

STRENGTH: ●●●●

DEXTERITY: ●●●●

VITALITY: ●●●●●

SPECIAL: ●●●●●



INSIGHT: ●●●●●

BASE HP: 7

DISOBEDIENCE: ●●●●●


ABILITIES: Water Absorb & Cursed Body

EVOLUTION: Final Form.



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



HEIGHT: 1.2m / 4'00"

WEIGHT: 31kg / 69 lbs

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.

TYPE: Water

EXPERIENCE COST: 0

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

VITALITY: ●●●●●

SPECIAL: ●●●●●


INSIGHT: ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●


ABILITIES: Healer & Hydration

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Hydro Pump	0	Normal	Pound
0	Water	Water Sport	0	Normal	Play Nice
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



HEIGHT: 0.1m / 0'04"

WEIGHT: 0.6kg / 1 lbs

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, skyrocketing the power bill.

TYPE: Bug Electric

EXPERIENCE COST: 0

STRENGTH: ●●●●

DEXTERITY: ●●●●

VITALITY: ●●●●

SPECIAL: ●●●●



INSIGHT: ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●


ABILITIES: Compoundeyes & Unnerve

EVOLUTION: First Stage. Evolves after learning to produce its own Electricity.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	String Shot	0	Grass	Absorb
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



HEIGHT: 0.8m / 2'07"

WEIGHT: 14kg / 31 lbs

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.

TYPE: Bug Electric

EXPERIENCE COST: 0

STRENGTH: ●●●●●

DEXTERITY: ●●●●●

VITALITY: ●●●●●

SPECIAL: ●●●●●



INSIGHT: ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Compoundeyes & Unnerve

EVOLUTION: Final Form.




EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Sticky Web	0	Bug	String Shot
0	Grass	Absorb	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

241



#597 Ferroseed



HEIGHT: 0.6m / 2'00"    WEIGHT: 18kg / 41 lbs

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.

TYPE: Grass

STEEL

STRENGTH ●●●●

DEXTERITY ●●

VITALITY ●●●●●

SPECIAL ●●●



INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Iron Barbs

EVOLUTION: First Stage.  
Evolves after reaching certain size.

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

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



HEIGHT: 1m / 3'03"    WEIGHT: 110kg / 242 lbs

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..

TYPE: Grass

STEEL

STRENGTH ●●●●●

DEXTERITY ●●●

VITALITY ●●●●●●

SPECIAL ●●●●



INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Iron Barbs

EVOLUTION: Final Form.

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

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



HEIGHT: 0.3m / 1'00"    WEIGHT: 21kg / 46 lbs

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 communicate is through their eyes.

TYPE: Steel

STRENGTH ●●●●

DEXTERITY ●●●

VITALITY ●●●●●

SPECIAL ●●●●




INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Plus & Minus

EVOLUTION: First Stage.  
Evolves around a strong Magnetic Field.

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

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



HEIGHT: 0.6m / 2'00"    WEIGHT: 51kg / 112 lbs

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.

TYPE: Steel

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Plus & Minus

EVOLUTION: Second Stage.  
Evolves around a strong Magnetic Field.

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

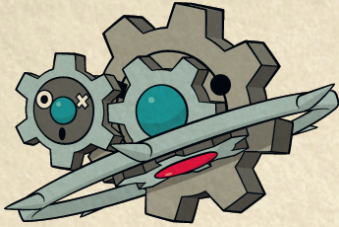
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MOVE NAME

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
40	Normal	Screech	44	Electric	Discharge
48	Steel	Metal Sound	52	Steel	Shift Gear
56	Normal	Lock-On	60	Electric	Zap Cannon
64	Normal	Hyper Beam	?	Steel	Iron Defense
?	Electric	Magnet Rise	?	Psychic	Gravity



#601 Klinklang



HEIGHT: 0.6m / 2'00"

WEIGHT: 81kg / 178 lbs

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.

TYPE: Steel

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 5

DISOBEDIENCE: 5

ABILITIES: Plus & Minus

EVOLUTION: Final Form.


#599

#600

#601

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Steel	Gear Up	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



HEIGHT: 0.2m / 0'08"

WEIGHT: 0.3kg / 0.7lbs

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.

TYPE: Electric

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 3

ABILITIES: Levitate

EVOLUTION: First Stage. Evolves after learning to produce its own Electricity.


#602

#603

#604

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Electric	Thunder Wave
0	Electric	Spark	0	Electric	Charge Beam

#603 Eelektrik



HEIGHT: 1.2m / 4'00"

WEIGHT: 22kg / 48 lbs

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 its skin.

TYPE: Electric

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: 4

ABILITIES: Levitate

EVOLUTION: Second Stage. Evolves with a Thunder Stone.

#602

#603

#604

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



HEIGHT: 2.1m / 7'00"

WEIGHT: 80kg / 177 lbs

EleFish Pokémon

They crawl out of the water and attack anyone on shore by sucking them into their mouths, shaking them, and dragging them back into the ocean. They are aggressive and unpredictable, be very careful.

TYPE: Electric

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 7

DISOBEDIENCE: 7

ABILITIES: Levitate

EVOLUTION: Final Form.

#602

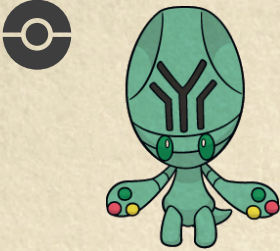
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EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Crush Claw	0	Electric	Ion Deluge
0	Normal	Headbutt	0	Poison	Acid
0	Electric	Discharge	0	Dark	Crunch
0	Poison	Coil	0	Poison	Gastro Acid
75	Electric	Zap Cannon	80	Normal	Thrash
?	Normal	Super Fang	?	Fight	Drain Punch
?	Fire	Fire Punch			



#605 Elgyem



HEIGHT: 0.5m / 1'08"

WEIGHT: 9kg / 19 lbs

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.

STRENGTH ●●●●

DEXTERITY ●●●

VITALITY ●●●●

SPECIAL ●●●●●

INSIGHT ●●●●

TYPE: Psychic

EXPERIENCE COST

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

ABILITIES: Telepathy & Synchronize

EVOLUTION: First Stage. It is not possible to know what makes it Evolve.

#605

#606

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

#606 Beheeyem

TYPE: Psychic

0


Psychic

Psychic Terrain

0

Normal

Growl



STRENGTH ●●●●●

0

Psychic

Confusion

0

Psychic

Miracle Eye

DEXTERITY ●●●

0

Psychic

Heal Block

18

Normal

Headbutt

VITALITY ●●●●●

15

Psychic

Psybeam

25

Psychic

Imprison

SPECIAL ●●●●●●

22

Normal

Hidden Power

32

Psychic

Zen Headbutt

INSIGHT ●●●●●

29

Normal

Simple Beam

39

Psychic

Psychic

36

Normal

Psych Up

50

Normal

Recover

45

Psychic

Calm Mind

58

Psychic

Power Split

56

Psychic

Guard Split

68

Psychic

Wonder Room

63

Psychic

Synchronoise

?

Dark

Nasty Plot

?

Psychic

Cosmic Power

?

Psychic


Teleport


HEIGHT: 1m / 3'03"

WEIGHT: 34kg / 76 lbs

ABILITIES: Telepathy & Synchronize

EVOLUTION: Final Form.

#605

#606

#607 Litwick



HEIGHT: 0.3m / 1'00"

WEIGHT: 3kg / 6 lbs

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.

STRENGTH ●●●

DEXTERITY ●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

TYPE: Ghost Fire

EXPERIENCE COST

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

ABILITIES: Flash Fire & Flame Body

EVOLUTION: First Stage. Evolves when its flame grows too big.

#607

#608

#609

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

#608 Lampent

TYPE: Ghost Fire

0


Fire

Ember

0

Ghost

Astonish



STRENGTH ●●●

0

Normal

Minimize

0

Poison

Smog

DEXTERITY ●●●●

7

Fire

Fire Spin

10

Ghost

Confuse Ray

VITALITY ●●●●

13

Ghost

Night Shade

16

Fire

Will-O-Wisp

SPECIAL ●●●●●●

20

Fire

Flame Burst

24

Psychic

Imprison

INSIGHT ●●●●

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


HEIGHT: 0.6m / 2'00"


WEIGHT: 13kg / 28 lbs

ABILITIES: Flash Fire & Flame Body

EVOLUTION: Second Stage. Evolves with a Dusk Stone.

#607

#608

#609







#613 Cubchoo



HEIGHT: 0.5m / 1'08"

WEIGHT: 8kg / 18 lbs

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.

TYPE: Ice

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Snow Cloak

EVOLUTION: First Stage.  
Evolves after a freezing winter.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl	0	Ice	Powder Snow
9	Normal	Bide	13	Ice	Icy Wind
15	Normal	Play Nice	17	Normal	Fury Swipes
21	Water	Brine	25	Normal	Endure
29	Fairy	Charm	33	Normal	Slash
36	Normal	Flail	41	Psychic	Rest
45	Ice	Blizzard	49	Ice	Hail
53	Normal	Thrash	57	Ice	Sheer Cold
?	Fairy	Play Rough	?	Normal	Yawn
?	Ice	Ice Punch			

#614 Beartic



HEIGHT: 2.6m / 8'06"

WEIGHT: 390kg / 858 lbs

Freezing Pokémon

They love the cold northern seas and create pathways across the ocean's water by freezing their own breath. They dive in the sea to catch prey. They are not used to humans as they rarely see one.

TYPE: Ice

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 8

DISOBEDIENCE: ●●●●●

ABILITIES: Snow Cloak

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Superpower	0	Water	Aqua Jet
0	Normal	Growl	0	Ice	Powder Snow
0	Normal	Bide	0	Ice	Icy Wind
9	Normal	Play Nice	17	Normal	Fury Swipes
21	Water	Brine	25	Normal	Endure
33	Normal	Slash	36	Normal	Flail
37	Ice	Icicle Crash	41	Psychic	Rest
45	Ice	Blizzard	53	Ice	Hail
59	Normal	Thrash	66	Ice	Sheer Cold
?	Ice	Avalanche	?	Dark	Night Slash
?	Fairy	Play Rough			

#615 Cryogonal



HEIGHT: 1.1m / 3'07"

WEIGHT: 148kg / 326 lbs

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.

TYPE: Ice

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Levitate

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ice	Ice Shard	0	Ice	Mist
0	Ice	Haze	0	Normal	Bind
9	Normal	Sharpen	13	Normal	Rapid Spin
17	Ice	Icy Wind	25	Ice	Aurora Beam
29	Poison	Acid Armor	33	Ice	Ice Beam
37	Psychic	Light Screen	37	Psychic	Reflect
41	Normal	Slash	45	Ghost	Confuse Ray
49	Normal	Recover	50	Ice	Freeze-Dry
53	Grass	Solar Beam	57	Dark	Night Slash
61	Ice	Sheer Cold	?	Dark	Knock Off
?	Bug	Signal Beam	?	Psychic	Magic Coat

#616 Shelmet



HEIGHT: 0.4m / 1'04"

WEIGHT: 7kg / 17 lbs

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.

TYPE: Bug

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Hydration & Shell Armor

EVOLUTION: First Stage.  
Evolves by surviving without its shell.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Bug	Leech Life	4	Poison	Acid
8	Normal	Bide	13	Ghost	Curse
16	Bug	Struggle Bug	20	Grass	Mega Drain
25	Normal	Yawn	28	Normal	Protect
32	Poison	Acid Armor	37	Grass	Giga Drain
40	Normal	Body Slam	44	Bug	Bug Buzz
49	Normal	Recover	50	Psychic	Guard Swap
56	Fight	Final Gambit	?	Psychic	Guard Split
?	Poison	Gastro Acid	?	Normal	Endure


246







#621 Druddigon



HEIGHT: 1.6m / 5'03"

WEIGHT: 139kg /306 lbs

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.

TYPE: Dragon

STRENGTH ●●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●


ABILITIES: Rough Skin & Sheer Force

EVOLUTION: Final Form.

#621

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



HEIGHT: 1m / 3'03"

WEIGHT: 92kg / 202 lbs

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 unknown source.

TYPE: Ground Ghost

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●


ABILITIES: Iron Fist & Klutz

EVOLUTION: First Stage. It is not possible to know what makes it Evolve.

#622#623

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
21	Ground	Stomping Tantrum	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 Golurk



HEIGHT: 2.8m / 9'02"

WEIGHT: 660kg /1452 lbs

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.

TYPE: Ground Ghost

STRENGTH ●●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●



INSIGHT ●●●●●

BASE HP: 9

DISOBEDIENCE: ●●●●●


ABILITIES: Iron Fist & Klutz

EVOLUTION: Final Form.

#622#623

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	High Horsepower	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
21	Ground	Stomping Tantrum	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



HEIGHT: 0.5m / 1'08"

WEIGHT: 10kg / 22 lbs

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.

TYPE: Dark Steel

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Defiant & Inner Focus

EVOLUTION: First Stage. Evolves after proving its strength.


#624#625

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			

248



#625 Bisharp



HEIGHT: 1.6m / 5'03"

WEIGHT: 70kg / 154 lbs

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.

TYPE: DarkSteel

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT


BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Defiant & Inner Focus

EVOLUTION: Final Form.

#624

#625

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



HEIGHT: 1.6m / 5'03"

WEIGHT: 318kg / 699 lbs

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 derailed a train with a bash.

TYPE: Normal

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Reckless & Sap Sipper

EVOLUTION: Final Form.

#626

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



HEIGHT: 0.5m / 1'08"

WEIGHT: 10kg / 23 lbs

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.

TYPE: NormalFlying

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT


BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Keen Eye & Sheer Force

EVOLUTION: First Stage.  
Evolves after reaching maturity.

#627

#628

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

#628 Braviary



HEIGHT: 1.5m / 5'00"

WEIGHT: 82kg / 182 lbs

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.

TYPE: NormalFlying

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Keen Eye & Sheer Force

EVOLUTION: Final Form.

#627

#628

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



HEIGHT: 0.5m / 1'08"

WEIGHT: 9kg / 19 lbs

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.

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Big Pecks & Overcoat

EVOLUTION: First Stage. Evolves after reaching maturity.

#629

#630

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Flying	Gust	0	Normal	Leer
5	Normal	Fury Attack	10	Flying	Pluck
14	Dark	Nasty Plot	19	Dark	Flatter
23	Dark	Feint Attack	28	Dark	Punishment
32	Flying	Defog	37	Flying	Tailwind
41	Flying	Air Slash	46	Dark	Dark Pulse
50	Dark	Embargo	55	Normal	Whirlwind
59	Flying	Brave Bird	64	Flying	Mirror Move
?	Normal	Scary Face	?	Dark	Fake Tears
?	Steel	Iron Defense			

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Ground	Bone Rush	0	Flying	Mirror Move
0	Flying	Gust	0	Normal	Leer
0	Normal	Fury Attack	0	Flying	Pluck
14	Dark	Nasty Plot	19	Dark	Flatter
23	Dark	Feint Attack	28	Dark	Punishment
32	Flying	Defog	37	Flying	Tailwind
41	Flying	Air Slash	46	Dark	Dark Pulse
50	Dark	Embargo	57	Normal	Whirlwind
63	Flying	Brave Bird	?	Normal	Scary Face
?	Dark	Fake Tears	?	Steel	Iron Defense

#630 Mandibuzz



HEIGHT: 1.2m / 4'00"

WEIGHT: 58kg / 127 lbs

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.

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●●

SPECIAL ●●●●

INSIGHT ●●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Big Pecks & Overcoat

EVOLUTION: Final Form.

#629

#630

#631 Heatmor



HEIGHT: 1.4m / 4'07"

WEIGHT: 58kg / 127 lbs

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.

STRENGTH ●●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●●

ABILITIES: Gluttony & Flash Fire

EVOLUTION: Final Form.

#631

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Dark	Hone Claws	0	Normal	Tackle
0	Fire	Incinerate	0	Ghost	Lick
6	Normal	Odor Sleuth	11	Normal	Bind
16	Fire	Fire Spin	21	Normal	Fury Swipes
26	Dark	Snatch	31	Fire	Flame Burst
36	Bug	Bug Bite	41	Normal	Slash
44	Psychic	Amnesia	44	Fire	Fire Lash
47	Fire	Flamethrower	50	Normal	Stockpile
50	Normal	Swallow	50	Normal	Spit Up
61	Fire	Inferno	61	Fire	Fire Blitz
?	Electric	Thunder Punch	?	Fire	Fire Punch
?	Dark	Night Slash			

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Steel	Metal Sound	0	Normal	Vice Grip
0	Ground	Sand Attack	6	Bug	Fury Cutter
11	Dark	Bite	16	Psychic	Agility
21	Steel	Metal Claw	26	Bug	Bug Bite
31	Dark	Crunch	36	Steel	Iron Head
41	Ground	Dig	46	Normal	Entrainment
51	Bug	X-Scissor	56	Steel	Iron Defense
61	Normal	Guillotine	?	Normal	Screech
?	Electric	Thunder Fang	?	Fight	Superpower

#632 Durant



HEIGHT: 0.3m / 1'00"

WEIGHT: 33kg / 72 lbs

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.

STRENGTH ●●●●●●

DEXTERITY ●●●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●●





ABILITIES: Swarm & Hustle

EVOLUTION: Final Form.

#632

250



#633 Deino		TYPE:	Dark	Dragon	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	<div>HEIGHT: 0.8m / 2'07"</div> <div>WEIGHT: 17kg / 38 lbs</div>	STRENGTH	●●●●		0	Normal	Tackle	0	Dragon	Dragon Rage
		DEXTERITY	●●●●		4	Normal	Focus Energy	9	Dark	Bite
		VITALITY	●●●●		12	Normal	Headbutt	17	Dragon	Dragon Breath
		SPECIAL	●●●●		20	Normal	Roar	25	Dark	Crunch
		INSIGHT	●●●●		28	Normal	Slam	32	Dragon	Dragon Pulse
<div>Late Pokémon</div> <p>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.</p>	<div>BASE HP: 3</div> <div>DISOBEDIENCE: ●●●●</div>	ABILITIES: Hustle	48	Normal	Work Up	42	Dragon	Dragon Rush		
			58	Normal	Body Slam	50	Normal	Scary Face		
			?	Rock	Head Smash	?	Electric	Thunder Fang		
			?	Fire	Fire Fang					
EVOLUTION: First Stage. Evolves by overcoming its blindness.										
<div>#633</div> <div>#634</div> <div>#635</div>										

#634 Zweilous					
TYPE:		Dark		Dragon	
EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Double Hit	0	Dragon	Dragon Rage
0	Normal	Focus Energy	0	Dark	Bite
12	Normal	Headbutt	17	Dragon	Dragon Breath
20	Normal	Roar	25	Dark	Crunch
28	Normal	Slam	32	Dragon	Dragon Pulse
38	Normal	Work Up	42	Dragon	Dragon Rush
48	Normal	Body Slam	55	Normal	Scary Face
64	Normal	Hyper Voice	71	Dragon	Outrage
?	Rock	Head Smash	?	Electric	Thunder Fang
?	Fire	Fire Fang			



HEIGHT: 1.4m / 3'03"

WEIGHT: 50kg / 110 lbs

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.

TYPE:	Dark	Dragon
STRENGTH	●●○○○	
DEXTERITY	●●○○○	
VITALITY	●●○○○	
SPECIAL	●●○○○	
INSIGHT	●●○○○	
BASE HP:	4	DISOBEDIENCE: ●●●●○
ABILITIES:		
Hustle		
EVOLUTION: Final Form. Evolves when the two heads get along.		
		
#633	#634	#635

#635 Hydreigon



HEIGHT: 1.8m / 6'00"

WEIGHT: 160kg / 352 lbs

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.

TYPE: Dark Dragon

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 6

DISOBEDIENCE: ●●●●●

ABILITIES: Levitate




EVOLUTION: Final Form.

#633

#634

#635

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Dragon	Outrage	0	Normal	Hyper Voice
0	Normal	Tri Attack	0	Dragon	Dragon Rage
0	Normal	Focus Energy	0	Dark	Bite
12	Normal	Headbutt	17	Dragon	Dragon Breath
20	Normal	Roar	25	Dark	Crunch
28	Normal	Slam	32	Dragon	Dragon Pulse
38	Normal	Work Up	42	Dragon	Dragon Rush
48	Normal	Body Slam	55	Normal	Scary Face
?	Dragon	Draco Meteor	?	Fire	Heat Wave
?	Ground	Earth Power			

#636 Larvesta						TYPE:	Bug	Fire	
EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME		STRENGTH	●●●●●	
0	Fire	Ember	0	Bug	String Shot		DEXTERITY	●●●●●	
10	Grass	Absorb	20	Normal	Take Down		VITALITY	●●●●●	
30	Fire	Flame Charge	40	Bug	Bug Bite		SPECIAL	●●●●●	
50	Normal	Double-Edge	60	Fire	Flame Wheel		INSIGHT	●●●●●	
70	Bug	Bug Buzz	80	Psychic	Amnesia		BASE HP:	3	
90	Normal	Thrash	100	Fire	Flare Blitz	DISOBEDIENCE:	●●●●●		
?	Normal	Harden	?	Grass	Giga Drain	HEIGHT:	1.1m / 3'07"	WEIGHT:	28kg / 63 lbs
?	Psychic	Zen Headbutt				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.			
						ABILITIES: Flame Body			
						EVOLUTION: First Stage. Evolves after cocooning for months.			
							#636		#637



## #637 Volcarona



HEIGHT:	WEIGHT:
1.6m / 5'03"	46kg / 101 lbs

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.


TYPE:	Bug	Fire	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
STRENGTH	●●●●●		0	Bug	Quiver Dance	0	Bug	Rage Powder
DEXTERITY	●●●●●●		0	Fire	Fiery Dance	0	Psychic	Amnesia
VITALITY	●●●●●		0	Fire	Ember	0	Bug	String Shot
SPECIAL	●●●●●●		10	Grass	Absorb	20	Flying	Gust
INSIGHT	●●●●●●		30	Fire	Fire Spin	40	Normal	Whirlwind
			50	Bug	Silver Wind	60	Fire	Heat Wave
			70	Bug	Bug Buzz	80	Normal	Thrash
BASE HP:	5	DISOBEDIENCE:	90	Flying	Hurricane	100	Fire	Flare Blitz
ABILITIES:			?	Flying	Tailwind	?	Normal	Morning Sun
	Flame Body		?	Electric	Magnet Rise			
EVOLUTION: Final Form.								
 								
#636 #637								

## #638 Cobalion



HEIGHT:                      WEIGHT:  
    ?m / ?'??"              ???kg / ??? lbs

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	#638 Cobalion	TYPE: Steel	Fight
NO DATA							STRENGTH	●●●●●●●●
							DEXTERITY	●●●●●●●●
							VITALITY	●●●●●●●●
							SPECIAL	●●●●●●●●
							INSIGHT	●●●●●●●●
						HEIGHT: ?m / "???"	BASE HP: ?	DISOBEDIENCE: ●●●●●
						WEIGHT: ???kg / ??? lbs	ABILITIES: Justified Plot Device	
						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.	EVOLUTION: Unknown.	 #638

## #639 Terrakion



HEIGHT:                      WEIGHT:  
    ?m / ?'??"              ???kg / ??? lbs

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.



TYPE:		Rock	Fight	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
STRENGTH		●●●●●●●●			NO DATA				
DEXTERITY		●●●●●●●●							
VITALITY		●●●●●●●●							
SPECIAL		●●●●●●●●							
INSIGHT		●●●●●●●●							
BASE HP:		?	DISOBEDIENCE:	●●●●					
ABILITIES:		Justified Plot Device							
EVOLUTION:		Unknown.							
		 #639							

## #640 Virizion




HEIGHT:                      WEIGHT:  
      ?m / ?'??"            ???kg / ??? lbs

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.

				#640 Virizion	TYPE: Grass	Fight
EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME	
NO DATA						
				HEIGHT: ?m / '??"	WEIGHT: ???kg / ??? lbs	
				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.		
				ABILITIES:		
				BASE HP: ?		DISOBEDIENCE: ●●●●●
				EVOLUTION: Unknown.		
						#640



#641 Tornadus



HEIGHT:  
?m / '??"

WEIGHT:  
???kg / ??? lbs

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.

TYPE: Flying

STRENGTH: ●●●●●●●●

DEXTERITY: ●●●●●●●●

VITALITY: ●●●●●●●●

SPECIAL: ●●●●●●●●


INSIGHT: ●●●●●●●●

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: Prankster & Regenerator  
Plot Device

EVOLUTION: Unknown.



#641

EXPERIENCE COST

TYPE

MOVE NAME


EXPERIENCE COST

TYPE

MOVE NAME

NO DATA

#642 Thundurus



HEIGHT:  
?m / '??"

WEIGHT:  
???kg / ??? lbs

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.

TYPE: Electric Flying

STRENGTH: ●●●●●●●●

DEXTERITY: ●●●●●●●●

VITALITY: ●●●●●●●●

SPECIAL: ●●●●●●●●


INSIGHT: ●●●●●●●●

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: Prankster & Volt Absorb  
Plot Device

EVOLUTION: Unknown.



#642

EXPERIENCE COST

TYPE

MOVE NAME


EXPERIENCE COST

TYPE

MOVE NAME

NO DATA

#643 Reshiram



HEIGHT:  
???kg / ??? lbs

WEIGHT:  
???kg / ??? lbs

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..

TYPE: Dragon Fire

STRENGTH: ●●●●●●●●

DEXTERITY: ●●●●●●●●

VITALITY: ●●●●●●●●

SPECIAL: ●●●●●●●●


INSIGHT: ●●●●●●●●

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.



#643

EXPERIENCE COST

TYPE

MOVE NAME


EXPERIENCE COST

TYPE

MOVE NAME

NO DATA

#644 Zekrom



HEIGHT:  
???kg / ??? lbs

WEIGHT:  
???kg / ??? lbs

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.

TYPE: Dragon Electric

STRENGTH: ●●●●●●●●

DEXTERITY: ●●●●●●●●

VITALITY: ●●●●●●●●

SPECIAL: ●●●●●●●●


INSIGHT: ●●●●●●●●

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.



#644

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE


MOVE NAME

NO DATA

253



#645 Landorus



HEIGHT:  
?m / '???"

WEIGHT:  
???kg / ??? lbs

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.

TYPE: Ground Flying

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

NO DATA


BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: Sand Force & Intimidate

Plot Device

EVOLUTION: Unknown.

#645

#646 Kyurem



HEIGHT:  
?m / '???"

WEIGHT:  
???kg / ??? lbs

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.

TYPE: Dragon Ice

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

NO DATA

BASE HP: ?


DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.

#646

#647 Keldeo



HEIGHT:  
?m / '???"

WEIGHT:  
???kg / ??? lbs

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.

TYPE: Water Fight

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

NO DATA


BASE HP: ?

DISOBEDIENCE: ●●●●●


ABILITIES: Justified

Plot Device

EVOLUTION: Unknown.

#647

#648 Meloetta



HEIGHT:  
?m / '???"

WEIGHT:  
???kg / ??? lbs

Pokédex has no data.

There are old songs about a beautiful Pokémon that inspired the hearts of artists through its graceful dance and singing.

TYPE: Normal Psychic

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

NO DATA


BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: Serene Grace


Plot Device

EVOLUTION: Unknown.

#648



#649 Genesect



HEIGHT:  
?m / '??"

WEIGHT:  
???kg / ??? lbs

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.

TYPE: Bug Steel

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT


BASE HP: ?

DISOBEDIENCE:

ABILITIES:

Download Plot Device

EVOLUTION: Unknown.

#649

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.



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 **Mightyena**, **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.*



EXPERIENCE COST

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

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

#650 Chespin



HEIGHT: 0.4m / 1'04"

WEIGHT: 9kg / 19 lbs

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.

TYPE: Grass

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●

SPECIAL ●●●●



INSIGHT ●●●●

BASE HP: 3


DISOBEDIENCE: ●●●●●

ABILITIES: Overgrow

EVOLUTION: First Stage.  
Evolves after reaching a certain level.



#651 Quilladin



HEIGHT: 0.7m / 2'04"

WEIGHT: 29kg / 63 lbs

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.

TYPE: Grass

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●



INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Overgrow

EVOLUTION: Second Stage.  
Evolves after reaching a certain level.



EXPERIENCE COST

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

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

EXPERIENCE COST

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

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

#652 Chesnaught



HEIGHT: 1.6m / 5'03"

WEIGHT: 90kg / 198 lbs

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.

TYPE: Grass Fight

STRENGTH ●●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●●●

SPECIAL ●●●●●●




INSIGHT ●●●●●●

BASE HP: 5


DISOBEDIENCE: ●●●●●●

ABILITIES: Overgrow

EVOLUTION: Final Form.



#653 Fennekin



HEIGHT: 0.4m / 1'04"

WEIGHT: 9kg / 20 lbs

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.

TYPE: Fire

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●




INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Blaze

EVOLUTION: First Stage.  
Evolves after reaching a certain level.



EXPERIENCE COST

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

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

256



EXPERIENCE COST

TYPE

MOVE NAME

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

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

#654 Braixen



HEIGHT:  
1m / 3'03"

WEIGHT:  
14kg / 32 lbs

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.

TYPE: Fire

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Blaze

EVOLUTION: Second Stage.

Evolves after reaching a certain level.

#653

#654

#655

#655 Delphox



HEIGHT:  
1.5m / 5'00"

WEIGHT:  
58kg / 127 lbs

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.

TYPE: Fire Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT


BASE HP: 5


DISOBEDIENCE: 5

ABILITIES: Blaze

EVOLUTION: Final Form.

#653

#654

#655

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Psychic

Role Play

0

Dark

Switcheroo

0

Ghost

Shadow Ball

0

Fire

Mystical Fire

0

Normal

Scratch

0

Normal

Tail Whip

0

Normal

Howl

0

Normal

Tail Whip

5

Fire

Ember

11

Normal

Howl

14

Fire

Flame Charge

18

Psychic

Psybeam

22

Fire

Fire Spin

27

Normal

Lucky Chant

30

Psychic

Light Screen

34

Psychic

Psyshock

42

Fire

Flamethrower

47

Fire

Will-O-Wisp

51

Psychic

Psychic

55

Fire

Sunny Day

56

Psychic

Magic Room

61

Fire

Fire Blast

69

Psychic

Future Sight

?

Fairy

Dazzling Gleam

?

Electric

Shock Wave

?

Fire


Blast Burn

?

Fire

Blast Burn

#656 Frookie



HEIGHT:  
0.3m / 1'00"

WEIGHT:  
7kg / 15 lbs

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.

TYPE: Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT


BASE HP: 3


DISOBEDIENCE: 5


ABILITIES: Torrent

EVOLUTION: First Stage.

Evolves after reaching a certain level.

#656

#657

#658

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Pound

0

Normal

Growl

0

Normal

Growl

0

Normal

Growl

5

Water

Bubble

8

Normal

Quick Attack

8

Normal

Quick Attack

8

Normal

Quick Attack

10

Ghost

Lick

14

Water

Water Pulse

14

Water

Water Pulse

14

Water

Water Pulse

18

Normal

Smokescreen

21

Normal

Round

21

Normal

Round

21

Normal

Round

25

Dark

Fling

29

Rock

Smack Down

29

Rock

Smack Down

29

Rock

Smack Down

35

Normal

Substitute

39

Flying

Bounce

39

Flying

Bounce

39

Flying

Bounce

43

Normal

Double Team

48

Water

Hydro Pump

48

Water

Hydro Pump

48

Water

Hydro Pump

?

Ground

Mud Sport

?

Poison

Toxic Spikes

?

Poison

Toxic Spikes

?

Poison

Toxic Spikes

?

Water

Water Pledge

?

Water

Water Pledge

?

Water


Water Pledge

?

Water

Water Pledge

#657 Frogadier



HEIGHT:  
0.6m / 2'00"

WEIGHT:  
10kg / 24 lbs

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 rebellious stage very challenging to handle and end up being its targets of practice.

TYPE: Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT


BASE HP: 4


DISOBEDIENCE: 5


ABILITIES: Torrent

EVOLUTION: Second Stage.

Evolves after reaching a certain level.

#656

#657

#658

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Pound

0

Normal

Growl

0

Normal

Growl

0

Normal

Growl

5

Water

Bubble

8

Normal

Quick Attack

8

Normal

Quick Attack

8

Normal

Quick Attack

10

Ghost

Lick

14

Water

Water Pulse

14

Water

Water Pulse

14

Water

Water Pulse

20

Normal

Smokescreen

23

Normal

Round

23

Normal

Round

23

Normal

Round

28

Dark

Fling

33

Rock

Smack Down

33

Rock

Smack Down

33

Rock

Smack Down

38

Normal

Substitute

44

Flying

Bounce

44

Flying

Bounce

44

Flying

Bounce

48

Normal

Double Team

55

Water

Hydro Pump

55

Water

Hydro Pump

55

Water

Hydro Pump

?

Ground

Mud Sport

?

Poison

Toxic Spikes

?

Poison

Toxic Spikes

?

Poison

Toxic Spikes

?

Water

Water Pledge

?

Water

Water Pledge

?

Water

Water Pledge

?

Water

Water Pledge



EXPERIENCE COST

TYPE

MOVE NAME

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

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

#658 Greninja



HEIGHT: 1.5m / 5'00"

WEIGHT: 40kg / 88 lbs

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.

TYPE: Water

Dark

STRENGTH ●●●●●

DEXTERITY ●●●●●●

VITALITY ●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Torrent

EVOLUTION: Final Form.

#656

#657

#658

EXPERIENCE COST

TYPE

MOVE NAME

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

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

#659 Bunnelby



HEIGHT: 0.4m / 1'04"

WEIGHT: 5kg / 11 lbs

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.

TYPE: Normal

Ground

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Pick Up & Cheek Pouch

EVOLUTION: First Stage. Evolves while still young.

#659

#660

EXPERIENCE COST

TYPE

MOVE NAME

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

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

#660 Diggersby



HEIGHT: 1m / 3'03"

WEIGHT: 42kg / 93 lbs

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.

TYPE: Normal

Ground

STRENGTH ●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Pick Up & Cheek Pouch

EVOLUTION: Final Form.

#659

#660

EXPERIENCE COST

TYPE

MOVE NAME

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

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

#661 Fletchling



HEIGHT: 0.3m / 1'00"

WEIGHT: 1kg / 2 lbs

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.

TYPE: Normal

Flying

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Big Pecks

EVOLUTION: First Stage. Evolves after reaching a certain level.

#661

#662

#663



EXPERIENCE COST

TYPE

MOVE NAME

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

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

#662 Fletchinder



HEIGHT: 0.7m / 2'04"

WEIGHT: 16kg / 35 lbs

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.

TYPE: Fire Flying

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Flame Body


EVOLUTION: Second Stage.  
Evolves after reaching a certain level.

#661

#662

#663

#663 Talonflame



HEIGHT: 1.2m / 4'00"

WEIGHT: 24kg / 54 lbs

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.

TYPE: Fire Flying

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●


BASE HP: 5


DISOBEDIENCE: ●●●●●

ABILITIES: Flame Body

EVOLUTION: Final Form.

#661

#662

#663

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Fire

Flare Blitz

0

Normal

Growl

0

Flying

Peck

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

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

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

6

Grass

Stun Spore

?

Bug

Rage Powder

0

Bug

String Shot

15

Bug

Bug Bite

#664 Scatterbug



HEIGHT: 0.3m / 1'00"

WEIGHT: 2kg / 5 lbs

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.

TYPE: Bug

STRENGTH ●●●

DEXTERITY ●●●

VITALITY ●●●

SPECIAL ●●●

INSIGHT ●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Shield Dust & Compoundeyes



EVOLUTION: First Stage.  
Evolves while still young.

#664

#665

#666

#665 Spewpa



HEIGHT: 0.3m / 1'00"

WEIGHT: 8kg / 18 lbs

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.

TYPE: Bug

STRENGTH ●●●

DEXTERITY ●●●

VITALITY ●●●

SPECIAL ●●●


INSIGHT ●●●


BASE HP: 4


DISOBEDIENCE: ●●●●●

ABILITIES: Shed Skin

EVOLUTION: Second Stage.  
Evolves after 15 days.

#664

#665

#666

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Harden

?

Steel

Iron Defense

0

Normal

Protect

?

Electric

Electro Web



EXPERIENCE COST

TYPE

MOVE NAME

0

Bug

Powder

0

Poison

Poison Powder

0

Flying

Gust

12

Bug

Struggle Bug

21

Normal

Supersonic

31

Grass

Aromatherapy

41

Normal

Safeguard

50

Flying

Hurricane

?

Electric

Electro Web

EXPERIENCE COST

TYPE

MOVE NAME

0

Grass

Sleep Powder

0

Grass

Stun Spore

0

Psychic

Light Screen

17

Psychic

Psybeam

25

Fairy

Draining Kiss

35

Bug

Bug Buzz

45

Bug

Quiver Dance

?

Grass

Giga Drain

?

Flying

Tailwind

#666 Vivillon



HEIGHT: 1.2m / 4'00"

WEIGHT: 17kg / 37 lbs

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.

TYPE:

Bug

Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 5

DISOBEDIENCE: 6

ABILITIES: Shield Dust & Compoundeyes

EVOLUTION: Final Form.



EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

5

Fire

Ember

11

Normal

Headbutt

20

Normal

Take Down

28

Normal

Endeavor

36

Fire

Flamethrower

43

Normal

Hyper Voice

50

Fire

Overheat

?

Normal

Helping Hand

#667 Litleo



HEIGHT: 0.6m / 2'00"

WEIGHT: 13kg / 29 lbs

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.

TYPE:

Fire

Normal

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Rivalry & Unnerve

EVOLUTION: First Stage.  
Evolves after reaching maturity.



EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Hyper Beam

0

Normal

Leer

8

Normal

Work Up

15

Normal

Noble Roar

23

Fire

Fire Fang

33

Normal

Echoed Voice

42

Dark

Crunch

51

Fire

Incinerate

?

Fire

Heat Wave

?

Normal

Endeavor

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

5

Fire

Ember

11

Normal

Headbutt

20

Normal

Take Down

28

Normal

Endeavor

38

Fire

Flamethrower

48

Normal

Hyper Voice

57

Fire

Overheat

?

Normal

Helping Hand

#668 Pyroar



HEIGHT: 1.5m / 5'00"

WEIGHT: 162kg /356 lbs

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.

TYPE:

Fire

Normal

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 5

DISOBEDIENCE: 4

ABILITIES: Rivalry & Unnerve

EVOLUTION: Final Form.



EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

6

Fairy

Fairy Wind

15

Grass

Razor leaf

22

Grass

Magical Leaf

28

Grass

Petal Blizzard

37

Fairy

Misty Terrain

45

Grass

Petal Dance

?

Normal


Heal Bell

?

Psychic

Magic Coat

#669 Flabébé



HEIGHT: 0.1m / 0'04"

WEIGHT: 0.1kg / 0.2 lbs

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.

TYPE:

Fairy

STRENGTH

DEXTERITY

VITALITY

SPECIAL




INSIGHT

BASE HP: 3

DISOBEDIENCE: 6

ABILITIES: Flower Veil

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

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

HEIGHT:

0.2m / 0'08"

WEIGHT:

1 kg / 2 lbs

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.

TYPE:

Fairy

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Flower Veil

EVOLUTION:

Second Stage.  
Evolves with a Shiny Stone

#669

#670

#671

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

HEIGHT:

1.1m / 3'07"

WEIGHT:

10kg / 22 lbs

Garden Pokémon

In times long past, castle rulers would invite Florages to create flower gardens to embellish their domains. Florages claim beautiful meadows as their territories but they are kind and merciful with visitors.

TYPE:

Fairy

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

5

DISOBEDIENCE:

ABILITIES:

Flower Veil

EVOLUTION:

Final Form.

#669

#670

#671

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

HEIGHT:

0.9m / 3'00"

WEIGHT:

31 kg / 68 lbs

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.

TYPE:

Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Sap Sipper

EVOLUTION:

First Stage.  
Evolves after reaching a certain level.

#672

#673

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

HEIGHT:

1.7m / 5'07"

WEIGHT:

182kg / 400 lbs

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.

TYPE:

Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

5

DISOBEDIENCE:

ABILITIES:

Sap Sipper

EVOLUTION:

Final Form.

#672

#673



EXPERIENCE COST

0

Normal

Tackle

EXPERIENCE COST

7

Fight

Arm Thrust

EXPERIENCE COST

12

Fight

Karate Chop

EXPERIENCE COST

20

Normal

Slash

EXPERIENCE COST

27

Fight

Vital Throw

EXPERIENCE COST

39

Dark

Crunch

EXPERIENCE COST

45

Dark

Parting Shot

EXPERIENCE COST

?

Ice

Ice Punch

EXPERIENCE COST

?

Fire

Fire Punch

TYPE

Normal

TYPE

Normal

TYPE

Normal

TYPE

Fight

TYPE

Normal

TYPE

Normal

TYPE

Fight

TYPE

Electric

MOVE NAME

Leer

Work Up

Comet Punch

Circle Throw

Body Slam

Entrainment

Sky Uppercut

Thunder Punch

#674 Pancham

HEIGHT:

0.6m / 2'00"

WEIGHT:

8kg / 17 lbs

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.

TYPE:

Fight

STRENGTH

●●●●●

DEXTERITY

●●●

VITALITY

●●●●

SPECIAL

●●●●

INSIGHT

●●●●

BASE HP:

3

DISOBEDIENCE:

●●●●●

ABILITIES:

Iron Fist & Mold Breaker

EVOLUTION:

First Stage. Evolves after hanging out with Dark Types.

#674

#675

#675 Pangoro

HEIGHT:

2.1m / 2'00"

WEIGHT:

204kg / 448 lbs

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 mighty arms can send you flying.

TYPE

Fight

Dark

STRENGTH

●●●●●●

DEXTERITY

●●●●

VITALITY

●●●●●

SPECIAL

●●●●

INSIGHT

●●●●●

BASE HP:

7

DISOBEDIENCE:

●●●●●

ABILITIES:

Iron Fist & Mold Breaker

EVOLUTION:

Final Form.

#674

#675

EXPERIENCE COST

0

Normal

Tackle

EXPERIENCE COST

0

Steel

Bullet Punch

EXPERIENCE COST

10

Normal

Work Up

EXPERIENCE COST

15

Normal

Comet Punch

EXPERIENCE COST

25

Fight

Circle Throw

EXPERIENCE COST

35

Normal

Body Slam

EXPERIENCE COST

45

Normal

Entrainment

EXPERIENCE COST

52

Fight

Sky Uppercut

EXPERIENCE COST

65

Dark

Taunt

EXPERIENCE COST

?

Dragon

Outrage

EXPERIENCE COST

?

Fight

Drain Punch

TYPE

Normal

TYPE

Steel

TYPE

Normal

TYPE

Normal

TYPE

Fight

TYPE

Normal

TYPE

Fight

TYPE

Dark

TYPE

Dragon

TYPE

Fight

MOVE NAME

Leer

Arm Thrust

Karate Chop

Slash

Vital Throw

Crunch

Parting Shot

Hammer Arm

Low Sweep

Focus Punch

EXPERIENCE COST

0

Normal

Leer

EXPERIENCE COST

7

Fight

Arm Thrust

EXPERIENCE COST

12

Fight

Karate Chop

EXPERIENCE COST

20

Normal

Slash

EXPERIENCE COST

27

Fight

Vital Throw

EXPERIENCE COST

42

Dark

Crunch

EXPERIENCE COST

48

Dark

Parting Shot

EXPERIENCE COST

57

Fight

Hammer Arm

EXPERIENCE COST

70

Fight

Low Sweep

EXPERIENCE COST

?

Fight

Focus Punch

TYPE

Normal

TYPE

Fight

TYPE

Fight

TYPE

Fight

TYPE

Fight

TYPE

Fight

TYPE

Fight

TYPE

Fight

TYPE

Fight

MOVE NAME

Leer

Arm Thrust

Karate Chop

Slash

Vital Throw

Crunch

Parting Shot

Hammer Arm

Low Sweep

Focus Punch

#676 Furfrou

HEIGHT:

1.2m / 4'00"

WEIGHT:

28kg / 61 lbs

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.

TYPE

Normal

STRENGTH

●●●●●

DEXTERITY

●●●●●●

VITALITY

●●●●

SPECIAL

●●●●

INSIGHT

●●●●●

BASE HP:

4

DISOBEDIENCE:

●●●●●

ABILITIES:

Fur Coat

EVOLUTION:

Final Form.

#676

EXPERIENCE COST

0

Normal

Growl

EXPERIENCE COST

9

Fairy

Baby-Doll Eyes

EXPERIENCE COST

15

Normal

Tail Whip

EXPERIENCE COST

27

Normal

Odor Sleuth

EXPERIENCE COST

35

Normal

Take Down

EXPERIENCE COST

42

Dark

Sucker Punch

EXPERIENCE COST

?

Normal

Hyper Voice

EXPERIENCE COST

?

Normal

Work Up

TYPE

Normal

TYPE

Fairy

TYPE

Normal

TYPE

Normal

TYPE

Normal

TYPE

Dark

TYPE

Normal

TYPE

Normal

MOVE NAME

Growl

Baby-Doll Eyes

Tail Whip

Odor Sleuth

Take Down

Sucker Punch

Hyper Voice

Work Up

EXPERIENCE COST

0

Normal

Growl

EXPERIENCE COST

9

Fairy

Baby-Doll Eyes

EXPERIENCE COST

15

Normal

Tail Whip

EXPERIENCE COST

27

Normal

Odor Sleuth

EXPERIENCE COST

35

Normal

Take Down

EXPERIENCE COST

42

Dark

Sucker Punch

EXPERIENCE COST

?

Normal

Hyper Voice

EXPERIENCE COST

?

Normal

Work Up

TYPE

Normal

TYPE

Fairy

TYPE

Normal

TYPE

Normal

TYPE

Normal

TYPE

Dark

TYPE

Normal

TYPE

Normal

MOVE NAME

Growl

Baby-Doll Eyes

Tail Whip

Odor Sleuth

Take Down

Sucker Punch

Hyper Voice

Work Up

#677 Espurr

HEIGHT:

0.3m / 1'00"

WEIGHT:

3kg / 7 lbs

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.

TYPE

Psychic

STRENGTH

●●●●

DEXTERITY

●●●●

VITALITY

●●●●

SPECIAL

●●●●

INSIGHT

●●●●

BASE HP:

3

DISOBEDIENCE:

●●●●●

ABILITIES:

Keen Eye & Infiltrator

EVOLUTION:

First Stage. Evolves by learning to control its powers.

#677

#678

EXPERIENCE COST

0

Normal

Scratch

EXPERIENCE COST

5

Normal

Covet

EXPERIENCE COST

13

Psychic

Light Screen

EXPERIENCE COST

19

Normal

Fake Out

EXPERIENCE COST

25

Psychic

Psyshock

EXPERIENCE COST

?

Psychic

Barrier

TYPE

Normal

TYPE

Normal

TYPE

Psychic

TYPE

Normal

TYPE

Psychic

TYPE

Psychic

MOVE NAME

Leer

Confusion

Psybeam

Disarming Voice

Signal Beam

Yawn

EXPERIENCE COST

0

Normal

Leer

EXPERIENCE COST

9

Psychic

Confusion

EXPERIENCE COST

17

Psychic

Psybeam

EXPERIENCE COST

22

Fairy

Disarming Voice

EXPERIENCE COST

?

Bug

Signal Beam

EXPERIENCE COST

?

Normal

Yawn

TYPE

Normal

TYPE

Psychic

TYPE

Psychic

TYPE

Fairy

TYPE

Bug

TYPE

Normal

MOVE NAME

Leer

Confusion

Psybeam

Disarming Voice

Signal Beam

Yawn



EXPERIENCE COST

TYPE

MOVE NAME

0

Fight

Quick Guard

0

Normal

Helping Hand

0

Normal

Leer

9

Psychic

Confusion

17

Psychic

Psybeam

22

Fairy

Disarming Voice

28

Fairy

Charm

35

Psychic

Reflect

43

Psychic

Role Play

48

Dark

Sucker Punch

?

Normal

Heal Bell

?

Psychic

Barrier

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Mean Look

0

Normal

Scratch

5

Normal

Covet

13

Psychic

Light Screen

19

Normal

Fake Out

25

Psychic

Psyshock

31

Psychic

Miracle Eye

40

Psychic

Psychic

45

Psychic

Imprison

50

Fairy

Misty Terrain

?

Electric

Shock Wave

#678 Meowstic



HEIGHT:  
0.6m / 2'07"

WEIGHT:  
8kg / 18 lbs

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.

TYPE: Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Keen Eye & Infiltrator

EVOLUTION: Final Form.



EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

5

Bug

Fury Cutter

13

Dark

Pursuit

20

Ghost

Shadow Sneak

26

Normal

Retaliate

32

Steel

Iron Defense

39

Psychic

Power Trick

47

Fight


Sacred Sword

?

Ghost

Spite

#679 Honedge



HEIGHT:  
0.8m / 2'07"

WEIGHT:  
2kg / 4 lbs

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.

TYPE: Steel Ghost

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: No Guard

EVOLUTION: First Stage.

Evolves by the hand of a worthy wielder.



EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Swords Dance

8

Steel

Metal Sound

18

Steel

Autotomize

22

Flying

Aerial Ace

29

Normal

Slash

35

Dark

Night Slash

42

Steel

Iron Head

?

Ghost

Destiny Bond

?

Rock

Wide Guard

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

5

Bug

Fury Cutter

13

Dark

Pursuit

20

Ghost

Shadow Sneak

26

Normal

Retaliate

32

Steel

Iron Defense

41

Psychic

Power Trick

51

Fight


Sacred Sword

?

Ghost

Spite

#680 Doublade



HEIGHT:  
0.8m / 2'07"

WEIGHT:  
5kg / 10 lbs

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.

TYPE: Steel Ghost

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT




BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: No Guard

EVOLUTION: Second Stage.

Evolves with a Dusk Stone.



EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Swords Dance

8

Steel

Metal Sound

18

Steel

Autotomize

22

Flying

Aerial Ace

29

Normal

Slash

36

Dark

Night Slash

45

Steel

Iron Head

?

Ghost

Destiny Bond

?

Rock

Wide Guard

EXPERIENCE COST

TYPE

MOVE NAME

0

Bug

Fury Cutter

0

Steel

Autotomize

0

Flying

Aerial Ace

0

Steel

Iron Defense

0

Psychic

Power Trick

0

Steel

King's Shield

65

Fight


Sacred Sword

?

Electric

Magnet Rise

#681 Aegislash



HEIGHT:  
1.7m / 5'07"

WEIGHT:  
53kg / 116 lbs

Royal Sword Pokémon

The legend tells of how this Pokémon lead the first King of Kalos to victory. A crushing grip can be felt on the arm of the wielder.

While in this form it can only use Support moves.

TYPE: Steel Ghost

STRENGTH

DEXTERITY

VITALITY

SPECIAL




INSIGHT

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Stance Change

EVOLUTION: Final Form.



EXPERIENCE COST

TYPE

MOVE NAME

0

Dark

Pursuit

0

Ghost

Shadow Sneak

0

Normal

Slash

0

Dark

Night Slash

0

Steel

Iron Head

51

Rock

Head Smash

?

Ghost

Spite

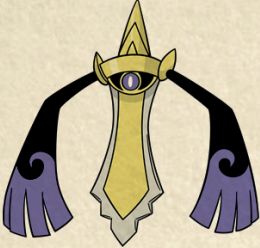
?

Ghost

Destiny Bond



#681 Aegislash



HEIGHT: 1.7m / 5'07"

WEIGHT: 53kg / 116 lbs

Royal Sword Pokémon  
Those who wield this sword hear whispers of bloodlust and power. This cursed sword has the souls of those who fell by its blade. While in this form it can only use Attack moves.

Steel

Ghost

STRENGTH: 8

DEXTERITY: 3

VITALITY: 4

SPECIAL: 8


INSIGHT: 4


BASE HP: 5


DISOBEDIENCE: 4

ABILITIES: Stance Change

EVOLUTION: Final Form.


#679

#680

#681

EXP. COST	TYPE	MOVE NAME	EXP. 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
0	Steel	King's Shield	51	Rock	Head Smash
65	Fight	Sacred Sword	?	Ghost	Spite
?	Electric	Magnet Rise	?	Ghost	Destiny Bond

#682 Spritzee



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.

Fairy

STRENGTH: 3

DEXTERITY: 3

VITALITY: 3

SPECIAL: 3


INSIGHT: 3


BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Healer


EVOLUTION: First Stage.  
Evolves after being Traded holding an item.

#682

#683

EXP. COST	TYPE	MOVE NAME	EXP. COST	TYPE	MOVE NAME
0	Fairy	Fairy Wind	0	Fairy	Sweet Scent
8	Normal	Odor Sleuth	6	Fairy	Sweet Kiss
17	Psychic	Calm Mind	13	Normal	Echoed Voice
25	Grass	Aromatherapy	21	Fairy	Draining Kiss
31	Fairy	Moonblast	29	Normal	Attract
38	Normal	Flail	35	Fairy	Charm
44	Psychic	Skill Swap	42	Fairy	Misty Terrain
50	Fairy	Disarming Voice	48	Psychic	Psychic
?	Normal	Disable	57	Psychic	Reflect
			?	Normal	Captivate
			?	Fight	Drain Punch

#683 Aromatisse



HEIGHT: 0.8m / 2'07"

WEIGHT: 15kg / 34 lbs

Fragrance 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.

Fairy

STRENGTH: 3

DEXTERITY: 3

VITALITY: 3

SPECIAL: 4


INSIGHT: 3


BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Healer


EVOLUTION: Final Form.  
It was holding a very fragrant item.

#682

#683

EXP. COST	TYPE	MOVE NAME	EXP. 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

#684 Swirlix



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.

Fairy

STRENGTH: 3

DEXTERITY: 3

VITALITY: 3

SPECIAL: 3


INSIGHT: 3


BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Sweet Veil

EVOLUTION: First Stage.  
Evolves after being Traded holding an item.


#684

#685

EXP. COST	TYPE	MOVE NAME	EXP. 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



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.

TYPE: Fairy

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●



INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Sweet Veil

EVOLUTION: Final Form.  
It was holding a delicious pastry.



0 Normal Tackle

5 Fairy Fairy Wind

10 Dark Fake Tears

17 Grass Cotton Spore

26 Grass Aromatherapy

36 Grass Energy Ball

45 Normal Wish

58 Psychic Light Screen

? Normal Belly Drum

? Normal Copycat

0 Normal Sweet Scent

8 Normal Play Nice

13 Normal Round

21 Normal Endeavor

31 Fairy Draining Kiss

41 Grass Cotton Guard

49 Fairy Play Rough

67 Normal Safeguard

? Fight Drain Punch

#686 Inkay



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.

TYPE: DarkP

TYPE: sychic

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Contrary & Suction Cups

EVOLUTION: Second Stage.  
Evolves after reaching a certain level.



0 Normal Tackle

0 Normal Constrict

8 Dark Foul Play

13 Psychic Psywave

18 Psychic Hypnosis

23 Dark Switcheroo

31 Psychic Light Screen

39 Psychic Psycho Cut

46 Dark Night Slash

? Psychic Power Split

? Normal Simple Beam

0 Flying Peck

4 Psychic Reflect

12 Normal Swagger

15 Dark Topsy-Turvy

21 Psychic Psybeam

27 Dark Payback


35 Flying Pluck

43 Normal Slash

48 Fight Superpower

? Dark Knock Off

#687 Malamar



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.

TYPE: Dark

TYPE: Psychic

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●



INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Contrary & Suction Cups

EVOLUTION: Final Form.



0 Fight Reversal

0 Flying Peck

4 Psychic Reflect

12 Normal Swagger

15 Dark Topsy-Turvy

21 Psychic Psybeam

27 Dark Payback

35 Flying Pluck

43 Normal Slash

48 Fight Superpower

? Dark Knock Off

0 Normal Tackle

0 Normal Constrict

8 Dark Foul Play

13 Psychic Psywave

18 Psychic Hypnosis

23 Dark Switcheroo

31 Psychic Light Screen

39 Psychic Psycho Cut

46 Dark Night Slash

? Psychic Power Split

? Normal Simple Beam

#688 Binacle



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.

TYPE: Rock

TYPE: Water

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Tough Claws & Sniper

EVOLUTION: First Stage.  
Evolves when the two heads reproduce.



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

45 Water Razor Shell

? Normal Helping Hand

? Normal Tickle

0 Normal Scratch

4 Water Water Gun

10 Normal Fury Swipes

16 Ground Mud Slap

24 Rock Rock Polish

32 Dark Hone Claws

41 Dark Night Slash

49 Fight Cross Chop

? Rock Stealth Rock



#689 Barbaracle



HEIGHT: 1.3m / 4'03"

WEIGHT: 96kg / 211 lbs

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.

TYPE: Rock

Water

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Tough Claws & Sniper

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	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	44	Dark	Night Slash			
48	Water	Razor Shell	55	Fight	Cross Chop			
60	Rock	Stone Edge	65	Normal	Skull Bash			
?	Normal	Helping Hand	?	Dragon	Dual Chop			
?	Steel	Iron Defense						

#690 Skrelp



HEIGHT: 0.5m / 1'08"

WEIGHT: 7kg / 16 lbs

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.

TYPE: Poison

Water

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●

SPECIAL ●●●●

INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●


ABILITIES: Poison Point & Poison Touch

EVOLUTION: First Stage.  
Evolves after its poison becomes deadly.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Smokescreen
0	Water	Water Gun	5	Dark	Feint Attack
9	Normal	Tail Whip	12	Water	Bubble
15	Poison	Acid	19	Normal	Camouflage
23	Poison	Poison Tail	25	Water	Water Pulse
28	Normal	Double Team	32	Poison	Toxic
35	Water	Aqua Tail	38	Poison	Slugde Bomb
42	Water	Hydro Pump	49	Dragon	Dragon Pulse
?	Poison	Acid Armor	?	Poison	Toxic Spikes
?	Poison	Venom Drench			

#691 Dragalge



HEIGHT: 1.8m / 6'00"

WEIGHT: 81kg / 180 lbs

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.

TYPE: Poison

Dragon

STRENGTH ●●●●●

DEXTERITY ●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●

BASE HP: 6

DISOBEDIENCE: ●●●●●


ABILITIES: Poison Point & Poison Touch

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Dragon	Twister	0	Dragon	Dragon Tail			
0	Normal	Tackle	0	Normal	Smokescreen			
0	Water	Water Gun	5	Dark	Feint Attack			
9	Normal	Tail Whip	12	Water	Bubble			
15	Poison	Acid	19	Normal	Camouflage			
23	Poison	Poison Tail	25	Water	Water Pulse			
28	Normal	Double Team	32	Poison	Toxic			
35	Water	Aqua Tail	38	Poison	Slugde Bomb			
42	Water	Hydro Pump	53	Dragon	Dragon Pulse			
?	Poison	Acid Armor	?	Poison	Gunk Shot			
?	Dragon	Outrage						

#692 Clauncher



HEIGHT: 0.5m / 1'08"

WEIGHT: 8kg / 18 lbs

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 tough but their meat is delicious.

TYPE: Water

STRENGTH ●●●●

DEXTERITY ●●●●

VITALITY ●●●●

SPECIAL ●●●●



INSIGHT ●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Mega Launcher


EVOLUTION: First Stage.  
Evolves after reaching a certain size.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Splash	0	Water	Water Gun
7	Water	Water Sport	9	Normal	Vice Grip
12	Water	Bubble	16	Normal	Flail
20	Water	Bubble Beam	25	Normal	Swords Dance
30	Water	Crabhammer	34	Water	Water Pulse
39	Rock	Smack Down	43	Water	Aqua Jet
48	Water	Muddy Water	?	Ice	Icy Wind
?	Normal	Helping Hand	?	Normal	Endure



#693 Clawitzer



HEIGHT: 1.3m / 4'03"

WEIGHT: 35kg / 77 lbs

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.

TYPE: Water

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●●●


INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Mega Launcher

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Psychic	Heal Pulse	0	Fight	Aura Sphere
0	Normal	Splash	0	Water	Water Gun
7	Water	Water Sport	9	Normal	Vice Grip
12	Water	Bubble	16	Normal	Flail
20	Water	Bubble Beam	25	Normal	Swords Dance
30	Water	Crabhammer	34	Water	Water Pulse
42	Rock	Smack Down	47	Water	Aqua Jet
53	Water	Muddy Water	57	Dark	Dark Pulse
63	Dragon	Dragon Pulse	?	Ice	Icy Wind
?	Normal	Helping Hand	?	Normal	Endure

#694 Helioptile



HEIGHT: 0.5m / 1'08"

WEIGHT: 6kg / 13 lbs

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.

TYPE: Electric Normal

STRENGTH ●●●

DEXTERITY ●●●●●

VITALITY ●●●

SPECIAL ●●●●●

INSIGHT ●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●


ABILITIES: Dry Skin & Sand Veil

EVOLUTION: First Stage. Evolves with a Sun Stone.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound	0	Normal	Tail Whip
6	Electric	Thunder Shock	11	Electric	Charge
13	Ground	Mud Slap	17	Normal	Quick Attack
22	Normal	Razor Wind	25	Electric	Parabolic Charge
31	Electric	Thunder Wave	35	Ground	Bulldoze
40	Electric	Volt Switch	45	Electric	Electrify
49	Electric	Thunderbolt	?	Psychic	Agility
?	Electric	Electro Web	?	Electric	Magnet Rise

#695 Heliolisk



HEIGHT: 1m / 3'03"

WEIGHT: 21kg / 46 lbs

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.

TYPE: Electric Normal

STRENGTH ●●●●●

DEXTERITY ●●●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●●●



INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Dry Skin & Sand Veil

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Electric	Eerie Impulse	0	Electric	Charge
0	Normal	Quick Attack	0	Normal	Razor Wind
25	Electric	Parabolic Charge	45	Electric	Electrify
65	Electric	Thunder	?	Psychic	Agility
?	Normal	Hyper Voice	?	Fire	Fire Punch

#696 Tyrunt



HEIGHT: 0.8m / 2'07"

WEIGHT: 26kg / 57 lbs

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.

TYPE: Rock Dragon

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Strong Jaw


EVOLUTION: First Stage. Evolves after a terrible temper tantrum.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Tail Whip
0	Normal	Roar	10	Normal	Stomp
12	Normal	Bide	15	Rock	Stealth Rock
17	Dark	Bite	20	Fairy	Charm
26	Rock	Ancient Power	30	Dragon	Dragon Tail
34	Dark	Crunch	37	Dragon	Dragon Claw
40	Normal	Thrash	44	Ground	Earthquake
49	Normal	Horn Drill	?	Fire	Fire Fang
?	Electric	Thunder Fang	?	Ice	Ice Fang



#697 Tyrantrum



HEIGHT: 2.5m / 8'02"

WEIGHT: 405kg /891 lbs

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.

TYPE: Rock Dragon

STRENGTH ●●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●


BASE HP: 8

DISOBEDIENCE: ●●●●●

ABILITIES: Strong Jaw


EVOLUTION: Final Form.

#696

#697

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Normal	Tail Whip
0	Normal	Roar	10	Normal	Stomp
12	Normal	Bide	15	Rock	Stealth Rock
17	Dark	Bite	20	Fairy	Charm
26	Rock	Ancient Power	30	Dragon	Dragon Tail
34	Dark	Crunch	37	Dragon	Dragon Claw
42	Normal	Thrash	47	Ground	Earthquake
53	Normal	Horn Drill	58	Rock	Head Smash
68	Rock	Rock Slide	75	Normal	Giga Impact
?	Dragon	Dragon Dance	?	Poison	Poison Fang
?	Dragon	Outrage			

#698 Amaura



HEIGHT: 1.3m / 4'03"

WEIGHT: 50kg / 110 lbs

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.

TYPE: Rock Ice

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●


BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Refrigerate

EVOLUTION: First Stage.  
Evolves after reaching a certain level.

#698

#699

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl	0	Ice	Powder Snow
5	Electric	Thunder Wave	10	Rock	Rock Throw
13	Ice	Icy Wind	15	Normal	Take Down
18	Ice	Mist	20	Ice	Aurora Beam
26	Rock	Ancient Power	30	Normal	Round
34	Ice	Avalanche	38	Ice	Hail
41	Normal	Nature Power	44	Normal	Encore
47	Psychic	Light Screen	50	Ice	Ice Beam
57	Normal	Hyper Beam	65	Ice	Blizzard
?	Ground	Earth Power	?	Rock	Stealth Rock
?	Water	Water Pulse			

#699 Aurorus



HEIGHT: 2.7m / 9'00"

WEIGHT: 900kg /1980 lbs

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.

TYPE: Rock Ice

STRENGTH ●●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●●

SPECIAL ●●●●●●

INSIGHT ●●●●●

BASE HP: 9

DISOBEDIENCE: ●●●●●

ABILITIES: Refrigerate


EVOLUTION: Final Form.

#698

#699

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Growl	0	Ice	Powder Snow
5	Electric	Thunder Wave	10	Rock	Rock Throw
13	Ice	Icy Wind	15	Normal	Take Down
18	Ice	Mist	20	Ice	Aurora Beam
26	Rock	Ancient Power	30	Normal	Round
34	Ice	Avalanche	38	Ice	Hail
43	Normal	Nature Power	46	Normal	Encore
50	Psychic	Light Screen	56	Ice	Ice Beam
63	Normal	Hyper Beam	74	Ice	Blizzard
77	Ice	Freeze-Dry	?	Steel	Iron Defense
?	Electric	Discharge	?	Dragon	Outrage

#700 Sylveon



HEIGHT: 1m / 3'03"

WEIGHT: 23kg / 51 lbs

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.

TYPE: Fairy

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●●


INSIGHT ●●●●●●


BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Cute Charm

EVOLUTION: Final Form.  
Evolves with Loyalty.

#693

#700


EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fairy	Disarming Voice	0	Normal	Tail Whip
0	Normal	Tackle	0	Normal	Helping Hand
5	Ground	Sand Attack	9	Fairy	Fairy Wind
13	Normal	Quick Attack	17	Normal	Swift
20	Fairy	Draining Kiss	25	Psychic	Skill Swap
29	Fairy	Misty Terrain	33	Psychic	Light Screen
37	Fairy	Moonblast	41	Normal	Last Resort
45	Normal	Psych Up	?	Normal	Captivate
?	Normal	Wish	?	Normal	Hyper Voice







#705 Sliggoo



HEIGHT:0.8m / 2'07"

WEIGHT:17kg / 38 lbs

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.

TYPE:Dragon

STRENGTH:●●●●●

DEXTERITY:●●●●●

VITALITY:●●●●●

SPECIAL:●●●●●




INSIGHT:●●●●●

BASE HP:4

DISOBEDIENCE:●●●●●

ABILITIES:Sap Sipper & Hydration

EVOLUTION:Second Stage.  
Evolves by becoming stronger in the rain.



EXPERIENCE COST

TYPE

MOVE NAME


EXPERIENCE COST

TYPE

MOVE NAME

0	Normal	Tackle	0	Water	Bubble
5	Grass	Absorb	9	Normal	Protect
13	Normal	Bide	18	Dragon	Dragon Breath
25	Water	Rain Dance	28	Normal	Flail
32	Normal	Body Slam	38	Water	Muddy Water
47	Dragon	Dragon Pulse	?	Water	Water Pulse
?	Poison	Acid Armor	?	Fight	Counter

#706 Goodra



HEIGHT:2m / 6'07"

WEIGHT:150kg / 331 lbs

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.

TYPE:Dragon

STRENGTH:●●●●●

DEXTERITY:●●●●●

VITALITY:●●●●●

SPECIAL:●●●●●




INSIGHT:●●●●●

BASE HP:6

DISOBEDIENCE:●●●●●

ABILITIES:Sap Sipper & Hydration

EVOLUTION:Final Form.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0	Normal	Feint	0	Normal	Tackle
0	Water	Bubble	5	Grass	Absorb
9	Normal	Protect	13	Normal	Bide
18	Dragon	Dragon Breath	25	Water	Rain Dance
28	Normal	Flail	32	Normal	Body Slam
38	Water	Muddy Water	47	Dragon	Dragon Pulse
50	Water	Aqua Tail	55	Grass	Power Whip
63	Dragon	Outrage	?	Electric	Shock Wave
?	Fight	Superpower	?	Dragon	Draco Meteor

#707 Klefki



HEIGHT:0.2m / 0'08"

WEIGHT:3kg / 6 lbs

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.

TYPE:SteelFairy

STRENGTH:●●●●●

DEXTERITY:●●●●●

VITALITY:●●●●●

SPECIAL:●●●●●

INSIGHT:●●●●●

BASE HP:4

DISOBEDIENCE:●●●●●

ABILITIES:Prankster

EVOLUTION:Final Form.



EXPERIENCE COST

TYPE

MOVE NAME


EXPERIENCE COST

TYPE

MOVE NAME

0	Fairy	Fairy Lock	0	Normal	Tackle
5	Fairy	Fairy Wind	8	Ghost	Astonish
12	Steel	Metal Sound	15	Ground	Spikes
18	Fairy	Draining Kiss	23	Fairy	Crafty Shield
27	Dark	Foul Play	32	Dark	Torment
34	Steel	Mirror Shot	36	Psychic	Imprison
40	Normal	Recycle	43	Fairy	Play Rough
44	Psychic	Magic Room	50	Psychic	Heal Block
?	Steel	Iron Defense	?	Dark	Switcheroo
?	Electric	Magnet Rise			

#708 Phantump



HEIGHT:0.4m / 1'04"

WEIGHT:7kg / 15 lbs

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.

TYPE:GhostGrass

STRENGTH:●●●●●

DEXTERITY:●●●●●

VITALITY:●●●●●

SPECIAL:●●●●●



INSIGHT:●●●●●

BASE HP:3

DISOBEDIENCE:●●●●●

ABILITIES:Natural Cure & Frisk

EVOLUTION:First Stage.  
Evolves after being traded.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST





TYPE



MOVE NAME

0	Normal	Tackle	0	Ghost	Confuse Ray
5	Ghost	Astonish	8	Normal	Growth
13	Grass	Ingrain	19	Dark	Feint Attack
23	Grass	Leech Seed	28	Ghost	Curse
31	Fire	Will-O-Wisp	35	Grass	Forest's Curse
39	Ghost	Destiny Bond	45	Ghost	Phantom Force
49	Grass	Wood Hammer	54	Grass	Horn Leech
?	Grass	Seed Bomb	?	Poison	Venom Drench
?	Grass	Worry Seed			



#709 Trevenant	TYPE:	Ghost	Grass	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	STRENGTH	●●●●●○		0	Grass	Horn Leech	0	Normal	Tackle
	DEXTERITY	●●●●○		0	Ghost	Confuse Ray	5	Ghost	Astonish
	VITALITY	●●●●○		8	Normal	Growth	13	Grass	Ingrain
	SPECIAL	●●●●○		19	Dark	Feint Attack	23	Grass	Leech Seed
	INSIGHT	●●●●○		28	Ghost	Curse	31	Fire	Will-O-Wisp
HEIGHT: 1.5m / 5'00"	WEIGHT: 71kg / 156 lbs	BASE HP: 5	DISOBEDIENCE: ●●●●○	35	Grass	Forest's Curse	39	Ghost	Destiny Bond
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.		ABILITIES:	Natural Cure & Frisk	45	Ghost	Phantom Force	49	Grass	Wood Hammer
		EVOLUTION:	Final Form.	55	Ghost	Shadow Claw	?	Ghost	Grudge
		 		?	Fight	Drain Punch	?	Psychic	Imprison
		 							

				#710 Pumpkaboo		TYPE:	Ghost	Grass
EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME	  <div> <div>HEIGHT:</div> <div>0.8m / 2'07"</div> </div> <div> <div>WEIGHT:</div> <div>15kg / 33 lbs</div> </div> <p>Pumpkin Pokémon</p> <p>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.</p>		
0	Psychic	Trick	0	Ghost	Astonish			
0	Ghost	Confuse Ray	4	Normal	Scary Face			
6	Ghost	Trick-or-Treat	11	Grass	Worry Seed			
16	Grass	Razor Leaf	20	Grass	Leech Seed			
26	Grass	Bullet Seed	30	Ghost	Shadow Sneak	<div>STRENGTH</div> <div>DEXTERITY</div> <div>VITALITY</div> <div>SPECIAL</div> <div>INSIGHT</div> <div>BASE HP:</div> <div>3</div> <div>DISOBEDIENCE:</div> <div> <div>ABILITIES:</div> <div>Pick Up &amp; Frisk</div> </div> <div> <div>EVOLUTION:</div> <div>First Stage.</div> <div>Evolves after being traded.</div> </div> <div>  <div>#710</div> </div> <div>  <div>#711</div> </div>		
36	Ghost	Shadow Ball	42	Normal	Pain Split			
48	Grass	Seed Bomb	?	Dark	Dark Pulse			
?	Grass	Synthesis	?	Dark	Foul Play			

#711 Gourgeist		TYPE:	Ghost	Grass	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	STRENGTH	●●●●●	0	Ghost	Phantom Force	0	Normal	Explosion		
	DEXTERITY	●●●●●	0	Psychic	Trick	0	Ghost	Astonish		
	VITALITY	●●●●●●●	0	Ghost	Confuse Ray	4	Normal	Scary Face		
	SPECIAL	●●●●●	6	Ghost	Trick-or-Treat	11	Grass	Worry Seed		
	INSIGHT	●●●●●	16	Grass	Razor Leaf	20	Grass	Leech Seed		
HEIGHT:	WEIGHT:	BASE HP:	5	DISOBEDIENCE:	26	Grass	Bullet Seed	30	Ghost	Shadow Sneak
1.7m / 5'07"	39kg / 86 lbs				36	Ghost	Shadow Ball	42	Normal	Pain Split
Pumpkin Pokémon		ABILITIES:		Pick Up & Frisk	48	Grass	Seed Bomb	?	Dark	Dark Pulse
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.		EVOLUTION: Final Form.			?	Grass	Synthesis	?	Dark	Foul Play
										
		#710 #711								

EXPERIENCE COST			TYPE	MOVE NAME	EXPERIENCE COST			TYPE	MOVE NAME	#712 Bergmite
0	Normal	Tackle	0	Dark	Bite				<div> <div>HEIGHT: 1m / 3'03"</div> <div>WEIGHT: 100kg / 220 lbs</div> </div> <p>Ice Chunk Pokémon</p> <p>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.</p>	
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	39	Ice	Avalanche	<div> <div>HEIGHT: 1m / 3'03"</div> <div>WEIGHT: 100kg / 220 lbs</div> </div> <p>Ice Chunk Pokémon</p> <p>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.</p>				
43	Ice	Blizzard	47	Normal	Recover					
49	Normal	Double-Edge	?	Water	Water Pulse					
?	Psychic	Mirror Coat	?	Normal	Endure					

TYPE: Ice

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Own Tempo & Ice Body

EVOLUTION: First Stage.

Evolves at a High Level.



#712



#713



#713 Avalugg



HEIGHT: 2m / 6'07"

WEIGHT: 505kg / 1113 lbs

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.

TYPE: Ice

STRENGTH ●●●●●

DEXTERITY ●●●

VITALITY ●●●●●●●

SPECIAL ●●●

INSIGHT ●●●

BASE HP: 6


DISOBEDIENCE: ●●●●●

EVOLUTION: Final Form.



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	0	Normal	Body Slam
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

#714 Noibat



HEIGHT: 0.5m / 1'08"

WEIGHT: 8kg / 17 lbs

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.

TYPE: Flying Dragon

STRENGTH ●●●

DEXTERITY ●●●●

VITALITY ●●●

SPECIAL ●●●●



INSIGHT ●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●


ABILITIES: Frisk & Infiltrator

EVOLUTION: First Stage. Evolves at a High Level.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Screech	0	Normal	Tackle
0	Normal	Supersonic	5	Grass	Absorb
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			

#715 Noivern



HEIGHT: 1.5m / 5'00"

WEIGHT: 85kg / 187 lbs

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.

TYPE: Flying Dragon

STRENGTH ●●●●●

DEXTERITY ●●●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●●●



INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●


ABILITIES: Frisk & Infiltrator

EVOLUTION: Final Form.



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	Grass	Absorb
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



HEIGHT: ?m / '???"

WEIGHT: ???kg / ??? lbs

Pokédex has 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.

TYPE: Fairy

STRENGTH ●●●●●●●●●●

DEXTERITY ●●●●●●●●●●

VITALITY ●●●●●●●●●●

SPECIAL ●●●●●●●●●●


INSIGHT ●●●●●●●●●●

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE


EVOLUTION: Unknown.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
		NO DATA			



#717 Yveltal



HEIGHT:  
?m / '???"

WEIGHT:  
???kg / ??? lbs

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.

TYPE: Dark Flying

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT


BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES:

PLOT DEVICE

EVOLUTION: Unknown.

#717

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

NO DATA

#718 Zygarde



HEIGHT:  
?m / '???"

WEIGHT:  
???kg / ??? lbs

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.

TYPE: Dragon Ground

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES:

PLOT DEVICE

EVOLUTION: Unknown.

#718

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

NO DATA

#718 Zygarde Cell



HEIGHT:  
?m / '???"

WEIGHT:  
???kg / ??? lbs

Pokédex has no data.

It was recently discovered and there is much debate regarding if it can be considered a Pokémon of its own. They gather in great numbers to create and strengthen Zygarde.

TYPE: Dragon Ground

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: ?

DISOBEDIENCE: ●●●●●


ABILITIES:

PLOT DEVICE

EVOLUTION: Unknown.

#718

#719 Diancie



HEIGHT:  
?m / '???"

WEIGHT:  
???kg / ??? lbs

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?

TYPE: Rock Fairy

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT


BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES:

PLOT DEVICE

EVOLUTION: Unknown.

#719



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

#720 Hoopa

TYPE: Psychic

Ghost

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

HEIGHT: ?m / '???"

WEIGHT: ???kg / ??? lbs

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.

NO DATA

There is a story of an old demon whose power unleashed horrors from other dimensions into earth, ripping the fabrics of existance, it opened portals to bring evil upon.

#720

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

#721 Volcanion

TYPE: Fire

Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

HEIGHT: ?m / '???"

WEIGHT: ???kg / ??? lbs

BASE HP: ?


DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.

NO DATA

In the early days of world exploring, there are records of an entire mountain blowing up in a cloud of steam. The explorers claimed that a creature in the fog was responsible.

#721



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0	Normal	Tackle	0	Grass	Leafage
4	Normal	Growl	8	Flying	Peck
11	Ghost	Astonish	15	Grass	Razor Leaf
18	Normal	Foresight	22	Flying	Pluck
25	Grass	Synthesis	29	Normal	Fury Attack
32	Dark	Sucker Punch	36	Grass	Leaf Blade
39	Flying	Feather Dance	43	Flying	Brave Bird
46	Dark	Nasty Plot	?	Ghost	Curse
?	Ice	Haze	?	Grass	Grass Pledge

HEIGHT:

0.3m / 1'00"

WEIGHT:

1kg / 3 lbs

Grass Quill Pokémon

This is a shy Pokémon, it sleeps during the day, absorbing sunlight through its feathers, then at night becomes more active. It likes to keep sight of its trainer at all times, rotating its head 180° to do so.

TYPE: Grass Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Overgrow

EVOLUTION: First Stage.  
Evolves after reaching a certain level.

#122

#123

#124

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0	Normal	Tackle	0	Grass	Leafage
4	Normal	Growl	8	Flying	Peck
11	Ghost	Astonish	15	Grass	Razor Leaf
19	Normal	Foresight	24	Flying	Pluck
28	Grass	Synthesis	33	Normal	Fury Attack
37	Dark	Sucker Punch	42	Grass	Leaf Blade
46	Flying	Feather Dance	51	Flying	Brave Bird
55	Dark	Nasty Plot	?	Ghost	Curse
?	Ice	Haze	?	Grass	Grass Pledge

HEIGHT:

0.7m / 2'04"

WEIGHT:

16kg / 35 lbs

Blade Quill Pokémon

Dartix are vain creatures, they dislike it when their feathers are ruffled, even stopping midfight to groom them. Despite its elegant demeanor it hides an awkward personality, prone to panic and clumsiness.

TYPE: Grass Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Overgrow

EVOLUTION: Second Stage.  
Evolves after reaching a certain level.

#122

#123

#124

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0	Ghost	Spirit Shackle	0	Bug	U-Turn
0	Normal	Tackle	0	Grass	Leafage
0	Normal	Growl	0	Flying	Peck
11	Ghost	Astonish	15	Grass	Razor Leaf
19	Normal	Foresight	24	Flying	Pluck
28	Grass	Synthesis	33	Normal	Fury Attack
38	Dark	Sucker Punch	44	Grass	Leaf Blade
49	Flying	Feather Dance	55	Flying	Brave Bird
60	Dark	Nasty Plot	?	Ghost	Ominous Wind
?	Normal	Baton Pass	?	Grass	Frenzy Plant

HEIGHT:

1.6m / 5'03"

WEIGHT:

36kg / 80 lbs

Arrow Quill Pokémob

This Pokémon can shoot its own feathers as arrows in just a split of second. They are usually calm and collected but they are easily startled if taken by surprise. It is very rare as most of them are extinct.

TYPE: Grass Ghost

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Overgrow

EVOLUTION: Final Form.

#122

#123

#124

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0	Normal	Scratch	0	Fire	Ember
4	Normal	Growl	8	Ghost	Lick
11	Normal	Leer	15	Fire	Fire Fang
19	Normal	Roar	24	Dark	Bite
28	Normal	Swagger	29	Normal	Fury Attack
32	Normal	Thrash	36	Fire	Flamethrower
39	Normal	Scary Face	43	Fire	Flare Blitz
46	Dragon	Outrage	?	Normal	Fake Out
?	Dark	Nasty Plot	?	Fire	Fire Pledge

HEIGHT:

0.4m / 1'04"

WEIGHT:

4kg / 9 lbs

Fire Cat Pokémon

It has an aloof personality and likes to be alone. Its fur produces flammable oils and its rough tongue licks them every time it grooms itself. Not recommended as a pet for they can cause house fires easily.

TYPE: Fire

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Blaze

EVOLUTION: First Stage.  
Evolves after reaching a certain level.

#125

#126

#127



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Scratch

0

Fire

Ember

4

Normal

Growl

8

Ghost

Lick

11

Normal

Leer

15

Fire

Fire Fang

19

Normal

Roar

24

Dark

Bite

28

Normal

Swagger

33

Normal

Fury Attack

37

Normal

Thrash

42

Fire

Flamethrower

46

Normal

Scary Face

51

Fire

Flare Blitz

55

Dragon

Outrage

?

Normal

Fake Out

?

Dark

Nasty Plot

?

Fire

Fire Pledge

#726 Torracat



HEIGHT:  
0.7m / 2'04"

WEIGHT:  
22kg / 55 lbs

Fire Cat Pokémon

The bell on its neck glows and chimes when it shots fire through it. Although it acts spoiled with its Trainer, it is a capable and relentless brawler, it will keep battling until its foes lose their fighting spirits.

TYPE: Fire

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Blaze

EVOLUTION: Second Stage.  
Evolves after reaching a certain level.

#725

#726

#727

#727 Incineroar



HEIGHT:  
1.8m / 6'00"

WEIGHT:  
83kg / 183 lbs

Heel Pokémon

It has a bad reputation, some of them have attacked the opposing Trainer during battles. They are also prone to disobey their own Trainer, going for a more brutal fighting style to shred their foes to pieces.

TYPE: Fire Dark

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 6

DISOBEDIENCE: 5

ABILITIES: Blaze

EVOLUTION: Final Form.

#725

#726

#727

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Dark

Darkest Lariat

0

Fight

Bulk Up

0

Dark

Throat Chop

0

Normal

Scratch

0

Fire

Ember

0

Normal

Growl

0

Ghost

Lick

11

Normal

Leer

15

Fire

Fire Fang

19

Normal

Roar

24

Dark

Bite

28

Normal

Swagger

33

Normal

Fury Swipes

38

Normal

Thrash

44

Fire

Flamethrower

49

Normal

Scary Face

55

Fire

Flare Blitz

60

Dragon

Outrage

66

Fight

Cross Chop

?

Fight

Revenge

?

Dark

Crunch

?

Fire

Blast Burn

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Pound

0

Water

Water Gun

4

Normal

Growl

8

Fairy

Disarming Voice

11

Fairy

Baby-Doll Eyes

15

Water

Aqua Jet

18

Normal

Encore

22

Water

Bubble Beam

25

Normal

Sing

29

Normal

Double Slap

32

Normal

Hyper Voice

36

Fairy

Moonblast

39

Normal

Captivate

43

Water

Hydro Pump

46

Fairy

Misty Terrain

?

Fairy

Charm

?

Water

Aqua Ring

?

Water

Water Pledge

#728 Popplio



HEIGHT:  
0.4m / 1'04"

WEIGHT:  
7kg / 16 lbs

Sea Lion Pokémon

A fun-loving Pokémon. It snorts water bubbles from its nose and balances them around, it is tenacious and diligent to train. They are agile swimmers and prefer acrobatic stunts to move on the ground.

TYPE: Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 3

DISOBEDIENCE: 5

ABILITIES: Torrent

EVOLUTION: First Stage.  
Evolves after reaching a certain level.

#728

#729

#730

#729 Brionne



HEIGHT:  
0.6m / 2'00"

WEIGHT:  
17kg / 38 lbs

Pop Star Pokémon

In the wild, each pack has their own songs and dances, Brionne practice them in the moonlight. It is cheerful and not timid at all, it forms friendships easily through dance movements.

TYPE: Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: 4

DISOBEDIENCE: 5

ABILITIES: Torrent

EVOLUTION: Second Stage.  
Evolves after reaching a certain level.

#728

#729

#730

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Pound

0

Water

Water Gun

4

Normal

Growl

8

Fairy

Disarming Voice

11

Fairy

Baby-Doll Eyes

15

Water

Aqua Jet

18

Normal

Encore

22

Water

Bubble Beam

25

Normal

Sing

29

Normal

Double Slap

32

Normal

Hyper Voice

36

Fairy

Moonblast

39

Normal

Captivate

43

Water

Hydro Pump

46

Fairy

Misty Terrain

?

Fairy

Charm

?

Water

Aqua Ring

?

Water

Water Pledge

276



EXPERIENCE COST

TYPE

MOVE NAME

0

Water

Sparkling Aria

0

Water

Water Gun

0

Fairy

Disarming Voice

15

Water

Aqua Jet

24

Water

Bubble Beam

33

Normal

Double Slap

44

Fairy

Moonblast

55

Water

Hydro Pump

?

Normal

Perish Song

?

Water

Hydro Cannon

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Pound

0

Normal

Growl

11

Fairy

Baby-Doll Eyes

19

Normal

Encore

28

Normal

Sing

38

Normal

Hyper Voice

49

Normal

Captivate

60

Fairy

Misty Terrain

?

Psychic

Amnesia

HEIGHT:

1.8m / 6'00"

WEIGHT:

44kg / 97 lbs

Soloist Pokémon

All modern Primarina sing a song that has been passed down through generations. Legend says that you can hear their true song when you are in the deep of the sea. Make sure its throat doesn't get sore.

TYPE:

Water

Fairy

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

6

DISOBEDIENCE:

ABILITIES:

Torrent

EVOLUTION:

Final Form.

#128

#129

#130

EXPERIENCE COST

TYPE

MOVE NAME

0

Flying

Peck

7

Normal

Echoed Voice

13

Normal

Supersonic

19

Flying

Roost

25

Normal

Screech

31

Grass

Bullet Seed

37

Normal

Hyper Voice

?

Flying

Tailwind

HEIGHT:

0.3m / 1'00"

WEIGHT:

1kg / 2 lbs

Woodpecker Pokémon

Their beaks are incredibly strong, it takes them a few minutes to shatter rock. They eat berries and shoot the seeds to defend themselves. Pikipek don't sing, but communicate with pecking sounds.

TYPE:

Normal

Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Keen Eye & Skill Link

EVOLUTION:

First Stage.

Evolves after reaching a certain level.

#131

#132

#133

EXPERIENCE COST

TYPE

MOVE NAME

0

Rock

Rock Blast

0

Normal

Growl

9

Fight

Rock Smash

16

Flying

Pluck

24

Normal

Fury Attack

32

Flying

Drill Peck

40

Flying

Feather Dance

?

Normal

Uproar

?

Flying

Mirror Move

EXPERIENCE COST

TYPE

MOVE NAME

0

Flying

Peck

0

Normal

Echoed Voice

13

Normal

Supersonic

21

Flying

Roost

29

Normal

Screech

37

Grass

Bullet Seed

45

Normal

Hyper Voice

?

Flying

Tailwind

HEIGHT:

0.6m / 2'00"

WEIGHT:

14kg / 32 lbs

Bugle Beak Pokémon

This Pokémon bends its beak to produce a variety of sounds, much to the annoyance of the neighbors. It also shoots a burst of berry seeds to its foes, prey, or an unsuspecting passerby.

TYPE:

Normal

Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Keen Eye & Skill Link

EVOLUTION:

Second Stage.

Evolves after reaching a certain level.

#131

#132

#133

EXPERIENCE COST

TYPE

MOVE NAME

0

Flying

Beak Blast

0

Flying

Peck

0

Normal

Echoed Voice

13

Normal

Supersonic

21

Flying

Roost

30

Normal

Screech

40

Grass

Bullet Seed

50

Normal

Hyper Voice

?

Flying

Tailwind

HEIGHT:

1.1m / 3'07"

WEIGHT:

26kg / 57 lbs

Blade Quill Pokémon

It can store and expel an extremely hot gas through its beak that ignites easily. The berry seeds it shoots can pierce boulders, leaving perfectly round holes on them. Fortunately, they nest deep in the jungle.

TYPE:

Normal

Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

5

DISOBEDIENCE:

ABILITIES:

Keen Eye & Skill Link

EVOLUTION:

Final Form.

#131

#132

#133



EXPERIENCE COST

0

Normal

MOVE NAME

Tackle

EXPERIENCE COST

7

Dark

MOVE NAME

Pursuit

EXPERIENCE COST

13

Normal

MOVE NAME

Odor Sleuth

EXPERIENCE COST

19

Dark

MOVE NAME

Bite

EXPERIENCE COST

25

Normal

MOVE NAME

Super Fang

EXPERIENCE COST

31

Normal

MOVE NAME

Scary Face

EXPERIENCE COST

37

Normal

MOVE NAME

Hyper Fang

EXPERIENCE COST

43

Normal

MOVE NAME

Thrash

EXPERIENCE COST

?

Fight

MOVE NAME

Revenge

EXPERIENCE COST

?

Normal

MOVE NAME

Last Resort

TYPE

Normal

EXPERIENCE COST

3

Normal

MOVE NAME

Leer

EXPERIENCE COST

10

Ground

MOVE NAME

Sand Attack

EXPERIENCE COST

16

Normal

MOVE NAME

Bide

EXPERIENCE COST

22

Ground

MOVE NAME

Mud Slap

EXPERIENCE COST

28

Normal

MOVE NAME

Take Down

EXPERIENCE COST

34

Dark

MOVE NAME

Crunch

EXPERIENCE COST

40

Normal

MOVE NAME

Yawn

EXPERIENCE COST

46

Psychic

MOVE NAME

Rest

EXPERIENCE COST

?

Normal

MOVE NAME

Sleep Talk

#734 Yungoos



HEIGHT:

0.4m / 1'04"

WEIGHT:

6kg / 13 lbs

Loitering Pokémon

This Pokémon was brought to Alola in an attempt to eradicate Ratatta. It spends all day searching for prey and it's constantly hungry. when the sun sets it falls asleep right where it was standing.

TYPE:

Normal

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

3

DISOBEDIENCE:

●●●●●

ABILITIES:

Stakeout & Strong Jaw

EVOLUTION:

First Stage.  
Evolves after reaching a certain level.





EXPERIENCE COST

0

Normal

MOVE NAME

Tackle

EXPERIENCE COST

0

Dark

MOVE NAME

Pursuit

EXPERIENCE COST

13

Normal

MOVE NAME

Odor Sleuth

EXPERIENCE COST

19

Dark

MOVE NAME

Bite

EXPERIENCE COST

27

Normal

MOVE NAME

Super Fang

EXPERIENCE COST

35

Normal

MOVE NAME

Scary Face

EXPERIENCE COST

43

Normal

MOVE NAME

Hyper Fang

EXPERIENCE COST

51

Normal

MOVE NAME

Thrash

EXPERIENCE COST

?

Fight

MOVE NAME

Revenge

EXPERIENCE COST

?

Normal

MOVE NAME

Last Resort

#735 Gumshoos



HEIGHT:

0.7m / 2'04"

WEIGHT:

14kg / 31 lbs

Stakeout Pokémon

Alolan Ratatta became nocturnal to evade this Pokémon, as it is their main Predator. Gumshoos now go hungry for days before they find something suitable to eat, they compensate by sleeping a lot.

TYPE:

Normal

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

4

DISOBEDIENCE:


●●●●●

ABILITIES:

Stakeout & Strong Jaw

EVOLUTION:

Final Form.





EXPERIENCE COST

0

Normal

MOVE NAME

Vice Grip

EXPERIENCE COST

7

Ground

MOVE NAME

Mud Slap

EXPERIENCE COST

13

Bug

MOVE NAME

Bug Bite

EXPERIENCE COST

19

Flying

MOVE NAME

Acrobatics

EXPERIENCE COST

25

Bug

MOVE NAME

X-Scissor

EXPERIENCE COST

?

Electric

MOVE NAME

Electroweb

EXPERIENCE COST


?

Normal

MOVE NAME

Endure

#736 Grubbin



HEIGHT:

0.4m / 1'04"

WEIGHT:

4kg / 9 lbs

Larva Pokémon

They tend to gather anywhere Electric Pokémon live to protect themselves from bird Pokémon who may prey on them. When they are ready to evolve they bury themselves underground.

TYPE:

Bug

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

3

DISOBEDIENCE:


●●●●●


ABILITIES:


Swarm

EVOLUTION:

First Stage.  
Evolves after reaching a certain level.







EXPERIENCE COST

0

Electric

MOVE NAME

Charge

EXPERIENCE COST

0

Bug

MOVE NAME

String Shot

EXPERIENCE COST

0

Dark

MOVE NAME

Bite

EXPERIENCE COST

16

Electric

MOVE NAME

Spark

EXPERIENCE COST

25

Dark

MOVE NAME

Crunch

EXPERIENCE COST

37

Ground

MOVE NAME

Dig

EXPERIENCE COST

49

Steel

MOVE NAME

Iron Defense

EXPERIENCE COST

?

Electric

MOVE NAME

Charge Beam

#737 Charjabug



HEIGHT:

0.5m / 1'08"

WEIGHT:

10kg / 23 lbs

Battery Pokémon

Whatever this Pokémon eats is transformed to electricity. People often use them to power up small appliances in their homes. This Pokémon rarely moves since it is preparing to evolve.

TYPE:

Bug

Electric

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

4

DISOBEDIENCE:

●●●●●

ABILITIES:

Battery

EVOLUTION:

Second Stage.  
Evolves around a strong magnetic field.









EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Electric

Thunderbolt

0

Flying

Air Slash

0

Electric

Charge

0

Normal

Vice Grip

0

Bug

String Shot

0

Ground

Mud Slap

0

Dark

Bite

13

Bug

Bug Bite

16

Electric

Spark

19

Flying

Acrobatics

25

Normal

Guillotine

31

Bug

Bug Buzz

37

Ground

Dig

41

Electric

Zap Cannon

49

Psychic

Agility

?

Ground

Mud Shot

?

Normal

Endure

?

Electric

Charge Beam

HEIGHT:

1.5m / 5'00"

WEIGHT:

45kg / 99 lbs

STAG BEETLE POKÉMON

The electricity it shoots through its jaws is very dangerous, it zaps bird Pokémon trying to eat it.

Its flight is peculiar, for it bends in a 90° angle or flies backwards without a problem.

TYPE:

Bug

Electric

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

5

DISOBEDIENCE:

ABILITIES:

Levitate

EVOLUTION:

Final Form.

#736

#737

#738

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Water

Bubble

5

Fight

Rock Smash

9

Normal

Leer

13

Dark

Pursuit

17

Water

Bubble Beam

22

Fight

Power-Up Punch

25

Normal

Dizzy Punch

29

Dark

Payback

33

Fight

Reversal

37

Water

Crabhammer

42

Steel

Iron Defense

45

Fight

Dynamic Punch

49

Fight

Close Combat

?

Normal

Endeavor

?

Fight

Superpower

?

Rock

Wide Guard

HEIGHT:

0.6m / 2'00"

WEIGHT:

7kg / 15 lbs

BOXING POKÉMON

They can be found on the beach, but as they grow stronger they also venture more into the land where they fight for ripe berries. They punch with their pincers, which are delicious with butter by the way.

TYPE:

Fight

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Hyper Cutter & Iron Fist

EVOLUTION:

First Stage.  
Evolves by being in extremely cold places.

#739

#740

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Ice

Ice Punch

0

Water

Bubble

0

Fight

Rock Smash

0

Normal

Leer

0

Dark

Pursuit

17

Water

Bubble Beam

22

Fight

Power-Up Punch

25

Normal

Dizzy Punch

29

Ice

Avalanche

33

Fight

Reversal

37

Ice

Ice Hammer

42

Steel

Iron Defense

45

Fight

Dynamic Punch

49

Fight

Close Combat

?

Normal

Endeavor

?

Rock

Wide Guard

?

Fight

Superpower

HEIGHT:

1.7m / 5'07"

WEIGHT:

180kg / 396 lbs

WOOLLY CRAB POKÉMON

Crawbrawlers who get lost in the snowy mountains of Alola are forced to evolve into a more suited form. Crabominables are not very smart and throw punches to friends and foes alike when they panic.

TYPE:

Fight

Ice

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

5

DISOBEDIENCE:

ABILITIES:

Hyper Cutter & Iron Fist

EVOLUTION:

Final Form.

#739

#740

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Pound

4

Normal

Growl

6

Flying

Peck

10

Normal

Helping Hand

13

Normal

Air Cutter

16

Normal

Baton Pass

20

Flying

Feather Dance

23

Normal

Double Slap

26

Normal

Teeter Dance

30

Flying

Roost

33

Normal

Captivate

36

Flying

Air Slash

40

Normal

Revelation Dance

43

Flying

Mirror Move

46

Psychic

Agility

50

Flying

Hurricane

?

Normal

Swords Dance

?

Normal

Attract

?

Normal

Round

HEIGHT:

0.6m / 2'00"

WEIGHT:

3kg / 7 lbs

DANCING POKÉMON

What was thought to be different species ended up being a single Pokémon. Oricorio Baile is an intense and passionate Pokémon, every flap of its wings produces embers, its fiery dance has inspired many.

TYPE:

Fire

Flying

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Dancer


EVOLUTION:

Final Form.

#741



#741 Oricorio



HEIGHT: 0.6m / 2'00"

WEIGHT: 3kg / 7 lbs

Dancing Pokémon

What was thought to be different species ended up being a single Pokémon. Oricorio Pom-Pom is full of cheer and energy, it charges its feathers with static electricity, releasing sparks with every swing.

TYPE: Electric Flying

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Dancer

EVOLUTION: Final Form.

#741

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound	4	Normal	Growl
6	Flying	Peck	10	Normal	Helping Hand
13	Normal	Air Cutter	16	Normal	Baton Pass
20	Flying	Feather Dance	23	Normal	Double Slap
26	Normal	Teeter Dance	30	Flying	Roost
33	Normal	Captivate	36	Flying	Air Slash
40	Normal	Revelation Dance	43	Flying	Mirror Move
46	Psychic	Agility	50	Flying	Hurricane
?	Normal	Swords Dance	?	Normal	Attract
?	Normal	Round			

#741 Oricorio



HEIGHT: 0.6m / 2'00"

WEIGHT: 3kg / 7 lbs

Dancing Pokémon

What was thought to be different species ended up being a single Pokémon. Oricorio Pa'u has an aloof but ultimately relaxed nature. Its dance is focused and has an hypnotic rhythm.

TYPE: Psychic Flying

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●


ABILITIES: Dancer

EVOLUTION: Final Form.

#741

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound	4	Normal	Growl
6	Flying	Peck	10	Normal	Helping Hand
13	Normal	Air Cutter	16	Normal	Baton Pass
20	Flying	Feather Dance	23	Normal	Double Slap
26	Normal	Teeter Dance	30	Flying	Roost
33	Normal	Captivate	36	Flying	Air Slash
40	Normal	Revelation Dance	43	Flying	Mirror Move
46	Psychic	Agility	50	Flying	Hurricane
?	Normal	Swords Dance	?	Normal	Attract
?	Normal	Round			

#741 Oricorio



HEIGHT: 0.6m / 2'00"

WEIGHT: 3kg / 7 lbs

Dancing Pokémon

What was thought to be different species ended up being a single Pokémon. Oricorio Sensu is calm and indifferent, its dance is said to attract evil spirits. People from Kanto find it very nostalgic.

TYPE: Ghost Flying

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Dancer


EVOLUTION: Final Form.

#741

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Pound	4	Normal	Growl
6	Flying	Peck	10	Normal	Helping Hand
13	Normal	Air Cutter	16	Normal	Baton Pass
20	Flying	Feather Dance	23	Normal	Double Slap
26	Normal	Teeter Dance	30	Flying	Roost
33	Normal	Captivate	36	Flying	Air Slash
40	Normal	Revelation Dance	43	Flying	Mirror Move
46	Psychic	Agility	50	Flying	Hurricane
?	Normal	Swords Dance	?	Normal	Attract
?	Normal	Round			

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Absorb	4	Fairy	Fairy Wind
7	Grass	Stun Spore	10	Bug	Struggle Bug
13	Bug	Silver Wind	16	Fairy	Draining Kiss
21	Normal	Sweet Scent	26	Bug	Bug Buzz
31	Fairy	Dazzling Gleam	36	Grass	Aromatherapy
41	Bug	Quiver Dance	?	Fairy	Moonblast
?	Normal	Baton Pass	?	Psychic	Speed Swap

#742 Cutiefly



HEIGHT: 0.1m / 0'04"

WEIGHT: 0.2kg / 0.4 lbs

Bee Fly Pokémon

These delicate Pokémon gather by the numbers in flower meadows. They are attracted to happy and joyful people, the story says that Cutiefly see their auras and they resemble flowers.

TYPE: Bug Fairy

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●



INSIGHT ●●●●●

BASE HP: 3




DISOBEDIENCE: ●●●●●





ABILITIES: Honey Gather & Shield Dust




EVOLUTION: Second Stage. Evolves after reaching a certain level.

#742#743



#743 Ribombee	TYPE:	Bug	Fairy	EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
	STRENGTH	●●●●		0	Bug	Pollen Puff	0	Grass	Absorb
	DEXTERITY	●●●●●●		0	Fairy	Fairy Wind	0	Grass	Stun Spore
	VITALITY	●●●●		0	Bug	Struggle Bug	13	Bug	Silver Wind
	SPECIAL	●●●●●●		16	Fairy	Draining Kiss	21	Normal	Sweet Scent
	INSIGHT	●●●●●		28	Bug	Bug Buzz	35	Fairy	Dazzling Gleam
HEIGHT: 0.2m / 0'08"	WEIGHT: 0.2kg / 0.4 lbs	BASE HP: 4	DISOBEDIENCE: ●●●●●	?	Grass	Aromatherapy	49	Bug	Quiver Dance
ABILITIES: Honey Gather & Shield Dust				?	Fairy	Moonblast	?	Bug	Infestation
EVOLUTION: Final Form.					Psychic	Skill Swap			
 									

EXPERIENCE COST			TYPE			MOVE NAME			#744 Rockruff			TYPE: Rock		
0	Normal	Tackle	0	Normal	Leer		<div> <div>HEIGHT:</div> <div>0.5m / 1'08"</div> </div> <div> <div>WEIGHT:</div> <div>9kg / 20 lbs</div> </div>		STRENGTH		●●●●			
4	Ground	Sand Attack	7	Dark	Bite				DEXTERITY		●●●●			
12	Normal	Howl	15	Rock	Rock Throw				VITALITY		●●●●			
18	Normal	Odor Sleuth	23	Rock	Rock Tomb				SPECIAL		●●●●			
26	Normal	Roar	29	Rock	Stealth Rock				INSIGHT		●●●●			
34	Rock	Rock Slide	37	Normal	Scary Face				BASE HP:		3			
40	Dark	Crunch	45	Normal	Rock Climb				DISOBEDIENCE:		●●●●●●			
48	Rock	Stone Edge	?	Fire	Fire Fang	ABILITIES:		Keen Eye & Vital Spirit						
?	Dark	Snarl	?	Electric	Thunder Fang	EVOLUTION: First Stage.		Evolves at Dawn, Dusk or Midnight.						
								   						


#745 Lycanroc	TYPE:	Rock
	<b>STRENGTH</b>	●●●○○○
	<b>DEXTERITY</b>	●●●○○○
	<b>VITALITY</b>	●●○○○
	<b>SPECIAL</b>	●●○○○
	<b>INSIGHT</b>	●●○○○
<b>HEIGHT:</b> 0.8m / 2'07"	<b>WEIGHT:</b> 25kg / 55 lbs	
<b>Wolf Pokémon</b> A well-disciplined Rockruff will evolve at Dawn.		
This Pokémon is very Loyal and trustworthy. It can climb mountains fast and is a quick runner. The rocks on its mane are its main weapons.		
<b>EVOLUTION:</b> Final Form.		
 #744  #745		

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Rock	Accelerock	0	Fight	Quick Guard
0	Normal	Quick Attack	0	Normal	Tackle
0	Normal	Leer	4	Ground	Sand Attack
7	Dark	Bite	12	Normal	Howl
15	Rock	Rock Throw	18	Normal	Odor Sleuth
23	Rock	Rock Tomb	26	Normal	Roar
29	Rock	Stealth Rock	34	Rock	Rock Slide
37	Normal	Scary Face	40	Dark	Crunch
45	Normal	Rock Climb	48	Rock	Stone Edge
?	Rock	Rock Polish	?	Steel	Iron Defense
?	Ground	Drill Run			

#745 Lycanroc		TYPE: Rock		EXPERIENCE COST		TYPE		MOVE NAME		EXPERIENCE COST		TYPE		MOVE NAME	
		STRENGTH ●●●●●○		0		Rock		Accelerock		0		Fight		Counter	
		DEXTERITY ●●●●●○		0		Normal		Thrash		0		Normal		Tackle	
		VITALITY ●●●●○●		0		Normal		Leer		4		Ground		Sand Attack	
		SPECIAL ●●●●○●		7		Dark		Bite		12		Normal		Howl	
		INSIGHT ●●●●○●		15		Rock		Rock Throw		18		Normal		Odor Sleuth	
HEIGHT: 0.8m / 2'07"		WEIGHT: 25kg / 55 lbs		23		Rock		Rock Tomb		26		Normal		Roar	
		BASE HP: 4		29		Rock		Stealth Rock		34		Rock		Rock Slide	
		DISOBEDIENCE: ●●●●○●		37		Normal		Scary Face		40		Dark		Crunch	
Wolf Pokémon		ABILITIES: Tough Claws		45		Normal		Rock Climb		48		Rock		Stone Edge	
An independent but loyal Rockruff will evolve at dusk.				?		Dragon		Outrage		?		Steel		Iron Head	
This evolved for is very hard to achieve. An intense fighting spirit lies underneath a calm exterior. Prone to act on its own.				?		Ground		Drill Run							
		EVOLUTION: Final Form.													
		 #744		 #745											



#745 Lycanroc



HEIGHT: 1.1m / 3'07"

WEIGHT: 25kg / 55 lbs

Wolf Pokémon

A poorly-behaved Rockruff will evolve at midnight.

This Pokémon is savage and has no regard for its own safety. It taunts and provokes foes a lot stronger just to get its own blood boiling.

TYPE: Rock

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●



INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Vital Spirit & No Guard


EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fight	Counter	5	Fight	Reversal
0	Dark	Taunt	0	Normal	Tackle
0	Normal	Leer	4	Ground	Sand Attack
7	Dark	Bite	12	Normal	Howl
15	Rock	Rock Throw	18	Normal	Odor Sleuth
23	Rock	Rock Tomb	26	Normal	Roar
29	Rock	Stealth Rock	34	Rock	Rock Slide
37	Normal	Scary Face	40	Dark	Crunch
45	Normal	Rock Climb	48	Rock	Stone Edge
?	Dragon	Outrage	?	Dark	Throat Chop
?	Fight	Bulk Up			

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun	0	Normal	Growl
6	Normal	Helping Hand	9	Dark	Feint Attack
14	Water	Brine	17	Water	Aqua Ring
22	Normal	Tearful Look	25	Normal	Take Down
30	Water	Dive	33	Dark	Beat Up
38	Water	Aqua Tail	41	Normal	Double-Edge
46	Water	Soak	49	Normal	Endeavor
54	Water	Hydro Pump	?	Water	Muddy Water
?	Ice	Mist	?	Water	Water Pulse

#746 Wishiwashi



HEIGHT: 0.2m / 0'08"

WEIGHT: 0.3kg / 0.7 lbs

Small Fry Pokémon

People and Pokémon enjoy this tiny Pokémon's meat. Their eyes shine as a distress signal, other members of its species will travel far and wide to attend the call for help. When this happens you must run.

TYPE: Water

STRENGTH ●●●

DEXTERITY ●●●●●

VITALITY ●●●

SPECIAL ●●●


INSIGHT ●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●


ABILITIES: Schooling

EVOLUTION: Final Form.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Water	Water Gun	0	Normal	Growl
6	Normal	Helping Hand	9	Dark	Feint Attack
14	Water	Brine	17	Water	Aqua Ring
22	Normal	Tearful Look	25	Normal	Take Down
30	Water	Dive	33	Dark	Beat Up
38	Water	Aqua Tail	41	Normal	Double-Edge
46	Water	Soak	49	Normal	Endeavor
54	Water	Hydro Pump	?	Water	Muddy Water
?	Ice	Mist	?	Water	Water Pulse

#746 Wishiwashi



HEIGHT: 8.2m / 27'00"

WEIGHT: 234kg / 515 lbs

Small Fry Pokémon

A school of Wishiwashi is the demon of the sea. Even Gyarados flee in terror when one approaches. Since it is formed by lots of members, it's impossible to control. They disband after the threat is "neutralized".

TYPE: Water

STRENGTH ●●●●●●●

DEXTERITY ●●●

VITALITY ●●●●●●●

SPECIAL ●●●●●●●


INSIGHT ●●●●●●●

BASE HP: 27


DISOBEDIENCE: ●●●●●

ABILITIES: Schooling

EVOLUTION: Final Form.



#747 Mareanie



HEIGHT: 0.4m / 1'04"

WEIGHT: 8kg / 17 lbs

Brutal Star Pokémon

It can be found resting on the sea floor, waiting for an unsuspecting prey to sting. They are pretty toxic and attack with their ten barbed tentacles. Corsolas are one of its favourite meals.

TYPE: Poison Water

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●



INSIGHT ●●●●●

BASE HP: 3

DISOBEDIENCE: ●●●●●

ABILITIES: Merciless & Limber

EVOLUTION: First Stage. Evolves when its poison becomes deadly.



EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Poison	Poison Sting	5	Flying	Peck
9	Dark	Bite	13	Poison	Toxic Spikes
17	Rock	Wide Guard	21	Poison	Toxic
25	Poison	Venoshock	29	Normal	Spike Cannon
33	Normal	Recover	37	Poison	Poison Jab
41	Poison	Venom Drench	45	Bug	Pin Missile
49	Water	Liquidation	?	Normal	Protect
?	Normal	Stockpile	?	Poison	Sludge Bomb

282



#748

#751 #752



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Rock

Wide Guard

0

Water

Water Sport

5

Bug

Infestation

13

Bug

Bug Bite

21

Dark

Bite

29

Bug

Leech Life

37

Bug

Lunge

45

Water

Liquidation

?

Psychic

Power Split

?

Water

Scald

0

Water

Soak

0

Water

Bubble

8

Bug

Spider Web

16

Water

Bubble Beam

24

Water

Aqua Ring

32

Dark

Crunch

40

Psychic

Mirror Coat

48

Normal

Entrainment

?

Normal

Attract

#752 Araquanid



HEIGHT:

1.8m / 6'00"

WEIGHT:

82kg / 180 lbs

Water Bubble Pokémon

It's debated whether this is a caring or cruel Pokémon. It looks around for any vulnerable or weak pokémon, tenderly carries them and deposits them into its water bubble where they end up drowning.

TYPE:

Water

Bug

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

6

DISOBEDIENCE:

ABILITIES:

Water Bubble & Water Absorb

EVOLUTION:

Final Form.





EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Bug

Fury Cutter

10

Grass

Razor Leaf

19

Grass

Ingrain

28

Grass

Synthesis

37

Normal

Sweet Scent

46

Fire

Sunny Day

?

Grass

Giga Drain

5

Grass

Leafage

14

Normal

Growth

23

Grass

Leaf Blade

32

Normal

Slash

41

Grass

Solar Beam

?

Normal

Weather Ball

?

Grass

Aromatherapy

#753 Fomantis



HEIGHT:

0.3m / 1'00"

WEIGHT:

1kg / 3 lbs

Sickle Grass Pokémon

They sleep during the day, absorbing sunlight in a flower meadow; by night they become active and search for another spot to sleep.

Their arms are made or sharp grass leaves to defend themselves.

TYPE:

Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Leaf Guard & Contrary

EVOLUTION:

First Stage.

Evolves after reaching a certain size.





EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Grass

Petal Blizzard

0

Bug

Fury Cutter

0

Grass

Razor Leaf

19

Grass

Ingrain

28

Grass

Synthesis

40

Normal

Sweet Scent

55

Fire

Sunny Day

?

Grass

Leaf Storm

0

Bug

X-Scissor

0

Grass

Leafage

0

Normal

Growth

23

Grass

Leaf Blade

32

Normal

Slash

47

Grass

Solar Blade

?

Normal

Swords Dance

?

Fight

Brick Break

#754 Lurantis



HEIGHT:

0.9m / 3'00"

WEIGHT:

18kg / 40 lbs

Bloom Sickle Pokémon

Considered to be one of the mos beautiful Grass Pokémon due to its lovely coloration. They require a lot of maintenance and constant grooming, so they'll only trust a Trainer who is up to the job.

TYPE:

Grass

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Leaf Guard & Contrary

EVOLUTION:

Final Form.





EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Grass

Absorb

8

Normal

Flash

15

Grass

Mega Drain

22

Grass

Ingrain

29

Grass

Giga Drain

36

Grass

Spore

43

Psychic

Dream Eater

?

Grass

Leech Seed

?

Psychic

Light Screen

4

Ghost

Astonish

11

Fairy

Moonlight

18

Grass

Sleep Powder

25

Ghost

Confuse Ray

32

Grass

Strength Sap

39

Fairy

Moonblast

46

Normal

Spotlight

?

Psychic

Amnesia

#755 Morelull



HEIGHT:

0.2m / 0'08"

WEIGHT:

1kg / 3 lbs

Illuminating Pokémon

Morelull are nocturnal Pokémon whose headbulbs emit a faint glow. They root into a tree and use its nutrients to power their light, when the tree is all dried up they are ready to evolve.

TYPE:

Grass

Fairy

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Illuminate & Effect Spore

EVOLUTION:

First Stage.

Evolves by powering up its lights.







EXPERIENCE COST

0

Grass

ABSORB

EXPERIENCE COST

0

Normal

FLASH

EXPERIENCE COST

15

Grass

MEGA DRAIN

EXPERIENCE COST

22

Grass

INGRAIN

EXPERIENCE COST

31

Grass

GIGA DRAIN

EXPERIENCE COST

40

Grass

SPORE

EXPERIENCE COST

49

Psychic

DREAM EATER

EXPERIENCE COST

?

Grass

LEECH SEED

EXPERIENCE COST

?

Psychic

LIGHT SCREEN

TYPE

Grass

TYPE

Fairy

TYPE

Grass

TYPE

Ghost

TYPE

Grass

TYPE

Ghost

TYPE

Grass

TYPE

Fairy

TYPE

Normal

TYPE

Normal

MOVE NAME

ASTONISH

MOVE NAME

MOONLIGHT

MOVE NAME

SLEEP POWDER

MOVE NAME

CONFUSE RAY

MOVE NAME

STRENGTH SAP

MOVE NAME

MOONBLAST

MOVE NAME

SPOTLIGHT

MOVE NAME

GROWTH

#756 Shiinotic



HEIGHT:

1m / 3'00"

WEIGHT:

11kg / 25 lbs

ILLUMINATING POKÉMON

Forests where Shiinotic live are treacherous to travel. People tell stories about strange lights that put others into a deep slumber who are then devoid of their energy by these Pokémon, never to return home.

TYPE:

Grass

TYPE:

Fairy

STRENGTH

●●●●

DEXTERITY

●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

4

DISOBEDIENCE:

●●●●●

ABILITIES:

Illuminate & Effect Spore

EVOLUTION:

Final Form.





#757 Salandit



HEIGHT:

0.6m / 2'00"

WEIGHT:

5kg / 10 lbs

TOXIC LIZARD POKÉMON

The markings at the end of its tail emit flames and a toxic gas, be careful as this gas smells sweet and specially appealing for the males of any species. Only female Salandit are known to evolve.

TYPE:

Poison

TYPE:

Fire

STRENGTH

●●●●

DEXTERITY

●●●●●

VITALITY

●●●●

SPECIAL

●●●●●

INSIGHT

●●●●

BASE HP:

3

DISOBEDIENCE:

●●●●●

ABILITIES:

Corrosion & Oblivious

EVOLUTION:

First Stage.  
Females evolve after reaching maturity.





EXPERIENCE COST

0

Normal

SCRATCH

EXPERIENCE COST

5

Fire

EMBER

EXPERIENCE COST

13

Dragon

DRAGON RAGE

EXPERIENCE COST

21

Normal

DOUBLE SLAP

EXPERIENCE COST

29

Poison

TOXIC

EXPERIENCE COST

37

Poison

VENOSHOCK

EXPERIENCE COST

45

Poison

VENOM DRENCH

EXPERIENCE COST

?

Normal

ATTRACT

EXPERIENCE COST

?

Fire

WILL-O-WISP

TYPE

Poison

TYPE

Normal

TYPE

Poison

TYPE

Normal

TYPE

Fire

TYPE

Dark

TYPE

Fire

TYPE

Dragon

TYPE

Normal

MOVE NAME

POISON GAS

MOVE NAME

SWEET SCENT

MOVE NAME

SMOG

MOVE NAME

FLAME BURST

MOVE NAME

NASTY PLOT

MOVE NAME

FLAMETHROWER


MOVE NAME

DRAGON PULSE

MOVE NAME

FAKE OUT

#758 Salazle



HEIGHT:

1.2m / 4'00"

WEIGHT:

22kg / 48 lbs

TOXIC LIZARD POKÉMON

This Pokémon is Female only. It releases a powerful toxic gas that is filled with pheromones that help her keep her reverse harem of Salandit in check. This gas can be purified into expensive perfumes.

TYPE:

Poison

TYPE:

Fire

STRENGTH

●●●●

DEXTERITY

●●●●●

VITALITY

●●●●

SPECIAL

●●●●●

INSIGHT

●●●●

BASE HP:

4

DISOBEDIENCE:


●●●●●


ABILITIES:

Corrosion & Oblivious

EVOLUTION:

Final Form.





EXPERIENCE COST

0

Normal

CAPTIVATE

EXPERIENCE COST

0

Normal

ENCORE

EXPERIENCE COST

0

Normal

SWAGGER

EXPERIENCE COST

0

Poison

POISON GAS

EXPERIENCE COST

0

Normal

SWEET SCENT

EXPERIENCE COST

16

Poison

SMOG

EXPERIENCE COST

24

Fire

FLAME BURST

EXPERIENCE COST

32

Dark

NASTY PLOT

EXPERIENCE COST

40

Fire

FLAMETHROWER

EXPERIENCE COST

48

Dragon

DRAGON PULSE

EXPERIENCE COST

?

Dragon

DRAGON TAIL

TYPE

Normal

TYPE

Dark

TYPE

Normal

TYPE

Fire

TYPE

Dragon

TYPE

Normal

TYPE

Poison

TYPE

Poison

TYPE

Poison

TYPE

Normal

TYPE

Fire

MOVE NAME

DISABLE

MOVE NAME

TORMENT

MOVE NAME

POUND

MOVE NAME

EMBER

MOVE NAME

DRAGON RAGE

MOVE NAME

DOUBLE SLAP

MOVE NAME

TOXIC

MOVE NAME

VENOSHOCK

MOVE NAME

VENOM DRENCH


MOVE NAME

ATTRACT

MOVE NAME

OVERHEAT

#759 Stufful



HEIGHT:

0.5m / 1'08"

WEIGHT:

7kg / 15 lbs

FLAILING POKÉMON

Despite its adorable appearance it is a dangerous Pokémon. If anyone but its mother or Trainer touches it, it will respond by angrily flailing its arms around. They are popular pets but owners always regret.

TYPE:

Normal

TYPE:

Fight

STRENGTH

●●●●●

DEXTERITY

●●●●

VITALITY

●●●●

SPECIAL

●●●●

INSIGHT

●●●●

BASE HP:

3

DISOBEDIENCE:


●●●●●


ABILITIES:

Fluffy & Klutz

EVOLUTION:

First Stage.  
Evolves after reaching a certain level.





EXPERIENCE COST

0

Normal

TACKLE

EXPERIENCE COST

5

Normal

BIDE

EXPERIENCE COST

14

Dark

BRUTAL SWING

EXPERIENCE COST

23

Dark

PAYBACK

EXPERIENCE COST

32

Fight

HAMMER ARM

EXPERIENCE COST

41

Normal

PAIN SPLIT

EXPERIENCE COST

50

Fight

SUPERPOWER

EXPERIENCE COST

?

Electric

THUNDER PUNCH

TYPE

Normal

TYPE

Fairy

TYPE

Normal

TYPE

Normal

TYPE

Normal

TYPE

Normal

TYPE

Ground

TYPE

Ice

MOVE NAME

LEER

MOVE NAME

BABY-DOLL EYES

MOVE NAME

FLAIL

MOVE NAME

TAKE DOWN

MOVE NAME

THRASH

MOVE NAME

DOUBLE-EDGE

MOVE NAME

STOMPING TANTRUM

MOVE NAME

ICE PUNCH

285



EXPERIENCE COST

0

Normal

Bind

EXPERIENCE COST

0

Normal

Leer

EXPERIENCE COST

10

Fairy

Baby-Doll Eyes

EXPERIENCE COST

19

Normal

Flail

EXPERIENCE COST

30

Normal

Take Down

EXPERIENCE COST

43

Normal

Thrash

EXPERIENCE COST

56

Normal

Double-Edge

EXPERIENCE COST

?

Rock

Wide Guard

EXPERIENCE COST

?

Normal

Giga Impact

TYPE

Normal

TYPE

Normal

TYPE

Dark

TYPE

Dark

TYPE

Fight

TYPE

Normal

TYPE

Fight

TYPE

Dragon

MOVE NAME

Tackle

MOVE NAME

Bide

MOVE NAME

Brutal Swing

MOVE NAME

Payback

MOVE NAME

Hammer Arm

MOVE NAME

Pain Split

MOVE NAME

Superpower

MOVE NAME

Dragon Claw

#760 Bewear



HEIGHT:

2.1m / 7'00"

WEIGHT:

135kg / 297 lbs

Strong Arm Pokémon

They may look friendly but their brute strength makes them very dangerous. Many Trainers have been severely injured and even snapped in half by the "hugs" of a Bewear.

TYPE:

Normal

TYPE:

Fight

STRENGTH

●●●○○○

DEXTERITY

●●○○○

VITALITY

●●○○○

SPECIAL

●●○○○

INSIGHT

●●○○○

BASE HP:

7

DISOBEDIENCE:

●●●○○

ABILITIES:

Fluffy & Klutz

EVOLUTION:

Final Form.





EXPERIENCE COST

0

Normal

Splash

EXPERIENCE COST

9

Normal

Rapid Spin

EXPERIENCE COST

17

Normal

Sweet Scent

EXPERIENCE COST

25

Normal

Teeter Dance

EXPERIENCE COST

33

Fairy

Aromatic Mist

EXPERIENCE COST

?

Fairy

Play Rough

TYPE

Normal

TYPE

Normal

TYPE

Normal

TYPE

Normal

TYPE

Fairy

TYPE

Fairy

MOVE NAME

Play Nice

MOVE NAME

Razor Leaf

MOVE NAME

Magical Leaf

MOVE NAME

Flail

MOVE NAME

Charm

MOVE NAME

Acupressure

#761 Bounsweet



HEIGHT:

0.3m / 1'00"

WEIGHT:

3kg / 7 lbs

Fruit Pokémon

This happy-go-lucky Pokémon produces a delicious aroma that unfortunately attracts predators to it, when it escapes, it looks as if it's happily skipping around so it rarely gets help.

TYPE:

Grass

STRENGTH

●○○○●

DEXTERITY

●○○●●

VITALITY

●○○●●

SPECIAL

●○○●●

INSIGHT

●○○●●

BASE HP:

3

DISOBEDIENCE:

○○○○○

ABILITIES:

Leaf Guard & Oblivious

EVOLUTION:

First Stage.  
Evolves after reaching certain size.







EXPERIENCE COST

0

Normal

Double Slap

EXPERIENCE COST

5

Normal

Play Nice

EXPERIENCE COST

13

Grass

Razor Leaf

EXPERIENCE COST

21

Grass

Magical Leaf

EXPERIENCE COST

29

Normal

Stomp

EXPERIENCE COST

37

Normal

Captivate

EXPERIENCE COST

45

Grass

Leaf Storm

EXPERIENCE COST

?

Normal

Feint

TYPE

Normal

TYPE

Normal

TYPE

Grass

TYPE

Grass

TYPE

Normal

TYPE

Normal

TYPE

Grass

TYPE

Grass

MOVE NAME

Splash

MOVE NAME

Rapid Spin

MOVE NAME

Sweet Scent

MOVE NAME

Teeter Dance

MOVE NAME

Aromatic Mist

MOVE NAME

Aromatherapy

MOVE NAME

Acupressure

MOVE NAME

Synthesis

#762 Steenee



HEIGHT:

0.7m / 2'04"

WEIGHT:

8kg / 18 lbs

Fruit Pokémon

Its sweet aroma keeps attracting predators but it fends them away with its hard and bitter head leaves. It likes to be taken seriously and can be hard to deal with, if you make it mad you'll receive a kick.

TYPE:

Grass

STRENGTH

●○○●●

DEXTERITY

●●○○○

VITALITY

●●○○○

SPECIAL

●○○●●

INSIGHT

●●○○○

BASE HP:

4

DISOBEDIENCE:

●○○○○

ABILITIES:

Leaf Guard & Oblivious

EVOLUTION:

Second Stage.  
Evolves after it perfects its Stomp move.







EXPERIENCE COST

0

Grass

Trop Kick

EXPERIENCE COST

0

Normal

Splash

EXPERIENCE COST

0

Normal

Rapid Spin

EXPERIENCE COST

17

Normal

Sweet Scent

EXPERIENCE COST

25

Normal

Teeter Dance

EXPERIENCE COST

33

Fairy

Aromatic Mist

EXPERIENCE COST

41

Grass

Aromatherpy

EXPERIENCE COST

49

Fight

High Jump Kick

EXPERIENCE COST

?

Fight

Low Sweep

TYPE

Grass

TYPE

Normal

TYPE

Normal

TYPE

Grass

TYPE

Grass

TYPE

Normal

TYPE

Normal

TYPE

Flying

TYPE

Grass

MOVE NAME

Double Slap

MOVE NAME

Swagger

MOVE NAME

Razor Leaf

MOVE NAME

Magical Leaf

MOVE NAME

Stomp

MOVE NAME

Captivate

MOVE NAME

Leaf Storm

MOVE NAME

Acrobatics

MOVE NAME

Synthesis

#763 Tsareena



HEIGHT:

1.2m / 4'00"

WEIGHT:

21kg / 47 lbs

Fruit Pokémon

Tsareena's elegant appearance is only matched by its boastful fight spirit. It is known for disobeying any Trainer giving it orders it dislikes, and will celebrate its victories by kicking its defeated foes while laughing.

TYPE:

Grass

STRENGTH

●●●○○○○

DEXTERITY

●●○○○○

VITALITY

●●●○○○○

SPECIAL

●●○○○○

INSIGHT

●●●○○○○

BASE HP:

5

DISOBEDIENCE:

●●●○○

ABILITIES:

Leaf Guard & Queenly Majesty

EVOLUTION:

Final Form.









EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Helping Hand

0

Grass

Vine Whip

0

Fairy

Flower Shield

4

Grass

Leech Seed

7

Fairy

Draining Kiss

10

Grass

Magical Leaf

13

Normal

Growth

16

Normal

Wrap

19

Fairy

Sweet Kiss

22

Normal

Natural Gift

25

Grass

Petal Blizzard

28

Grass

Synthesis

31

Normal

Sweet Scent

34

Grass

Grass Knot

37

Fairy

Floral Healing

40

Grass

Petal Dance

43

Grass

Aromatherapy

46

Grass

Grassy Terrain

49

Fairy

Play Rough

?

Normal

Lucky Chant

?

Normal


Substitute

?

Normal

Endure

#764 Comfey



HEIGHT:  
0.1m / 0'04"

WEIGHT:  
0.3kg / 0.7 lbs

Posy Picker Pokémon

This tiny Pokémon gathers flowers and connects them to itself forming a ring. The flowers never wither and their aroma becomes soothing and therapeutic. If it likes you it will create a flower ring just for you.

TYPE: Fairy

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT

BASE HP: 4

DISOBEDIENCE: 5


ABILITIES: Flower Veil & Triage

EVOLUTION: Final Form.



#764

#765 Oranguru



HEIGHT:  
1.5m / 5'00"

WEIGHT:  
76kg / 167 lbs

Sage Pokémon

These solitary Pokémon live deep in the forests where it provides food and herbal medicine to those in need. It is incredibly smart even learning how to use pokeballs, for that reason it dislikes being ordered around.

TYPE: Normal Psychic

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT

BASE HP: 5

DISOBEDIENCE: 4

ABILITIES: Inner Focus & Telepathy

EVOLUTION: Final Form.



#765

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Psychic

Confusion

0

Normal

After You

8

Dark

Taunt

11

Dark

Quash

15

Psychic

Stored Power

18

Normal

Psych Up

22

Dark

Feint Attack

25

Dark

Nasty Plot

29

Psychic

Zen Headbutt

32

Psychic

Instruct

36

Dark

Foul Play

39

Psychic

Calm Mind

43

Psychic

Psychic

46

Psychic

Future Sight

50

Psychic

Trick Room

?

Psychic

Psychic Terrain

?

Psychic


Wonder Room

?

Psychic

Extrasensory

#766 Passimian



HEIGHT:  
2m / 6'07"

WEIGHT:  
82kg / 182lbs

Teamwork Pokémon

They live in packs of 20 members, they are all coordinated to pass around the food and to defend their nest. Their leader is not the strongest but the best teamworker of the pack. A very loyal Pokémon.

TYPE: Fight

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT

BASE HP: 6

DISOBEDIENCE: 5

ABILITIES: Receiver & Defiant

EVOLUTION: Final Form.



#766

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Normal

Tackle

0

Normal

Leer

8

Fight

Rock Smash

11

Normal

Focus Energy

15

Dark

Beat Up

18

Normal

Scary Face

22

Normal

Take Down

25

Normal

Bestow

29

Normal

Thrash

32

Fight

Bulk Up

36

Normal

Double-Edge

39

Dark

Fling

43

Fight

Close Combat

46

Fight

Reversal

50

Normal

Giga Impact

?

Fight

Seismic Toss

?

Steel


Iron Head

?

Normal

Feint

#767 Wimpod



HEIGHT:  
0.5m / 1'08"

WEIGHT:  
12kg / 26 lbs

Turn Tail Pokémon

They are curious but incredibly cowardly Pokémon. They are easily startled and will shoot a stenchy liquid as a warning. Even so, they are highly valued due to their ability to eat and clean any garbage.

TYPE: Bug Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT

BASE HP: 3


DISOBEDIENCE: 4

ABILITIES: Wimp Out

EVOLUTION: First Stage.  
Evolves when it conquers its fears.



#767



#768

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

0

Bug

Struggle Bug

0

Ground

Sand Attack

?

Normal

Harden

?

Water

Aqua Jet

?

Ground

Spikes

287



EXPERIENCE COST

0

Bug

First Impression

EXPERIENCE COST

0

Ground

Sand Attack

EXPERIENCE COST

7

Fight

Rock Smash

EXPERIENCE COST

13

Ghost

Spite

EXPERIENCE COST

21

Normal

Slash

EXPERIENCE COST

31

Dark

Sucker Punch

EXPERIENCE COST

41

Bug

Pin Missile

EXPERIENCE COST

?

Rock

Wide Guard

EXPERIENCE COST

?

Water

Aqua Jet

TYPE

Bug

TYPE

Ground

TYPE

Fight

TYPE

Ghost

TYPE

Normal

TYPE

Dark

TYPE

Bug

TYPE

Rock

TYPE

Water

MOVE NAME

First Impression

MOVE NAME

Sand Attack

MOVE NAME

Rock Smash

MOVE NAME

Spite

MOVE NAME

Slash

MOVE NAME

Sucker Punch

MOVE NAME

Pin Missile

MOVE NAME

Wide Guard

MOVE NAME

Aqua Jet

EXPERIENCE COST

0

Bug

Struggle Bug

EXPERIENCE COST

4

Bug

Fury Cutter

EXPERIENCE COST

10

Bug

Bug Bite

EXPERIENCE COST

16

Normal

Swords Dance

EXPERIENCE COST

26

Water

Razor Shell

EXPERIENCE COST

36

Steel

Iron Defense

EXPERIENCE COST

48

Water

Liquidation

EXPERIENCE COST

?

Steel

Metal Claw

TYPE

Bug

TYPE

Ground

TYPE

Fight

TYPE

Ghost

TYPE

Normal

TYPE

Dark

TYPE

Bug

TYPE

Rock

TYPE

Water

MOVE NAME

Struggle Bug

MOVE NAME

Fury Cutter

MOVE NAME

Bug Bite

MOVE NAME

Swords Dance

MOVE NAME

Razor Shell

MOVE NAME

Iron Defense

MOVE NAME

Liquidation

MOVE NAME

Metal Claw

#768 Golisopod



HEIGHT:

2.1m / 7'00"

WEIGHT:

108kg / 238 lbs

Hard Scale Pokémon

This Pokémon is a rare sight, for most Wimpods never evolve and when they do, Golisopod spend most of their lives in deep sea caves, meditating. It is extremely strong, its claws can tear through everything.

TYPE:

Bug

Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

7

DISOBEDIENCE:

ABILITIES:

Emergency Exit

EVOLUTION:

Final Form.





EXPERIENCE COST

0

Normal

Harden

EXPERIENCE COST

5

Ghost

Astonish

EXPERIENCE COST

14

Ground

Sand Tomb

EXPERIENCE COST

23

Ground

Bulldoze

EXPERIENCE COST

32

Steel

Iron Defense

EXPERIENCE COST

41

Ghost

Shadow Ball

EXPERIENCE COST

50

Ground

Shore Up

EXPERIENCE COST

?

Normal

Stockpile

EXPERIENCE COST

?

Normal

Swallow

TYPE

Normal

TYPE

Ghost

TYPE

Ground

TYPE

Steel

TYPE

Ghost

TYPE

Ground

TYPE

Normal

TYPE

Normal

MOVE NAME

Harden

MOVE NAME

Astonish

MOVE NAME

Sand Tomb

MOVE NAME

Bulldoze

MOVE NAME

Iron Defense

MOVE NAME

Shadow Ball

MOVE NAME

Shore Up

MOVE NAME

Stockpile

MOVE NAME

Swallow

#769 Sandygast



HEIGHT:

0.5m / 1'08"

WEIGHT:

70kg / 154 lbs

Sand Heap Pokémon

Some departed soul made a child's sand mound its vessel. Anyone who puts their hand inside its mouth will have its vital energy absorbed and its mind possessed to add more sand until they collapse.

TYPE:

Ghost

Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

3

DISOBEDIENCE:

ABILITIES:

Water Compaction & Sand Veil

EVOLUTION:

First Stage.  
Evolves after reaching a certain size.





EXPERIENCE COST

0

Normal

Harden

EXPERIENCE COST

5

Ghost

Astonish

EXPERIENCE COST

14

Ground

Sand Tomb

EXPERIENCE COST

23

Ground

Bulldoze

EXPERIENCE COST

32

Steel

Iron Defense

EXPERIENCE COST

41

Ghost

Shadow Ball

EXPERIENCE COST

50

Ground

Shore Up

EXPERIENCE COST

?

Rock

Rock Polish

EXPERIENCE COST

?

Ground

Earthquake

TYPE

Normal

TYPE

Ghost

TYPE

Ground

TYPE

Steel

TYPE

Ghost

TYPE

Ground

TYPE

Rock

TYPE

Ground

MOVE NAME

Harden

MOVE NAME

Astonish

MOVE NAME

Sand Tomb

MOVE NAME

Bulldoze

MOVE NAME

Iron Defense

MOVE NAME

Shadow Ball

MOVE NAME

Shore Up

MOVE NAME

Rock Polish

MOVE NAME

Earthquake

#770 Palossand



HEIGHT:

1.3m / 4'03"

WEIGHT:

250kg / 551 lbs

Sand Castle Pokémon

The possessed people shaped this Pokémon into a castle, buried beneath the sand where it stands are the remains of all its victims. Some say these unmarked graves will give birth to a new Sandygast.

TYPE:

Ghost

Ground

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Water Compaction & Sand Veil

EVOLUTION:

Final Form.





EXPERIENCE COST

0

Normal

Baton Pass

EXPERIENCE COST

0

Ground

Mud Sport

EXPERIENCE COST

0

Normal

Bide

EXPERIENCE COST

9

Dark

Taunt

EXPERIENCE COST

17

Fight

Counter

EXPERIENCE COST

25

Ghost

Curse

EXPERIENCE COST

33

Normal

Pain Split

EXPERIENCE COST

41

Water

Soak

EXPERIENCE COST

49

Dark

Memento

EXPERIENCE COST

?

Poison

Venom Drench

TYPE

Normal

TYPE

Ground

TYPE

Normal

TYPE

Dark

TYPE

Fight

TYPE

Ghost

TYPE

Normal

TYPE

Water

TYPE

Dark

TYPE

Poison

MOVE NAME

Baton Pass

MOVE NAME

Mud Sport

MOVE NAME

Bide

MOVE NAME

Taunt

MOVE NAME

Counter

MOVE NAME

Curse

MOVE NAME

Pain Split

MOVE NAME

Soak

MOVE NAME

Memento

MOVE NAME

Venom Drench

#771 Pyukumuku



HEIGHT:

0.3m / 1'00"

WEIGHT:

1kg / 2 lbs

Sea Cucumber Pokémon

Once this Pokémon finds a spot it likes it will remain there without moving, even if food is out of reach. It can expel its organs through its mouth and use them like an arm. It's slimy and not many people like it.

TYPE:

Water

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

4

DISOBEDIENCE:

ABILITIES:

Innards Out & Unaware

EVOLUTION:

Final Form.





EXPERIENCE COST

0

Normal

MOVE NAME

Tackle

EXPERIENCE COST

5

Normal

MOVE NAME

Rage

EXPERIENCE COST

10

Dark

MOVE NAME

Pursuit

EXPERIENCE COST

15

Psychic

MOVE NAME

Imprison

EXPERIENCE COST

20

Flying

MOVE NAME

Aerial Ace

EXPERIENCE COST

25

Normal

MOVE NAME

Crush Claw

EXPERIENCE COST

30

Normal

MOVE NAME

Scary Face

EXPERIENCE COST

35

Bug

MOVE NAME

X-Scissor

EXPERIENCE COST

40

Normal

MOVE NAME

Take Down

EXPERIENCE COST

45

Steel

MOVE NAME

Metal Sound

EXPERIENCE COST

50

Steel

MOVE NAME

Iron Head

EXPERIENCE COST

55

Normal

MOVE NAME

Double Hit

EXPERIENCE COST

60

Flying

MOVE NAME

Air Slash

EXPERIENCE COST

65

Dark

MOVE NAME

Punishment

EXPERIENCE COST

70

Normal

MOVE NAME

Razor Wind

EXPERIENCE COST

75

Normal

MOVE NAME

Tri Attack

EXPERIENCE COST

80

Normal

MOVE NAME

Double-Edge

EXPERIENCE COST

85

Psychic

MOVE NAME

Heal Block

HEIGHT:

1.9m / 6'03"

WEIGHT:

120kg / 265 lbs

Synthetic Pokémon

A synthetic Pokémon made by the Aether Foundation. Currently only three specimens exist in cryogenic stasis, but they are deemed too dangerous even with a limiter helmet on. They must never be reanimated.

TYPE:

Normal

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

6

DISOBEDIENCE:

●●●●●

ABILITIES:

Battle Armor

EVOLUTION:

First Stage.  
It is unknown what makes it evolve.

#772

#773

#773 Silvally

HEIGHT:

2.3m / 7'07"

WEIGHT:

100kg / 221 lbs

Synthetic Pokémon  
Pokédex has no data.  
It was seen in the company of a boy. It appears to be a perfected or evolved form of Type: Null. The boy gave it some strange disks that allowed it to change its type.

TYPE:

Normal

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

7

DISOBEDIENCE:

●●●●●

ABILITIES:

RKS System

EVOLUTION:

Final Form.

#772

#773

EXPERIENCE COST

0

Normal

MOVE NAME

Multi-Attack

EXPERIENCE COST

0

Psychic

MOVE NAME

Heal Block

EXPERIENCE COST

0

Psychic

MOVE NAME

Imprison

EXPERIENCE COST

0

Steel

MOVE NAME

Iron Head

EXPERIENCE COST

0

Poison

MOVE NAME

Poison Fang

EXPERIENCE COST

0

Fire

MOVE NAME

Fire Fang

EXPERIENCE COST

0

Ice

MOVE NAME

Ice Fang

EXPERIENCE COST

0

Electric

MOVE NAME

Thunder Fang

EXPERIENCE COST

0

Normal

MOVE NAME

Tackle

EXPERIENCE COST

5

Normal

MOVE NAME

Rage

EXPERIENCE COST

10

Dark

MOVE NAME

Pursuit

EXPERIENCE COST

15

Dark

MOVE NAME

Bite

EXPERIENCE COST

20

Flying

MOVE NAME

Aerial Ace

EXPERIENCE COST

25

Normal

MOVE NAME

Crush Claw

EXPERIENCE COST

30

Normal

MOVE NAME

Scary Face

EXPERIENCE COST

35

Bug

MOVE NAME

X-Scissor

EXPERIENCE COST

40

Normal

MOVE NAME

Take Down

EXPERIENCE COST

45

Steel

MOVE NAME

Metal Sound

EXPERIENCE COST

50

Dark

MOVE NAME

Crunch

EXPERIENCE COST

55

Normal

MOVE NAME

Double Hit

EXPERIENCE COST

60

Flying

MOVE NAME

Air Slash

EXPERIENCE COST

65

Dark

MOVE NAME

Punishment

EXPERIENCE COST

70

Normal

MOVE NAME

Razor Wind

EXPERIENCE COST

75

Normal

MOVE NAME

Tri Attack

EXPERIENCE COST

80

Normal

MOVE NAME

Double-Edge

EXPERIENCE COST

85

Dark

MOVE NAME

Parting Shot

EXPERIENCE COST

0

Normal

MOVE NAME

Tackle

EXPERIENCE COST

3

Normal

MOVE NAME

Defense Curl

EXPERIENCE COST

8

Rock

MOVE NAME

Rollout

EXPERIENCE COST

10

Ghost

MOVE NAME

Confuse Ray

EXPERIENCE COST

15

Normal

MOVE NAME

Swift

EXPERIENCE COST

17

Rock

MOVE NAME

Ancient Power

EXPERIENCE COST

22

Normal

MOVE NAME

Self Destruct

EXPERIENCE COST

24

Rock

MOVE NAME

Stealth Rock

EXPERIENCE COST

29

Normal

MOVE NAME

Take Down

EXPERIENCE COST

31

Steel

MOVE NAME

Autotomize

EXPERIENCE COST

36

Psychic

MOVE NAME

Cosmic Power

EXPERIENCE COST

38

Rock

MOVE NAME

Power Gem

EXPERIENCE COST

43

Normal

MOVE NAME

Double-Edge

EXPERIENCE COST

45

Normal

MOVE NAME

Shell Smash

EXPERIENCE COST

50

Normal

MOVE NAME

Explosion

EXPERIENCE COST

?

Psychic

MOVE NAME

Light Screen

EXPERIENCE COST

?

Psychic

MOVE NAME

Reflect

EXPERIENCE COST

?

Flying

MOVE NAME

Acrobatics

HEIGHT:

0.3m / 1'00"

WEIGHT:

40kg / 88lbs

Meteor Pokémon

They live on the stratosphere, absorbing particles to grow their cores and shells, when they become too heavy they fall to the ground. Move damage can break the shell and leave the core exposed.

TYPE:

Rock

Flying

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

4

DISOBEDIENCE:

●●●●●

ABILITIES:

Shields Down

EVOLUTION:

Final Form.

#774

EXPERIENCE COST

0

Normal

MOVE NAME

Tackle

EXPERIENCE COST

3

Normal

MOVE NAME

Defense Curl

EXPERIENCE COST

8

Rock

MOVE NAME

Rollout

EXPERIENCE COST

10

Ghost

MOVE NAME

Confuse Ray

EXPERIENCE COST

15

Normal

MOVE NAME

Swift

EXPERIENCE COST

17

Rock

MOVE NAME

Ancient Power

EXPERIENCE COST

22

Normal

MOVE NAME

Self Destruct

EXPERIENCE COST

24

Rock

MOVE NAME

Stealth Rock

EXPERIENCE COST

29

Normal

MOVE NAME

Take Down

EXPERIENCE COST

31

Steel

MOVE NAME

Autotomize

EXPERIENCE COST

36

Psychic

MOVE NAME

Cosmic Power

EXPERIENCE COST

38

Rock

MOVE NAME

Power Gem

EXPERIENCE COST

43

Normal

MOVE NAME

Double-Edge

EXPERIENCE COST

45

Normal

MOVE NAME

Shell Smash

EXPERIENCE COST

50

Normal

MOVE NAME

Explosion

EXPERIENCE COST

?

Psychic

MOVE NAME

Light Screen

EXPERIENCE COST

?

Psychic

MOVE NAME

Reflect

EXPERIENCE COST

?

Flying

MOVE NAME

Acrobatics

HEIGHT:

0.3m / 1'00"

WEIGHT:

40kg / 88lbs

Meteor Pokémon

Without its shell Minior can move faster. They have playful and colorful personalities. If a Minior wants to regrow their shell they must go to the stratosphere for a few days. Some of them never return, though.

TYPE:

Rock

Flying

STRENGTH

●●●●●

DEXTERITY

●●●●●

VITALITY

●●●●●

SPECIAL

●●●●●

INSIGHT

●●●●●

BASE HP:

4

DISOBEDIENCE:

●●●●●

ABILITIES:

Shields Down


EVOLUTION:

Final Form.

#774



#775 Komala



HEIGHT:  
0.4m / 1'04"

WEIGHT:  
19kg / 43 lbs

Drowsing Pokémon

Komalas are born, live, and die asleep. They will have nightmares if you remove their log-pillow. Although it appears aware of its surroundings in reality it is just dreaming and reacting to the dream antics.

TYPE: Normal

EXPERIENCE COST

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●


ABILITIES: Comatose

EVOLUTION: Final Form.

#775

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Defense Curl	0	Rock	Rollout
6	Normal	Stockpile	6	Normal	Spit Up
6	Normal	Swallow	11	Normal	Rapid Spin
16	Normal	Yawn	21	Normal	Slam
26	Normal	Flail	31	Dark	Sucker Punch
36	Normal	Psych Up	41	Grass	Wood Hammer
46	Normal	Thrash	?	Normal	Facade
?	Normal	Substitute	?	Fairy	Play Rough

#776 Turtonator



HEIGHT:  
2m / 6'07"

WEIGHT:  
212kg / 467 lbs

Blast Turtle Pokémon

It leaves in the volcanic areas of Alola, where it disguises itself among the rocks, waiting for prey to step on it to detonate an explosion. The hole on its chest is a weak point, but it is very difficult to access.

TYPE: Fire Dragon

EXPERIENCE COST

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●

BASE HP: 6

DISOBEDIENCE: ●●●●●


ABILITIES: Shell Armor

EVOLUTION: Final Form.

#776

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Fire	Ember	0	Normal	Tackle
5	Poison	Smog	9	Normal	Protect
13	Fire	Incinerate	17	Normal	Flail
21	Normal	Endure	25	Steel	Iron Defense
29	Fire	Flamethrower	33	Normal	Body Slam
37	Normal	Shell Smash	41	Dragon	Dragon Pulse
45	Fire	Shell Trap	49	Fire	Overheat
53	Normal	Explosion	?	Rock	Head Smash
?	Fire	Flame Charge	?	Rock	Wide Guard

#777 Togedemaru



HEIGHT:  
0.3m / 1'00"

WEIGHT:  
3kg / 7 lbs

Roly-Poly Pokémon

On stormy days you can see groups of Togedemaru curled up into balls with their spikes out, waiting to be struck by lightning. These spikes also deter other Pokémon from attacking this cute creature.

TYPE: Electric Steel

EXPERIENCE COST

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●


ABILITIES: Iron Barbs & Lightning Rod

EVOLUTION: Final Form.

#777

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Normal	Tackle	0	Electric	Thunder Shock
5	Normal	Defense Curl	9	Rock	Rollout
13	Electric	Charge	17	Electric	Spark
21	Electric	Nuzzle	25	Electric	Magnet Rise
29	Electric	Discharge	39	Electric	Zing Zap
37	Electric	Electric Terrain	41	Electric	Wild Charge
45	Bug	Pin Missile	49	Grass	Spiky Shield
53	Bug	Fell Stinger	?	Normal	Tickle
?	Fairy	Disarming Voice	?	Normal	Present

#778 Mimikyu



HEIGHT:  
0.2m / 0'08"

WEIGHT:  
0.7kg / 1.5 lbs

Disguise Pokémon

No one really knows what its true form looks like, the only scholar that dared to look under the veil died on the spot from the horror. It disguises itself as a Pikachu in an effort to make friends.

TYPE: Ghost Fairy

EXPERIENCE COST

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●


INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Disguise

EVOLUTION: Final Form.


#778

EXPERIENCE COST	TYPE	MOVE NAME	EXPERIENCE COST	TYPE	MOVE NAME
0	Grass	Wood Hammer	0	Normal	Splash
0	Ghost	Astonish	0	Normal	Scratch
0	Normal	Copypcat	5	Normal	Double Team
10	Fairy	Baby-Doll Eyes	14	Ghost	Shadow Sneak
19	Normal	Mimic	23	Dark	Feint Attack
28	Fairy	Charm	32	Normal	Slash
37	Ghost	Shadow Claw	41	Dark	Hone Claws
46	Fairy	Play Rough	50	Normal	Pain Split
?	Ghost	Destiny Bond	?	Ghost	Curse
?	Ghost	Grudge			

290



#779 Bruxish



HEIGHT:  
0.9m / 3'00"

WEIGHT:  
19kg / 41 lbs

TYPE: Water

Psychic

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

EXPERIENCE COST

0

9

17

25

33

41

?

?

TYPE

Water

Psychic

Water

Psychic

Water

Psychic

Ice

Water

MOVE NAME

Water Gun

Confusion

Aqua Jet

Psywave

Aqua Tail

Psychic Fangs

Ice Fang

Waterfall

EXPERIENCE COST

4

12

20

28

36

44

?

TYPE

Ghost

Dark

Normal

Dark

Normal

Psychic

Poison

MOVE NAME

Astonish

Bite

Disable

Crunch

Screech

Synchronoise

Poison Fang


BASE HP: 4

DISOBEDIENCE: ●●●●●


ABILITIES:

Dazzling & Strong Jaw

EVOLUTION: Final Form.

#779

#780 Drampa



HEIGHT:  
3m / 9'10"

WEIGHT:  
185kg / 407 lbs

TYPE: Normal

Dragon

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

EXPERIENCE COST

0

5

13

21

29

37

45

53

?

TYPE

Normal

Dragon

Normal

Dragon

Dragon

Psychic

Flying

Dragon

Fairy

MOVE NAME

Play Nice

Twister

Glare

Dragon Rage

Dragon Breath

Extrasensory

Fly

Outrage

Play Rough

EXPERIENCE COST

0

9

17

25

33

41

49

?

?

TYPE

Normal

Normal

Psychic

Normal

Normal

Dragon

Normal

Water

Flying

MOVE NAME

Echoed Voice

Protect

Light Screen

Natural Gift

Safeguard

Dragon Pulse

Hyper Voice

Rain Dance

Hurricane


BASE HP: 9

DISOBEDIENCE: ●●●●●

ABILITIES:

Berserk & Sap Sipper

EVOLUTION: Final Form.

#780

#781 Dhelmise



HEIGHT:  
3.9m / 12'10"

WEIGHT:  
210kg / 463 lbs

TYPE: Ghost

Grass

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

EXPERIENCE COST

0

0

0

9

18

27

36

45

54

?

?

TYPE

Dark

Normal

Ghost

Normal

Steel

Water

Ghost

Normal

Ghost

Water

Dark

MOVE NAME

Switcheroo

Growth

Astonish

Wrap

Metal Sound

Whirlpool

Shadow Ball

Slam

Shadow Force

Surf

Brutal Swing

EXPERIENCE COST

0

0

5

14

23

32

41

50

59

?

TYPE

Grass

Normal

Grass

Steel

Grass

Steel

Grass

Steel

Grass

Grass

MOVE NAME

Absorb

Rapid Spin

Mega Drain

Gyro Ball

Giga Drain

Anchor Shot

Energy Ball

Heavy Slam

Power Whip

Grass Knot

BASE HP: 12

DISOBEDIENCE: ●●●●●


ABILITIES:

Steelworker

EVOLUTION: Final Form.

#781

#782 Jangmo-o



HEIGHT:  
0.6m / 2'00"

WEIGHT:  
29kg / 65 lbs

TYPE: Dragon

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●

INSIGHT ●●●●●

EXPERIENCE COST

0

9

17

25

33

41

49

?

?

TYPE

Normal

Normal

Dragon

Normal

Normal

Steel

Normal

Dragon

Fight

Dragon

MOVE NAME

Tackle

Bide

Dragon Tail

Headbutt

Screech

Dragon Claw

Dragon Dance

Counter

Dragon Breath

EXPERIENCE COST

0

13

21

29

37

45

53

?

TYPE

Normal

Normal

Normal

Normal

Normal

Dragon

Dragon

Fight

MOVE NAME

Leer

Protect

Scary Face

Work Up

Iron Defense

Noble Roar

Outrage

Reversal


BASE HP: 3


DISOBEDIENCE: ●●●●●


ABILITIES:

Bulletproof & Soundproof

EVOLUTION: First Stage.  
Evolves after reaching certain level.


#782

#783

#784



#783 Hakamo-o



HEIGHT: 1.2m / 4'00"

WEIGHT: 47kg / 103 lbs

Scaly Pokémon

The scales on its body are shed and regrow sharper each time. It is a courageous and diligent Pokémon who always lets out a war cry before the battle. Any marks on its scale armor is worn with pride.

TYPE: Dragon

Fight

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●




INSIGHT ●●●●●

BASE HP: 4

DISOBEDIENCE: ●●●●●

ABILITIES: Bulletproof & Soundproof

EVOLUTION: Second Stage. Evolves at a High Level.

#782#783#784

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME


EXPERIENCE COST

TYPE

MOVE NAME

0	Fight	Sky Uppercut	0	Steel	Autotomize
0	Normal	Tackle	0	Normal	Leer
0	Normal	Bide	13	Normal	Protect
17	Dragon	Dragon Tail	21	Normal	Scary Face
25	Normal	Headbutt	29	Normal	Work Up
33	Normal	Screech	38	Steel	Iron Defense
43	Dragon	Dragon Claw	48	Normal	Noble Roar
53	Dragon	Dragon Dance	58	Dragon	Outrage
?	Fight	Counter	?	Fight	Reversal
?	Dragon	Dragon Breath			

#784 Kommo-o



HEIGHT: 1.6m / 5'03"

WEIGHT: 78kg / 172 lbs

Scaly Pokémon

It completed its harsh training and returns to the mountain where it was born to look after the young Jangmo-o, watching them from afar. It is constantly looking for strong opponents.

TYPE: Dragon

Fight

STRENGTH ●●●●●

DEXTERITY ●●●●●

VITALITY ●●●●●

SPECIAL ●●●●●




INSIGHT ●●●●●

BASE HP: 5

DISOBEDIENCE: ●●●●●

ABILITIES: Bulletproof & Soundproof

EVOLUTION: Final Form.

#782#783#784

EXPERIENCE COST

TYPE

MOVE NAME


EXPERIENCE COST

TYPE

MOVE NAME

0	Dragon	Clanging Scales	0	Fight	Sky Uppercut
0	Normal	Belly Drum	0	Steel	Autotomize
0	Normal	Tackle	0	Normal	Leer
0	Normal	Bide	13	Normal	Protect
17	Dragon	Dragon Tail	21	Normal	Scary Face
25	Normal	Headbutt	29	Normal	Work Up
33	Normal	Screech	38	Steel	Iron Defense
43	Dragon	Dragon Claw	48	Normal	Noble Roar
53	Dragon	Dragon Dance	58	Dragon	Outrage
?	Fight	Focus Blast	?	Steel	Flash Cannon
?	Dragon	Draco Meteor			

#785 Tapu Koko



HEIGHT: ?m / '???"

WEIGHT: ???kg / ??? lbs

Pokédex has no data.

People on Melemele island talk about a guardian spirit who punishes the evil doers with lightning strikes. If it appears in front of you who knows what its intentions may be.

TYPE: Electric

Fairy

STRENGTH ●●●●●●●●

DEXTERITY ●●●●●●●●

VITALITY ●●●●●●●●

SPECIAL ●●●●●●●●


INSIGHT ●●●●●●●●

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.

#785

EXPERIENCE COST

TYPE

MOVE NAME


EXPERIENCE COST

TYPE

MOVE NAME

		NO DATA			

#786 Tapu Lele



HEIGHT: ?m / '???"

WEIGHT: ???kg / ??? lbs

Pokédex has no data.

It is said that an innocent but cruel spirit guards Akala island. When the spirit is feeling benevolent it scatters some of its scales around, these scales have healing powers.

TYPE: Psychic

Fairy

STRENGTH ●●●●●●●●

DEXTERITY ●●●●●●●●

VITALITY ●●●●●●●●

SPECIAL ●●●●●●●●


INSIGHT ●●●●●●●●

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.

#786

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST


TYPE

MOVE NAME

		NO DATA			



#787 Tapu Bulu



HEIGHT:  
?m / '??"

WEIGHT:  
???kg / ??? lbs

Pokédex has no data.

Through Ula'ula island runs the legend of a lazy guardian spirit who lives among the trees, which it commands to restrain its foes before beating them.

TYPE: Grass Fairy

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.



EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

NO DATA

#788 Tapu Fini



HEIGHT:  
?m / '??"

WEIGHT:  
???kg / ??? lbs

Pokédex has no data.

The people on Poni island are proud of the clean water on their land, for that they thank their guardian spirit who is said to be the ocean itself.

TYPE: Water Fairy

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP: ?


DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.



#789 Cosmog



HEIGHT:  
?m / '??"

WEIGHT:  
???kg / ??? lbs

Pokédex has no data.

A creature like this was observed on a telescope. It is rumored to be a Pokémon from another world, but no specific details are known.

TYPE: Psychic

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL





INSIGHT

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: First Stage.  
It is unknown what makes it evolve.



EXPERIENCE COST

TYPE

MOVE NAME

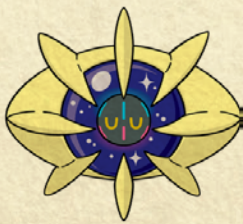
EXPERIENCE COST

TYPE

MOVE NAME

NO DATA

#790 Cosmoem



HEIGHT:  
?m / '??"

WEIGHT:  
???kg / ??? lbs

Pokédex has no data.

The creature observed through the telescope changed shapes and remained motionless for the rest of the investigation. A strange energy was gathering on its core.

TYPE: Psychic

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL





INSIGHT

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Second Stage.  
It is unknown what makes it evolve.





#791 Solgaleo



HEIGHT:  
?m / '???"

WEIGHT:  
???kg / ??? lbs

Pokédex has no data.

There are legends about a being that radiated with the sun, on its forehead a third eye that connected to another dimension.

TYPE: Psychic

Steel

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

?

DISOBEDIENCE:

ABILITIES:

PLOT DEVICE

EVOLUTION:

Unknown.

#789

#790

#791

#792

#792 Lunala



HEIGHT:  
?m / '???"

WEIGHT:  
???kg / ??? lbs

Pokédex has no data.

There are legends about a being that shined with the moon, on its forehead a third eye that connected to another dimension.

TYPE: Psychic

Ghost

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

?

DISOBEDIENCE:

ABILITIES:

PLOT DEVICE

EVOLUTION:

Unknown.

#789

#790

#791

#792

UB-01 Symbiont



HEIGHT:  
1.2m / 3'11"

WEIGHT:  
55kg / 125 lbs

Aether Foundation Log #047  
We are unable to determine if the creature is sentient or not, it adapts its behaviour depending on its last host. It hasn't stoped behaving like a little girl since then, it's both unsettling and fascinating.

TYPE: Rock

Poison

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

?

DISOBEDIENCE:

ABILITIES:

NO DATA

EVOLUTION:

Unknown

UB-01

0

Psychic

Power Split

0

Psychic

Guard Split

0

Normal

Tickle

0

Poison

Acid

0

Normal

Constrict

0

Normal

Pound

0

Poison

Clear Smog

0

Psychic

Psywave

0

Normal

Headbutt

0

Poison

Venoshock

0

Poison

Toxic Spikes

0

Normal

Safeguard

0

Rock

Power Gem

0

Psychic

Mirror Coat

0

Poison

Acid Spray

0

Poison

Venom Drench

0

Rock

Stealth Rock

0

Psychic

Wonder Room

0

Rock

Head Smash

0

Normal

Pain Split

0

Psychic

Telekinesis

0

Psychic

Mirror Coat

0

Psychic

Magic Coat

0

Poison

Gunk Shot

0

Psychic

Role Play

0

Psychic

Zen Headbutt

0

Ghost


Spite

0

Dark

Foul Play

UB-02 Absortion



HEIGHT:  
2.4m / 7'10"

WEIGHT:  
333kg / 735 lbs

Aether Foundation Log #071  
What we thought were harmless displays of strength were just the first warning signs.  
Today UB-02 destroyed the truck where it was being transported, it escaped, we can't find it.

TYPE: Bug

Fight

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BASE HP:

?

DISOBEDIENCE:

ABILITIES:

NO DATA

EVOLUTION:

Unknown

UB-02

0

Bug

Fell Stinger

0

Electric

Thunder Punch

0

Ice

Ice Punch

0

Fight

Power-Up Punch

0

Fight

Reversal

0

Normal

Focus Energy

0

Normal

Comet Punch

0

Normal

Harden

0

Fight

Bulk up

0

Fight

Vital Throw

0

Normal

Endure

0

Bug

Leech Life

0

Dark

Taunt

0

Normal

Mega Punch

0

Fight

Counter

0

Fight

Hammer Arm

0

Bug

Lunge

0

Fight

Dynamic Punch

0

Fight

Superpower

0

Fight

Focus Punch

0

Fight

Drain Punch

0

Flying

Bounce

0

Ground

Stomping Tantrum

0

Dragon

Outrage

0

Steel

Iron Head

0

Dragon

Dual Chop

0

Bug

Bug Bite

0

Normal

Facade



EXPERIENCE COST

TYPE

MOVE NAME


EXPERIENCE COST

TYPE

MOVE NAME

NO DATA

#801 Magearna



HEIGHT: ?m / ???"

WEIGHT: ???kg / ??? lbs

Pokédex has no data.

500 years ago a famous scientist left a manuscript with details on how to create a mechanic Pokémon. His investigation led to the creation of the modern Pokéball.

TYPE: Steel Fairy

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.



#801

#802 Marshadow

TYPE: Fight Ghost

EXPERIENCE COST

TYPE

MOVE NAME

EXPERIENCE COST

TYPE

MOVE NAME

NO DATA

NO DATA

HEIGHT: ?m / ???"

WEIGHT: ???kg / ??? lbs

Pokédex has no data.

There is an old children's story about a boy who lost his shadow and the shadow became a Pokémon. It is debated which Pokémon the story is making mention of.

STRENGTH

DEXTERITY

VITALITY

SPECIAL


INSIGHT

BASE HP: ?

DISOBEDIENCE: ●●●●●

ABILITIES: PLOT DEVICE

EVOLUTION: Unknown.



#802

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 this world still belongs to the Pokémon and most of their mysteries are yet to be solved.

Right now we wonder What's Aether Foundation Investigating? What's "Investigation UB" and why are they working so hard to erase their trails?













# 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 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 or Level.

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 can 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.

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.



- Accuracy Rolls have a logic.
- Attacking Moves use Dexterity.
  - Physical Moves use Brawl and Special Moves use Channel.
  - 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 forgotten, you get the Exp. Cost back, but can only use it to buy another move.
- 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 “User and 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 stage.

## 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 - Physical, Special or Support.
- 4 Type - See The Different Pokémon Types on p.44
- 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

POWER

3

TYPE: Electric

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Special + 3

ADDED EFFECT: Roll 1 Chance Dice to Paralyze the foe.

Paralysis

A Strong electric attack that shocks and harms the foe. It can destroy most kinds of electric equipment.



# 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 explanatory. It is a visual aid that you'll find very useful.

## Category Icon

Physical      Special      Support




**Physical Moves** are resisted with Defense. They are close range attacks, but some can be long range.  
**Special Moves** are resisted with Special Defense. They are always long range.  
**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



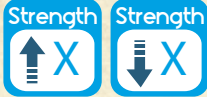
Never Flinches

## Common Dice Pools

**Physical Attacks:**  
Dexterity + Fight + Brawl  
**Special Attacks:**  
Dexterity + Fight + Channel  
**Power Ups:**  
Special + Fight + Channel.

## Increase/Decrease Box

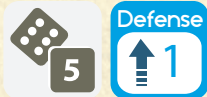
The Move will Increase or Decrease the noted Trait. Up Arrow means the Attribute is Increased. Down Arrow means the Attribute is Decreased. Blue Icons will modify the **User's** Traits.



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.54

## 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.54

## 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:



\*Moves targeted at the Battlefield can't be evaded.



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:



All Heaing Moves cost 1 Will Point.  
For more info, see p.56

High Crit



The Move can score a Critical Hit with just 4 successes.  
For more info, see p.55

Lethal



The Move inflicts Lethal Damage. For more Info, see p.49

Must Recharge



After hitting with this Move, the User must rest with its first action on the next Round.

Never Fail



If the User scores or is reduced to 0 successes on its Accuracy Roll, this Move still hits with 1 success.

Priority/ Low Priority



The Move ignores Initiative Order and acts right away.



The Move takes effect at the End of the Round, even if it's used at the beginning.

For more info, see p.57

Rampage



The User may use this Move up to 3 times without interruption, even during the same Round. It cannot Evade or perform another move. After the Rampage is over, the user will be Confused.

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.57

Sound Based



These Moves bypass Substitute, Light Screen, Reflect, and Cover.

Status Ailment Box



The Move inflicts a Status Ailment.  
Each Status Ailment is described on detail on p.60

Succesive Actions

Double Action (2 Attacks)    Succesive Action (5 Attacks)



The Move allows you to perform Multiple Actions in succession before the foe can act. More info, see p.58

Switcher Move



Only one Switcher Move may be used per round.  
Switch a Pokémon in the battlefield for one of its allies still on their Pokeball.

Weather

The Move changes the weather to:



For more info, see p.58



# 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 just want to bug you, take a good look, they may have a lot of friends.

Attack Order

POWER 3

TYPE: Bug  
ACCURACY: Special + Fight + Channel  
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 + Channel  
DAMAGE POOL: Special + 3  
ADDED EFFECT: Sound Based. Roll 1 Chance Dice to reduce foe's Sp. Defense.

The Pokémon uses its wings or a part of its body to emit sound waves that harm and affect the target.

Defend Order

POWER -

TYPE: Bug  
ACCURACY: Tough + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: User Increases its Defense and Sp. Defense.

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.

The Pokémon stings the target, if the foe is too weakened to move it absorbs part of its power.

First Impression

POWER 3

TYPE: Bug  
ACCURACY: Strength + Contest + Intimidate  
DAMAGE POOL: Strength + 3  
ADDED EFFECT: Priority. This move will only work the First Round the Pokémon is out in battle. From the second round on, it will fail automatically

The Pokémon makes a dramatic entrance to the battlefield, taking the foe by surprise as to who its opponent really is.

Fury Cutter

POWER 1

TYPE: Bug  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 1  
ADDED EFFECT: Successive Actions.

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 + Channel  
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.

Pollen Puff

POWER  
3\*



TYPE: type  
ACCURACY: Dexterity + Survival + Nature  
DAMAGE POOL: Special + 3  
ADDED EFFECT: When this move is used against an ally, it will heal 1 HP instead of dealing damage.\*



The Pokémon creates a puff of pollen can explodes on the foe's face and gives them terrible allergy. When consumed these puffs are sweet and very nutritious.

Leech Life

POWER  
3



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.

Powder

POWER  
-



TYPE: Bug  
ACCURACY: Dexterity + Fight + Channel  
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.

Lunge

POWER  
3



TYPE: Bug  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 3  
ADDED EFFECT: Reduce foe's Strength.



The User charges against the foe at full force, not just to knock it down but to restrain if with is many limbs.

Quiver Dance

POWER  
-



TYPE: Bug  
HIT POOL: Beauty + Contest + Perform  
DAMAGE POOL: -  
ADDED EFFECT: Increases Dexterity, Special and Sp. Defense.



A mystical and beautiful dance that boosts a Pokémon's dexterity and focus.

Megahorn

POWER  
5



TYPE: Bug  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 5  
ADDED EFFECT: Lethal Damage.



The Pokémon uses its strong horn(s) to pierce its foe and deal massive damage.

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.



The Pokemon releases an irritating powder that annoys and enrages foes into attacking.

Pin Missile

POWER  
1



TYPE: Bug  
ACCURACY: Dexterity + Fight + Canalize  
DAMAGE POOL: Strength + 1  
ADDED EFFECT: Ranged. Successive Actions.



The Pokemon showers its foe with stings or spikes that pierce like needles.

Signal Beam

POWER  
3



TYPE: Bug  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 3  
ADDED EFFECT: Roll 1 Chance Dice to Confuse the foe.



The user emits an intense light that harms the foes and may leave them dazed like moths.



Silver Wind

POWER2

TYPE: Bug  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: Roll 1 Chance Dice to Increase User's Strength, Dexterity, Special, Defense and Sp. Defense.

Strength

Dexterity

Special

Defense

Sp. Def

The Pokemon blows a beautiful silver colored wind that harms the foe, the performance may give the user a big confidence boost.

Struggle Bug

POWER1

TYPE: Bug  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 1  
ADDED EFFECT: Reduce foe's Special.

Special

The Pokemon lays on its back and struggles with the foe, disrupting the foe's concentration.

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.

Tail Glow

POWER-

TYPE: Bug  
ACCURACY: Special + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Increase the User's Special.

Special

The User emits a strong light. This Pokémon will stare at its brightness to enter a trance.

Steamroller

POWER2

TYPE: Bug  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 2  
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

Flinch

The user curls up and rolls at full speed to strike the foe. It may leave the target swatted on the ground.

Twineedle

POWER1

TYPE: Bug  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Strength + 1  
ADDED EFFECT: Double action. Ranged. Roll 2 Chance Dice to Poison the foe per hit.Ranged.

Poison

The Pokémon stabs the foe with its sting, claws or spikes infused with poison.

Sticky Web

POWER-

TYPE: Bug  
ACCURACY: Special + Fight + Channel  
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

The Pokémon quickly covers the arena with a sticky web, newly arrived Foes will have trouble moving with ease.

U-Turn

POWER3

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. Switcher Move.

The user strikes its foe, then quickly goes back to safety while another party Pokémon takes its place.

String Shot

POWER-

TYPE: Bug  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Reduce the target's Dexterity.

Accuracy

Dexterity

The user shoots a silk string that ties and limits the movement of its foe.

X-Scissor

POWER3

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 way 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.

Brutal Swing

POWER  
2

TYPE: Dark

ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength + 2

ADDED EFFECT: Lethal. Target All foes in Range.

All

The Pokémon starts attacking at full force with its claws, anyone unfortunate enough to be on its path will end up severely wounded.

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 + Channel

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.

Darkest Lariat

POWER  
3

TYPE: Dark

ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength + 3

ADDED EFFECT: Ignore the foe’s Attribute Increases that would decrease this Move’s damage.

The User swings both of its arms against the target, there’s no armor thick enough to stop the strike.

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.

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.

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.

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.

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.

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.

Fling

POWER  
1\*

TYPE: Dark

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Strength + 1

ADDED EFFECT: Ranged. Add up to 4 Dice to the Damage Pool, depending on the held item thrown. See P.368 for more info.

The user takes its held item and throws it at the opponent. You may get it back after the fight.

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.

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.

Night Daze

POWER  
3

TYPE: Dark

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Special + 3

ADDED EFFECT: Roll 4 Chance Dice to Reduce foe's Accuracy.

Accuracy ↓ 1

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.

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.



The Pokémon chases the foe to deliver a final blow before it escapes.

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. Switcher Move.



The User threatens the foe, leaving it too scared to pursuit the user or overwhelm the ally that just switched in the battlefield.

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 Initiative.



The user represses the foe with intimidation so it has to think twice before acting.

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.

Snarl

2



TYPE: Dark  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: Sound Based. Reduce the foe's Special.



The Pokémon viciously snarls showing its teeth. Its menacing look will make the foe cower in fear.

Power Trip

POWER  
1\*



TYPE: Dark  
ACCURACY: Insight + Contest + Intimidate  
DAMAGE POOL: Strength + 1\*  
ADDED EFFECT: Add 1 Dice to the Damage Pool of this Move for every Attribute increase the user has. Up to 7 Dice may be added this way. (i.e. The user has 2 increased points on Defense, add 2 Damage dice)



In the heat of the battle, the Pokémon gets carried away, relishing on its own power.

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.

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.

Sucker Punch

POWER  
3



TYPE: Dark  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 3  
ADDED EFFECT: This move can only be used after the Target rolls a damaging move.




While the foe is preparing its attack, the user takes advantage and strikes.



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.

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.

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.

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.

Throat Chop

POWER  
3




TYPE: Dark

ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength + 3


ADDED EFFECT: The target cannot use any "Sound Based" Move for the rest of the scene.



A heinous attack to a Pokémon's throat that will leave them unable to make a sound for hours.

Topsy-Turvy

POWER  
—




TYPE: Dark

ACCURACY: Smart + Fight + Channel

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.

# 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 over large lands, and covet anything they find precious. These attacks are very powerful and devastating.

Clanging Scales

POWER  
4




TYPE: Dragon


ACCURACY: Special + Fight + Channel

DAMAGE POOL: Special + 4


ADDED EFFECT: Sound Based. Target all Foes in Range. Reduce User's Defense.



Defense



1



The Pokémon rattles the scales of its armor creating a frightening noise in the area. Some of its scales fall off as a result, leaving some areas exposed.

Draco Meteor

POWER  
6



TYPE: Dragon

ACCURACY: Special + Fight + Channel

DAMAGE POOL: Special + 6

ADDED EFFECT: Lethal. Reduce user's Special.



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 Breath

POWER  
2



TYPE: Dragon  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: Roll 3 Chance Dice to Paralyze the foe.



The user lets out a mystical green breath that hinders the movement of anyone it touches.

Dragon Rage

POWER  
-



TYPE: Dragon  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: 2 Automatic Damage  
ADDED EFFECT: Set damage.



A dual colored flame that always leaves the same burn marks on everything it touches.

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 Rush

POWER  
4



TYPE: Dragon  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 4  
ADDED EFFECT: Roll 2 Chance Dice to Flinch the foe.



The user charges rapidly against the foe. The strike may leave the target gasping for air.

Dragon Dance

POWER  
-



TYPE: Dragon  
ACCURACY: Tough + Contest + Perform  
DAMAGE POOL: -  
ADDED EFFECT: Increase the User's Strength and Dexterity.



The user performs a vigorous and mystical dance that boosts the fighting spirit and reflexes.

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. Switcher Move.



This powerful tail strike can knockback anyone up to 100 feet away!

Dragon Hammer

POWER  
3



TYPE: Dragon  
ACCURACY: Strength + Fight + Brawl  
DAMAGE POOL: Strength + 3  
ADDED EFFECT: None.



The Pokémon swings its body as a hammer and leaves the foe nailed to the cracked ground.

Dual Chop

POWER  
2



TYPE: Dragon  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 2  
ADDED EFFECT: Double Action.



The Pokémon strikes the foe with two brutal blows.

Dragon Pulse

POWER  
3



TYPE: Dragon  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 3  
ADDED EFFECT: -



The user opens its mouth and sends a powerful wave of energy.

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

POWER2

TYPE: Dragon

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Special + 2

ADDED EFFECT: Roll 2 Chance Dice to Flinch the foes.

All

Flinch

The Pokemon lets out a spiral current that surrounds the foes. They can't move until they free themselves from this terrible whirlwind.

Discharge

POWER3

TYPE: Electric

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Special + 3

ADDED EFFECT: Area Attack. Roll 3 Chance Dice to Paralyze those affected.

Paralysis

The user releases its stored electricity in all directions.

# 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 can discharge their electricity with huge area attacks or affect the room's ions, electric currents and magnetic fields. They are also able to charge their energy to release more powerful attacks.

Eerie Impulse

POWER-

TYPE: Electric

ACCURACY: Tough + Contest + Intimidate

DAMAGE POOL: -

ADDED EFFECT: Reduce foe's Special.

Special

The user radiates electricity around itself, the foe will think twice about attacking.

Electric Terrain

POWER-

TYPE: Electric

ACCURACY: Special + Fight + Channel

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.

Charge

POWER-

TYPE: Electric

ACCURACY: Special + Fight + Channel

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.

Electrify

POWER-

TYPE: Electric

ACCURACY: Dexterity + Fight + Channel

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.

Charge Beam

POWER2

TYPE: Electric

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Special + 2

ADDED EFFECT: Roll 5 Chance Dice to Increase the User's Special.

Accuracy

Special

The Pokémon lets out an electric beam then uses the remaining charge to boost its power.

Electro Ball

POWER2\*

TYPE: Electric

ACCURACY: Dexterity + Fight + Channel

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.



## Electroweb

POWER  
2



TYPE: Electric  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: All foes in Range.  
Reduce Dexterity of those affected.



Shoots an electrified web at all foes to restrict their movement. Walking through this web can be painful.

## Parabolic Charge

POWER  
2



TYPE: Electric  
ACCURACY: Dexterity + Fight + Channel  
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.

## Ion Deluge

POWER  
-



TYPE: Electric  
ACCURACY: Special + Fight + Channel  
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!

## Shock Wave

POWER  
2



TYPE: Electric  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: Never Fail.



The user quickly releases jolts of electricity that are too fast for many to react.

## Magnet Rise

POWER  
-



TYPE: Electric  
ACCURACY: Special + Fight + Channel  
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.

## Spark

POWER  
2



TYPE: Electric  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 2  
ADDED EFFECT: Roll 3 Chance Dice to Paralyze the foe.



The user tackles the foe, releasing a powerful spark on contact.

## Magnetic Flux

POWER  
-



TYPE: Electric  
ACCURACY: Special + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Increase the Defense and Sp. Defense of User and all its Electric and Steel Type Allies.



The Pokémon bends the magnetic field around itself, this also affects all allies who are sensible to it.

## Thunder

POWER  
5



TYPE: Electric  
ACCURACY: Dexterity + Fight + Channel  
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.



The Pokemon commands a tremendous lightning to strike a specific point on the ground. It's quite dangerous.

## Nuzzle

POWER  
1



TYPE: Electric  
ACCURACY: Dexterity + Contest + Allure  
DAMAGE POOL: Strength + 1  
ADDED EFFECT: Paralyze the foe.



The Pokémon rubs its electrified cheeks against the foe, it looks very cute but it can be dangerous.

## 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.



The user lands an electrified bite on foe. The direct current may affect the foe greatly.



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.

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.

The user surrounds itself with big bolts of electricity, then it crashes against the foe.

Thunder Shock

POWER 2

TYPE: Electric  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: Roll 1 Chance Dice to Paralyze the foe.

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.

Thunder Wave

POWER -

TYPE: Electric  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Paralyze the foe.

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 + Channel  
DAMAGE POOL: Special + 5  
ADDED EFFECT: Lethal. Paralyze the Foe.

Accuracy  
↓ 5

The user hurls a dreadful bombardment of electric explosions. Anyone hit won't be able to move for a very long time.

Thunderbolt

POWER 3

TYPE: Electric  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 3  
ADDED EFFECT: Roll 1 Chance Dice to Paralyze the foe.

A Strong electric attack that shocks and harms the foe. It can destroy most kinds of electric equipment.

Zing Zap

POWER 3

TYPE: Electric  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 3  
ADDED EFFECT: Roll 3 Chance Dice to Flinch the Foe.

The user hurls itself as a zig-zaging ball of electricity that explodes on contact, this leaves the foe unable to move for a few seconds.

Volt Switch

POWER 2

TYPE: Electric  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: The user switches out after dealing damage, the new Pokémon arrives ready to fight on the next Round. Switcher Move.

The User quickly shoots an electricity jolt, then switches places with an awaiting Pokémon partner at the speed of lightning.



# 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 their 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. 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.

Aromatic Mist

POWER  
-

TYPE: Fairy  
ACCURACY: Special + Fight + Channel  
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.

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.

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.

Crafty Shield

POWER  
-

TYPE: Fairy  
ACCURACY: Special + Fight + Channel  
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 + Channel  
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 + Channel

DAMAGE POOL: Special + 2


ADDED EFFECT: -



The Pokémon strikes with a wind covered in fairy dust. It causes itching.

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.

Floral Healing

POWER -





TYPE: Fairy

ACCURACY: Special + Survival + Nature

DAMAGE POOL: -

ADDED EFFECT: One Ally. Basic Heal.

If performed over Grassy Terrain this move is a Complete Heal.

The user creates a flower crown that heals and relaxes its wearer. Under the right conditions this move also creates a flower patch around its target.

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.


The user and the foe start a playful wrestle, it soon escalates into something not so pretty.

Flower Shield

POWER -






TYPE: Fairy

ACCURACY: Special + Survival + Nature

DAMAGE POOL: -

ADDED EFFECT: Increase the Defense of All Grass Type Pokémon on the field.

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.

Sweet Kiss

POWER -




TYPE: Fairy

ACCURACY: Cute + Contest + Allure

DAMAGE POOL: -


ADDED EFFECT: Confuse the foe.


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.

Misty Terrain

POWER -




TYPE: Fairy

ACCURACY: Special + Fight + Channel

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

# Fighting

Super Effective against:

- Ice
- Normal
- Rock
- Steel

It's Not Very Effective against:


- Bug
- Fairy
- Flying
- Poison
- Psychic

No effect against:

- Ghost

Moonblast

POWER 3







TYPE: Fairy

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Special + 3

ADDED EFFECT: Roll 3 Chance Dice to Reduce foe's Special.

Summon power directly from the moon. The Pokemon blasts the foe with light.

Fighting Types battle with honor and face any challenge head-on for the sake of their friends. They will 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. 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.

## 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.



The user attacks at a close distance to deal lots of damage. The foe is also close enough to attack.

## Aura Sphere

POWER  
3



TYPE: Fight  
ACCURACY: Dexterity + Fight + Channel  
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.

## 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.

## 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.

## Cross Chop

POWER  
4



TYPE: Fight  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 4  
ADDED EFFECT: High Critical.



The user delivers a chop with its arms crossed trying to hit a weak spot.

## Bulk Up

POWER  
-



TYPE: Fight  
ACCURACY: Tough + Contest + Intimidate  
DAMAGE POOL: -  
ADDED EFFECT: Increase the User's Strength and Defense.



The Pokémon shows its muscles with intimidating poses to look bigger and stronger.

## 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.



The user detects the intentions of the attacker and acts out to minimize the damage.

## 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. Switcher Move.



The user throws the target 60 feet out the battlefield.

## 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.

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.

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.

Force Palm

POWER 2

TYPE: Fight

ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength + 2

ADDED EFFECT: Roll 3 Chance Dice to Paralyze the foe.

A powerful open palm hit that knocks the foe away and may leave him unable to move.

Final Gambit

POWER \*

TYPE: Fight

ACCURACY: Dexterity + Fight + Channel

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.

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.

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.

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.

Focus Blast

POWER 5

TYPE: Fight

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Special + 5

ADDED EFFECT: Roll 1 Chance Dice to Reduce foe's Sp. Defense.

Accuracy ↓ 3

Sp. Def ↓ 1

The user concentrates and releases a blast of energy.

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.

# Power-up Punch

POWER  
2



TYPE: Fight  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 2  
ADDED EFFECT: Fist Based. Increase User's Strength.



The Pokémon uses this punch to test the surface of an object. The user toughens up to deal better blows.

# 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.

# 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



The user reacts instinctively and defends itself and its teammates, nullifying the effects of the fastest attacks.

# Low Sweep

POWER  
2



TYPE: Fight  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 2  
ADDED EFFECT: Reduce Foe's Dexterity.



The Pokémon strikes the foe's legs, leaving it unable to walk normally or run .

# 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.

# Mach Punch

POWER  
2



TYPE: Fight  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 2  
ADDED EFFECT: Fist Based. Priority.



The user launches a Punch so quickly that it's barely seen.

# 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 hitting harder.

# 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.



The Pokémon uses a mat or something similar as a shield.

# 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.



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

POWER2



TYPE: Fight

ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength + 2

ADDED EFFECT: Roll 3 Chance Dice to Flinch the Foe.

Accuracy

Flinch



The user spins in the air landing an impressive kick that may daze the target.

Submission

POWER3



TYPE: Fight

ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength + 3

ADDED EFFECT: Recoil.

Accuracy






The user recklessly struggles with the foe to pin it to the ground.

Sacred Sword

POWER3




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.

Superpower

POWER5





TYPE: Fight

ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength + 5


ADDED EFFECT: Lethal. Reduce User's Strength and Defense.






Strength

Defense






The Pokemon makes use of all its force to deliver a crushing strike to the foe, this demands a lot from the user.

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.

Triple Kick

POWER1\*



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






The user throws three or more kicks, leaving the harder blow for the end.

Sky Uppercut

POWER3




TYPE: Fight


ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength + 3

ADDED EFFECT: -

Accuracy






The user attacks with an uppercut, throwing the foe skyward with lots of force.

Vacuum Wave

POWER2




TYPE: Fight


ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Special + 2

ADDED EFFECT: Priority.




Priority



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.

Storm Throw

POWER2




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.

Vital Throw

POWER2



TYPE: Fight

ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength + 2

ADDED EFFECT: Low Priority. Never Fails.



Priority



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, turning the room to cinders in a matter of seconds.  
Fire Types rely on offensive to defeat their enemies at long range.  
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 + Channel  
DAMAGE POOL: Special + 6  
ADDED EFFECT: Lethal. Must Recharge.



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.



The user throws a mighty kick engulfed in fire that may leave a bad looking burn.

## Burn Up

POWER  
7



TYPE: Fire  
ACCURACY: Will  
DAMAGE POOL: Special + 7  
ADDED EFFECT: Lethal. After Damage is  
dealt, the user is no longer considered a Fire-  
Type for the rest of the day (If its only type was  
Fire, it is now considered Typeless). Fire-type  
Moves won't add their Power to the Damage  
pool of this Pokémon for the rest of the day.



The User unleashes all of its might through a massive blast of raging fire. Although the damage is devastating the Pokémon is left unable to produce more fire for at least a day.

## Ember

POWER  
2



TYPE: Fire  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: Roll 1 Chance Dice to  
Burn the Foe.



The user shoots a small flame against the target that may cause a first-degree burn.

## Eruption

POWER  
6\*



TYPE: Fire  
ACCURACY: Dexterity + Fight + Channel  
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.



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.



The user cloaks itself in flames and shoots them while dancing gracefully.

## Fire Blast

POWER  
5



TYPE: Fire  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 5  
ADDED EFFECT: Lethal. Roll 3 Chance  
Dice to Burn the foe.



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

2

Flinch

2

The user breaths fire from its mouth while biting the target.

Flame Burst

POWER 3

TYPE: Fire  
ACCURACY: Dexterity + Fight + Channel  
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.

Fire Lash

POWER 3

TYPE: Fire  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 3  
ADDED EFFECT: Reduce Foe's Defense.

Defense

1

With a whip of fire, the Pokémon ensnares its foe, who is left defenseless and at its mercy.

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.

Fire Pledge

POWER 2

TYPE: Fire  
ACCURACY: Dexterity + Fight + Channel  
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.

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

1

The user cloaks itself in flames and rolls to tackle the target.

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

1

The User can ignite its fists for a brief moment without any danger of getting burned. The foe may not be so lucky.

Flamethrower

POWER 3

TYPE: Fire  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 3  
ADDED EFFECT: Roll 1 Chance Dice to Burn the foe.

Burn 2

1

The user lets out a powerful fire stream that leaves a scorched trail.

Fire Spin

POWER 2

TYPE: Fire  
ACCURACY: Dexterity + Fight + Channel  
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.

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

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.

## Mystical Fire

POWER  
2



TYPE: Fire  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: Reduce Foe's Special.



This mystical fire not only burns the foe, it also drains its power.

## Heat Wave

POWER  
3



TYPE: Fire  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 3  
ADDED EFFECT: Target all foes in Range. Roll 1 Chance Dice to Burn those affected.



The user breathes a giant wave of incandescent air that might set fire to whatever it touches.

## Overheat

POWER  
6



TYPE: Fire  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 6  
ADDED EFFECT: Lethal. Reduce User's Special.



A furious wave of scorching fire that will turn to ashes everything it touches, exhausting the user afterwards.

## Incinerate

POWER  
1



TYPE: Fire  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 1  
ADDED EFFECT: Target all foes in range. Destroy the held Berries of those affected.



The Pokémon releases a blast of fire that instantly consumes small flammable objects.

## Shell Trap

POWER  
6



TYPE: Fire  
ACCURACY: Dexterity + Survival + Stealth  
DAMAGE POOL: Special + 6  
ADDED EFFECT: Lethal. Low Priority. This Move strikes the next time the user is hit with a Non-Ranged Physical attack.



It apparently just buries underground, but secretly the Pokémon prepares its shell to detonate; anyone who steps on it will be blown to pieces.

## Inferno

POWER  
4



TYPE: Fire  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 4  
ADDED EFFECT: Lethal. Burn the Foe.



The Pokémon sets the foe on fire. These flames rise up to 6 feet. A very dangerous Move.

## 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.

## Lava Plume

POWER  
3



TYPE: Fire  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 3  
ADDED EFFECT: Area Attack. Roll 3 Chance Dice to Burn those affected.



The user shoots up bits of molten lava that fall scattered around the field.

## Will-o-Wisp

POWER  
-



TYPE: Fire  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Burn the Foe.



The user calls a floating ember to consume the foe.



# 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.

Flying Moves are great for surprise attacks. Ambush tactics alongside their speed may end the battle before it even starts.

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 + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: Target all foes in Range. High Critical.

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 + Channel  
DAMAGE POOL: Special + 3  
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

The user will surround the foe with razor-like wind that may knock it down.

Beak Blast

POWER 4

TYPE: Flying  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Strength + 4  
ADDED EFFECT: Ranged. Charge Move. Low Priority. If the User is hit by a Non-Ranged Physical Attack while this Move is charging, Burn the foe.\*

The Pokémon gets ready to release a boiling gas through its beak, which gets incredibly hot. The resulting blast sounds like a train's horn.

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.

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.

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 + Channel  
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.

Hurricane

POWER  
5



TYPE: Flying  
ACCURACY: Dexterity + Fight + Channel  
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.



The user attacks by wrapping the opponent in a fierce wind that carries the target up into the sky.

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.

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.

Feather Dance

POWER  
-



TYPE: Flying  
ACCURACY: Beauty + Contest + Perform  
DAMAGE POOL: -  
ADDED EFFECT: Reduce the foe's Strength.



A beautiful dance that soothes the hearts of those who watch it, reducing their aggressive intentions.

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.

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.

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.

Gust

POWER  
2



TYPE: Flying  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: -



The Pokémon flaps its wings to strike the foe with wind.

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

POWER6

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

Flinch

The Pokémon darts from the sky with a graceful and lethal strike, propelling with the wind, crushing the foe on the ground.

Sky Drop

POWER2

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 + Channel

DAMAGE POOL: -

ADDED EFFECT: For the Next 4 Rounds, Increase the Dexterity of the User and All Allies in the field.

Dexterity

User flaps its wings and casts a turbulent wind that helps the team move significantly faster.

Wing Attack

POWER2

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 and pain on their foes through their otherworldly energies and curses. They lurk in the shadows, waiting to lunge from the darkness and take the living to mysterious places. These Moves will allow the Ghost to haunt safely and inflict banes that will torment the victim for a long time. Many people talk about waking up with fresh wounds, scars and eerie presences following their steps.

Astonish

POWER1

TYPE: Ghost

ACCURACY: Dexterity + Survival + Stealth

DAMAGE POOL: Strength + 1

ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

Flinch

The user sneaks close and startles the foe.

Confuse Ray

POWER-

TYPE: Ghost

ACCURACY: Special + Fight + Channel

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.

Flying Pokémon soar around the field, but this doesn't mean they cannot be reached by physical attacks.





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 appropriate for kids.

Destiny Bond

POWER  
-



TYPE: Ghost  
ACCURACY: Will  
DAMAGE POOL: -  
ADDED EFFECT: If the user faints this Round due to Combat damage, the Pokémon 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 + Channel  
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.



The user licks the foe. The saliva can numb the body of most creatures.

Night Shade

POWER  
\*



TYPE: Ghost  
ACCURACY: Special + Fight + Channel  
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.



The user enters the target's dreams to torment it.

Ominous Wind

POWER  
2



TYPE: Ghost  
ACCURACY: Dexterity + Fight + Channel  
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 + Channel  
DAMAGE POOL: Special + 3  
ADDED EFFECT: Roll 1 Chance Dice to Reduce foe's Sp. Defense.



The Pokémon hurls a sphere made of shadow and dark matter to harm the foe.



Shadow Bone

POWER3

TYPE: Ghost

ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength + 3

ADDED EFFECT: Roll 2 Chance Dice to Reduce the Foe's Defense.

Defense

The bone that this Pokémon uses as a weapon contains a spirit, that spirit may cling into a victim, creating openings for its master.

Spite

POWER-

TYPE: Ghost

ACCURACY: Will

DAMAGE POOL: -

ADDED EFFECT: Reduce Target's temporal Will to 1 point.

The target feels overwhelmed by feelings of dread.

Shadow Claw

POWER3

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.

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.

Shadow Punch

POWER2

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.

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 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 Moves take the foe down through their vines and spores or soothing aromas. These flowers do not like their petals touched.

Shadow Sneak

POWER2

TYPE: Ghost

ACCURACY: Dexterity + Survival + Stealth

DAMAGE POOL: Strength + 2

ADDED EFFECT: Priority.

Priority

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.

Spirit Shackle

POWER3

TYPE: Ghost

ACCURACY: Dexterity + Survival + Stealth

DAMAGE POOL: Strength + 3

ADDED EFFECT: Blocks.

While attacking, the user sneakily binds its foe's shadow to the ground, restricting its movement and making it unable to escape.

Absorb

POWER1

TYPE: Grass

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Special + 1

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.



The Pokémon releases medicinal scents and vapors to refresh the user and its allies.

## Bullet Seed

POWER  
1



TYPE: Grass  
ACCURACY: Dexterity + Fight + Channel  
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.



The user covers itself in cotton puffs that severely reduce the impact of physical attacks.

## Cotton Spore

POWER  
—



TYPE: Grass  
ACCURACY: Special + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Reduce Foe's Dexterity



The Pokemon covers the foe in cotton, disrupting its movement speed.

## Energy Ball

POWER  
3



TYPE: Grass  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 3  
ADDED EFFECT: Roll 1 Chance Dice to Reduce foe's Sp. Defense.



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 + Channel  
DAMAGE POOL: Special + 6  
ADDED EFFECT: Must Recharge.



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 + Channel  
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 + Channel  
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: Beauty + Contest + Perform  
DAMAGE POOL: -  
ADDED EFFECT: Sound Based. Put the Target to Sleep

Accuracy  
↓ 5

Sleep  
✓

The user plays a beautiful and soothing melody that lulls the target into a peaceful sleep.

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.

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.

Leaf Storm

POWER  
6

TYPE: Grass  
ACCURACY: Special + Fight + Channel  
DAMAGE POOL: Special + 6  
ADDED EFFECT: Reduce the User's Special.

Accuracy  
↓ 1

Special  
↓ 2

A furious storm of sharp leaves swirls and pierces the target. The user is left exhausted.

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.

Leaf Tornado

POWER  
2

TYPE: Grass  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: Roll 5 Chance Dice to Reduce the Foe's Accuracy.

Accuracy  
↓ 1

Accuracy  
↓ 1

A bush worth of sharp leaves swirls around the foe making it harder for it to aim attacks properly.

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.

Leech Seed

POWER  
—

TYPE: Grass  
ACCURACY: Dexterity + Fight + Channel  
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.

Heal  
1

Accuracy  
↓ 1

The user plants some seeds on the target, the seeds sprout and restore the user's health by absorbing the foe's vital energy.

Leafage

POWER  
2

TYPE: Grass  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Strength + 2  
ADDED EFFECT: Ranged.

The user throws leaf darts towards its foe.

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 + Channel

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.

Razor Leaf

POWER 2



TYPE: Grass


ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Strength + 2


ADDED EFFECT: Target All Foes in Range. Ranged. High Critical.



Accuracy




1



The Pokémon shoots one or more sharp leaves that cut through all targets as if they were razors.

Needle Arm

POWER 2




TYPE: Grass


ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength + 2

ADDED EFFECT: Roll 3 Chance Dice to Flinch the Foe.



Flinch




3

The Pokemon hits the foe with its flailing arms, some thorns may get stuck on the target like needles.

Seed Bomb

POWER 3




TYPE: Grass

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Strength + 3


ADDED EFFECT: Ranged.



The user throws a big seed that explodes on contact with the foe.

Petal Blizzard

POWER 3




TYPE: Grass

ACCURACY: Dexterity + Fight + Channel

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 consequences.

Sleep Powder

POWER -




TYPE: Grass


ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: -

ADDED EFFECT: Put the Target to Sleep.




Accuracy



3


Sleep



The user scatters powder around, anyone who comes in contact with it will fall asleep.

Petal Dance

POWER 5





TYPE: Grass

ACCURACY: Dexterity + Fight + Channel

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.

Solar Beam

POWER 5





TYPE: Grass

ACCURACY: Dexterity + Fight + Channel

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.

Power Whip

POWER 5



TYPE: Grass

ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength + 5

ADDED EFFECT: -



Accuracy




2

The Pokémon violently lashes the foe with its vines or a part of its body, acting as a powerful whip.

Solar Blade

POWER 5





TYPE: Grass

ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength + 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 Pokémon focuses the sunlight on its sharp leaves, then releases the energy with a shattering blow.



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.

Trop Kick

POWER  
3




TYPE: Grass  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 3  
ADDED EFFECT: Reduce Foe's Strength.





The user strikes with an intense and alluring kick.

Spore

POWER  
—




TYPE: Grass  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Put the Target to Sleep.




A powerful somniferous spore that is shot at the target to make it fall asleep.

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.

Strength Sap

POWER  
—



TYPE: Grass  
ACCURACY: Insight + Survival + Nature  
DAMAGE POOL: -  
ADDED EFFECT: Reduce Foe's Strength. User Heals HP equal to the Foe's Current Strength Score.  
Healing in-battle limitations apply.




The Pokémon looks for a weak point on its foe, then feeds on its vital energy. The foe is left feeling feeble.

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.

Stun Spore

POWER  
—




TYPE: Grass  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Paralyze the Foe.




A blow of dust that paralyzes the target on the spot and cramps its muscles.

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 preoccupation that won't let it sleep at night.

Synthesis

POWER  
—



TYPE: Grass  
ACCURACY: Vitality + Survival + Nature  
DAMAGE POOL: -  
ADDED EFFECT: Basic Heal.  
If performed under Sunny weather, this Move is a Complete Heal.



The Pokémon uses the sunlight as energy to regain its vitality.



# 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 can be a walking landmine.

Bone Club

POWER2

TYPE: Ground

ACCURACY: Dexterity + Fight + Brawl

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

POWER1

TYPE: Ground

ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength + 1

ADDED EFFECT: Succesive Aactions.

Accuracy

1

The user quickly strikes the foe with a bone, one blow after another.

Bonemerang

POWER2

TYPE: Ground

ACCURACY: Dexterity + Fight + Channel

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.

Bulldoze

POWER2

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.

Dig

POWER3

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.

Drill Run

POWER3

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.

Earth Power

POWER3

TYPE: Ground

ACCURACY: Dexterity + Fight + Channel

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.

Earthquake

POWER4

TYPE: Ground

ACCURACY: Dexterity + Fight + Channel

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.



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.

Mud Slap

POWER  
1





TYPE: Ground

ACCURACY: Dexterity + Fight + Channel

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.

High Horsepower

POWER  
3




TYPE: Ground

ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength + 3

ADDED EFFECT: None.



The Pokémon rushes towards its target and tramples it without mercy.

Mud Sport

POWER  
—



TYPE: Ground

ACCURACY: Dexterity + Fight + Channel

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.

Magnitude

POWER  
\*




TYPE: Ground

ACCURACY: Dexterity + Fight + Channel

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.

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.

Mud Bomb

POWER  
2





TYPE: Ground


ACCURACY: Dexterity + Fight + Channel


DAMAGE POOL: Special + 2

ADDED EFFECT: Roll 3 Chance Dice to Reduce the Foe's Accuracy.

Accuracy  
  
2




Accuracy  
  
1

  
3

The Pokémon shoots a ball made of mud that bursts on the target, some mud may get on its eyes.

Sand Attack

POWER  
—





TYPE: Ground

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: -

ADDED EFFECT: Reduce the foe's Accuracy.




Accuracy  
  
1

The user shoots some sand into the opponent's eyes.

Mud Shot

POWER  
2





TYPE: Ground


ACCURACY: Dexterity + Fight + Channel

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.

Sand Tomb

POWER  
1





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.

331



## Shore Up

POWER  
—



TYPE: Ground  
ACCURACY: Vitality + Survival + Nature  
DAMAGE POOL: -  
ADDED EFFECT: Basic Heal.  
If performed under Sandstorm weather, this Move is a Complete Heal.



The Pokémon gathers the sand around itself to restore its body to shape.

## Spikes

POWER  
—



TYPE: Ground  
ACCURACY: Dexterity + Fight + Channel  
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.

## Stomping Tantrum

POWER  
3\*



TYPE: Ground  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 3  
ADDED EFFECT: Add 2 Extra Dice to the Damage Pool of this move if the User failed the Accuracy Roll of the last Move it performed.



The Pokémon throws a tantrum all over the place, it becomes worse if something has frustrated it earlier.

# 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, moisture in the air, and living beings alike.

Once the enemy is frozen solid, Ice Pokémon might escape or attack until the opponent faints.

## Aurora Beam

POWER  
2



TYPE: Ice  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: Roll 1 Chance Dice to Reduce foe's Strength.



The Pokemon shoots a beautiful rainbow colored beam that may leave the foe flabbergasted.

## Aurora Veil

POWER  
—



TYPE: Ice  
ACCURACY: Special + Fight + Channel  
DAMAGE POOL: Special + Fight + Channel  
ADDED EFFECT: User and Allies will receive 1 less Damage from both Physical and Special Attacks.  
This move will fail if not performed under Hail Weather.  
Lasts until Hail Weather is over.



### Move Description

## 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.



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 + Channel  
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.



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 + Channel  
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 + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: This Move is always a Critical Hit and it gets the proper bonus for it.

  
Accuracy  



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.




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  


  
Flinch  
  
Frozen  




The user bites the foe and releases a gelid breath through its mouth.

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.



Ice Hammer

POWER  
4



TYPE: Ice  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 4  
ADDED EFFECT: Reduce User's Dexterity.


Accuracy  


  
Dexterity  



The Pokémon uses its powerful gelid arms and strikes the foe with a swing motion.

Haze

POWER  
-




TYPE: Ice  
ACCURACY: Special + Fight + Channel  
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 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  



The Pokémon delivers a strike covered in ice. The user's hands can freeze anything they touch.



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  




The user curls into a snowball, rolling against the foe. The ball grows bigger as it rolls.

Ice Shard

POWER  
2




TYPE: Ice  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Strength + 2  
ADDED EFFECT: Ranged. Priority.

  
Priority  




The user quickly freezes some bits of ice and throws them at the target.

Ice Beam

POWER  
3




TYPE: Ice  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 3  
ADDED EFFECT: Roll 1 Chance Dice to Freeze the Foe.

  
Frozen  



The user shoots a freezing ray that greatly lowers the temperature of anything it hits.



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  


  
Flinch  


The user drops a big icicle over the foe, the impact may leave the opponent dazed.



Icicle Spear

POWER1

TYPE: Ice

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Strength + 1

ADDED EFFECT: Ranged. Successive Actions.

The user launches a wave of small but pointy icicles towards the target.

Icy Wind

POWER2

TYPE: Ice

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Special + 2

ADDED EFFECT: Target all foes in Range. Reduce Dexterity of those affected.

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 + Channel

DAMAGE POOL: -

ADDED EFFECT: For the next 4 Rounds, the User and Allies cannot have their Attributes or Traits reduced.

The user cloaks itself and its allies within a cold mist with mystic properties. It may conceal whoever is nearby.

Powder Snow

POWER2

TYPE: Ice

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Special + 2

ADDED EFFECT: Target all foes in Range. Roll 1 Chance Dice to Freeze those affected.

Frozen1

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 + Channel

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, impairing effects, support for most situations and even some ridiculously powerful Moves able to bring down any Pokémon no matter their strength or tactic.

Never 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.

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.

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.


The user makes use of its good looks and attitude to infatuate its foe.

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.

Barrage

POWER  
1




TYPE: Normal  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Strength + 1  
ADDED EFFECT: Ranged. Successive Actions.




The Pokémon Throws many round objects at the target, one after the other.

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.



The Pokémon uses its body to bind the foe, restraining and squeezing it.

Baton Pass

POWER  
—




TYPE: Normal  
ACCURACY: Will  
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. Switcher Move.



The user stores part of its power on a twig or a stick, anyone who touch the item will receive its might.

Block

POWER  
—




TYPE: Normal  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: -  
ADDED EFFECT: Blocks.



The user moves swiftly, blocking the escape routes of the foe.

Belly Drum

POWER  
—




TYPE: Normal  
ACCURACY: Tough + Contest + Perform  
DAMAGE POOL: -  
ADDED EFFECT: User deals Damage to itself equal to Half of its total HP rounded down. Increase User's Strength.



The Pokémon Roars a war cry while hitting its Belly.

Body Slam

POWER  
3




TYPE: Normal  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 3  
ADDED EFFECT: Roll 3 Chance Dice to Paralyze the foe.


The user charges against the foe using its body to knock it down, leaving the target stunned.

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.

Boomburst

POWER  
6



TYPE: Normal  
ACCURACY: Dexterity + Fight + Channel  
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.



The Pokémon performs an irresistible flirt, those of the opposite gender will be unfocused to fight.

## 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.

## 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.

## Confide

POWER  
-



TYPE: Normal  
ACCURACY: Cool + Contest + Allure  
DAMAGE POOL: -  
ADDED EFFECT: Reduce the foe's Special.



The Pokémon tells a secret to the target. The foe loses its ability to concentrate.

## 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.

## 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.

## Copypcat

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.

## 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.



Crush Claw

POWER3

TYPE: Normal  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 3  
ADDED EFFECT: Roll 5 Chance Dice to Reduce the target's Defense. Lethal.

Accuracy

The user crushes its claws against the foe, it may pierce the skin of the foe.

Double Hit

POWER2

TYPE: Normal  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 2  
ADDED EFFECT: Double Action.

Accuracy

The Pokémon uses the classic “One-Two” to attack the foe.

Cut

POWER2

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.

Double Slap

POWER1

TYPE: Normal  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 1  
ADDED EFFECT: Successive Actions.

Accuracy

The user attacks its foe with two or more slaps in the face.

Defense Curl

POWER-

TYPE: Normal  
ACCURACY: Vitality + Fight + Brawl  
DAMAGE POOL: -  
ADDED EFFECT: Increase the User's Defense.

Defense

The user curls like a ball to protect against most threats.

Double Team

POWER-

TYPE: Normal  
ACCURACY: Dexterity + Fight + Evasion  
DAMAGE POOL: -  
ADDED EFFECT: Increase the User's Evasion.

Evasion

The user moves rapidly around the foe, creating illusory copies of itself.

Disable

POWER-

TYPE: Normal  
ACCURACY: Special + Fight + Channel  
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-Edge

POWER5

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.

Dizzy Punch

POWER3

TYPE: Normal  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 3  
ADDED EFFECT: Roll 2 Chance Dice to Confuse the foe. Fist Based.

Confuse

A swift punch to the jaw that spins the target and may leave it quite dizzy and disoriented.

Echoed Voice

POWER2\*

TYPE: Normal  
ACCURACY: Dexterity + Fight + Channel  
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.



## Egg Bomb

POWER  
4



TYPE: Normal  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Strength + 4  
ADDED EFFECT: Ranged.



The user throws a big egg with great force against its foe.

## Explosion

POWER  
10



TYPE: Normal  
ACCURACY: Dexterity + Fight + Channel  
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.

## 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.



The user claps and cheers at the target to encourage it to repeat what it just did.

## Extreme Speed

POWER  
3



TYPE: Normal  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 3  
ADDED EFFECT: Priority. Triple the Pokémon movement speed.



The user charges at a blinding speed against the target.

## 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.

## 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.

## 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.



The user gets prepared to receive a fatal blow. It resists the pain despite being seriously hurt.

## 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.



While still preparing for battle, the user will suddenly attack the foe.

## 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.

## 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.



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.

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.

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.

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.

Flash

POWER  
—

TYPE: Normal

ACCURACY: Special + Fight + Channel

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.

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.

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.

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.

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.

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.

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.

Growl

POWER  
-

TYPE: Normal  
ACCURACY: Tough/Cute + Contest + Perform  
DAMAGE POOL: -  
ADDED EFFECT: Reduce the foe's Strength. Sound Based.

Strength

↓ 1

All

Either by a menacing attitude or cute demeanor, the foe will be unsure about attacking the user with full force.

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.

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.

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.

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.

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.

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.

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 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 Voice

POWER  
3





TYPE: Normal

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Special + 3


ADDED EFFECT: Target All Foes in Range. Sound Based.

The user emits a horrible echoing sound that could burst the ears.

Horn Drill

POWER  
\*





TYPE: Normal

ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: -

ADDED EFFECT: The target is dealt damage equal to its remaining HP.


  

Accuracy  


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.

Laser Focus

POWER  
-




TYPE: Normal

ACCURACY: Insight + Survival + Alert

DAMAGE POOL: -


ADDED EFFECT: The next time the user lands a hit, it will be treated as if it were a Critical Hit.



Through its incredible awareness the Pokémon finds a straight path into a weak point of the foe. The attack that follows is usually devastating.

Howl

POWER  
-





TYPE: Normal

ACCURACY: Cool + Contest + Intimidate

DAMAGE POOL: -

ADDED EFFECT: Increase the User's Strength.


  

Strength  


The Pokémon let's out an impressive howl, making it appear a lot more menacing.

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.

Hyper Beam

POWER  
6







TYPE: Normal

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Special + 6

ADDED EFFECT: Must Recharge. Lethal.


  

Accuracy  


The Pokémon casts an incredible beam that leaves a giant trail of destruction behind. The user is left exhausted.

Leer

POWER  
-





TYPE: Normal

ACCURACY: Tough + Contest + Intimidate

DAMAGE POOL: -

ADDED EFFECT: All Foes in Range. Reduce the Defense of those affected.


  

Defense  


A vicious glare that will make any opponent doubt its own strength in battle.

Hyper Fang

POWER  
3





TYPE: Normal

ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength + 3

ADDED EFFECT: Roll 1 Chance Dice to Flinch.


  

Flinch  


The Pokémon bites hardy into the foe with its powerful fangs.

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.





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


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.




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 + Channel  
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


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.


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.

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.


Mega Kick

POWER  
5



TYPE: Normal  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 5  
ADDED EFFECT: -




Accuracy


The Pokémon throws a mega powered kick to the foe's face.

Mind Reader

POWER  
-



TYPE: Normal  
ACCURACY: Insight + Fight + Channel  
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.



Minimize

POWER




TYPE: Normal


ACCURACY: Special + Fight + Channel

DAMAGE POOL: -

ADDED EFFECT: Increase the User's Evasion.




Evasion



The Pokémon compacts its body, appearing smaller than its normal size.

Noble Roar

POWER




TYPE: Normal

ACCURACY: Tough + Contest + Intimidate

DAMAGE POOL: -

ADDED EFFECT: Reduce the foe's Strength and Special.



Strength




Special



The Pokémon makes a roar that commands respect and authority over anyone listening.

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.

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.

Multi-Attack

POWER




TYPE: Normal

ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength


ADDED EFFECT: This Move's type will always match the User's first Type.



A weird-looking Pokémon charged against its foes, the same attack released different kinds of energy depending on the disk it was holding.

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




TYPE: Normal

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Strength + 3


ADDED EFFECT: User loses its held berry. Ranged. See Natural Gift on p.368 for more info.



The user throws its berry at the foe, the results can be quite surprising.

Pay Day

POWER




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 possession 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.

Nature Power

POWER




TYPE: Normal

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Special + 3


ADDED EFFECT: The type of this move is determined by the environment. See Nature Power P. 368 for more info.



The Pokémons makes use of the terrain and asks the nature for aid in 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.



Play Nice

POWER  
-



TYPE: Normal  
ACCURACY: Cute + Contest + Allute  
DAMAGE POOL: -  
ADDED EFFECT: Reduce the foe's Strength.



The user starts playing with the foe in a friendly way. This makes the foe reconsider its aggressive demeanor.

Quick Attack

POWER  
2



TYPE: Normal  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 2  
ADDED EFFECT : Priority. Double the Pokémon's movement speed.



An attack as fast as lightning.

Pound

POWER  
2



TYPE: Normal  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 2  
ADDED EFFECT : -



A decent hit to smash the foes.

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.



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.

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.



The user approaches its foe and gives it a lovely present that may be nice or may be a prank.

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.

Protect

POWER  
-



TYPE: Normal  
ACCURACY: Dexterity + Fight + Channel  
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.



The user creates an energy shield to deflect a blow. Some Pokémon may even perform an amazing parry to block the incoming attack.

Razor Wind

POWER  
3



TYPE: Normal  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Special + 3  
ADDED EFFECT : High Critical. All Foes in Range. Charge.



A sharp wind current is unleashed against anyone standing against this Pokémon.

Psych Up

POWER  
-



TYPE: Normal  
ACCURACY: Insight + Fight + Channel  
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.

Recover

POWER  
-



TYPE: Normal  
ACCURACY: Special + Fight + Channel  
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.

Revelation Dance

POWER  
3




TYPE: Normal

ACCURACY: Dexterity + Contest + Perform

DAMAGE POOL: Special + 3


ADDED EFFECT: This Move's type will always match the User's first Type.



The Pokémon performs a dance, the dance's energy influences the Type of this Move.

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.

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.






Switcher Move.

A mighty roar that scares the foe.

Refresh

POWER  
—




TYPE: Normal

ACCURACY: Vitality + Fight + Channel

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.

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.








The user climbs on top of the foe. This may be confusing for some Pokémon.

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.

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.

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.

Safeguard

POWER  
—




TYPE: Normal

ACCURACY: Special + Fight + Channel

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.



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.



By making a frightening face, the Pokémon makes others think twice about coming near.

## Sharpen

POWER  
—



TYPE: Normal  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: -  
ADDED EFFECT: Increase the User's  
Strength.



The user cuts down the rough edges of its body to make it as sharp as a razor.

## 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: -  
ADDED EFFECT: Increase the User's  
Strength, Special, Dexterity. Reduce the  
User's Defense and Special Defense.



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 + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Reduce the foe's  
Defense. Sound Based.



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 + Channel  
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. 368 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.



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.






Skull Bash

POWER  
5




TYPE: Normal  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 5  
ADDED EFFECT: Increase the User's Defense. Charge.




The Pokémon withdraws to its shell then charges against the foe.

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.

Slack Off

POWER  
-




TYPE: Normal  
ACCURACY: Missing Vitality Points  
DAMAGE POOL: -  
ADDED EFFECT: Basic Heal.





The Pokémon gets lazy and loafes around instead of fighting. This makes up for a short rest.

Smokescreen

POWER  
-




TYPE: Normal  
ACCURACY: Special + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Reduce the foe's Accuracy.





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: -





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 + Channel  
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.






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: -  
DAMAGE POOL: -  
ADDED EFFECT: Basic Heal.





The user boils a freshly layed egg and restores Health with the energy stored within.

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.

Sonic Boom

POWER  
\*



TYPE: Normal  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: This moves always inflicts 1 damage.



The Pokémon attacks with a small destructive shock that can go through armor, thick hide or walls to deal some damage.



Spike Cannon

POWER1

TYPE: Normal

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Strength + 1

ADDED EFFECT: Ranged. Successive Actions.

The Pokémon shoots a wave of pointy projectiles at the foe.

Stomp

POWER2

TYPE: Normal

ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength + 2

ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.

The Pokémon steps and stomps the foe, the weight may leave the target squashed on the floor.

Spit Up

POWER4

TYPE: Normal

ACCURACY: Dexterity + Fight + Channel

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.

Strength

POWER3

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.

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...

Struggle

POWER2

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.

Spotlight

POWER-

TYPE: Normal

ACCURACY: Cool + Contest + Perform

DAMAGE POOL: -

ADDED EFFECT: Priority. Foes will target One Ally this turn.

1

Priority

The user points a focused light onto one of its allies as if it were on a stage, the ally can’t help but catching everyone’s attention into itself.

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 + Channel

DAMAGE POOL: -

ADDED EFFECT: Increase the User’s Defense and Sp. Defense.

Sp. Def

Defense

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

The Pokémon jumps at the foe to crush it with an awful bite.




Supersonic

POWER  
—




TYPE: Normal  
ACCURACY: Tough + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Confuse the foe.

Accuracy




Confuse



The Pokémon emits a series of ultrasonic waves that make the foe dizzy and disoriented.


Swords Dance

POWER  
—



TYPE: Normal  
ACCURACY: Dexterity + Contest + Perform  
DAMAGE POOL: -  
ADDED EFFECT: Increase the User's Strength.


Strength



The Pokémon makes a dance that raises its battle spirit.


Swagger

POWER  
—




TYPE: Normal  
ACCURACY: Tough + Contest + Intimidate  
DAMAGE POOL: -  
ADDED EFFECT: Increase the foe's Strength. Inflicts Confusion.

Strength




Confuse



The Pokémon enrages the foe with its arrogant demeanor, making it lose focus in battle.


Tackle

POWER  
2



TYPE: Normal  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 2  
ADDED EFFECT: -


Strength



A basic attack that consist on charging at an enemy.


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



Defense




Sp. Def



The Pokémon swallows the energy she was storing to restore some damage, it recovers its normal size afterwards.

Tail Slap

POWER  
1




TYPE: Normal  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 1  
ADDED EFFECT: Successive Actions.

Accuracy




Strength



The Pokémon slaps the foe's face with its strong tail.


Sweet Scent

POWER  
—




TYPE: Normal  
ACCURACY: Special + Survival + Nature  
DAMAGE POOL: -  
ADDED EFFECT: Reduce the foe's Evasion. Attracts wild Pokémon.

All




Evasion



The Pokémon releases an aroma that its enemies will love.

Tail Whip

POWER  
—




TYPE: Normal  
ACCURACY: Cute + Contest + Perform  
DAMAGE POOL: -  
ADDED EFFECT: Reduce the foe's Defense.

All




Defense



The Pokémon moves its tail in such a cute way that the foe will easily let its guard down.


Swift

POWER  
2




TYPE: Normal  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: Never Fail.

All




Star



The user shoots a star shaped light beam that hits the target at blinding speed.


Take Down

POWER  
3



TYPE: Normal  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 3  
ADDED EFFECT: Recoil.

Accuracy



Strength



The Pokémon recklessly grapples the foe to smash it on the ground.



Tearful Look

POWER  
-



TYPE: Normal  
ACCURACY: Cute + Contest + Allure  
DAMAGE POOL: -  
ADDED EFFECT: Reduce Foe's Strength and Special.



Strength

1


Special

1

The Pokémon's eyes start watering as if it were about to cry, it's foe is moved by the tears and loses its will to fight.


Tri Attack


POWER  
3




TYPE: Normal  
ACCURACY: Dexterity + Fight + Channel  
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 1


2



Frozen

2


Paralysis

2


The user shoots three beams. Each one is charged with a different kind of energy.

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.

Trump Card

POWER  
2\*




TYPE: Normal  
ACCURACY: Dexterity + Fight + Channel  
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.


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.


Uproar


POWER  
3



TYPE: Normal  
ACCURACY: Strength + Fight + Channel  
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.

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.

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 + Channel  
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.



Whirlwind

POWER  
—

TYPE: Normal  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Low Priority. In the wild the battle ends. In an official fight, the Pokémon switches out. If it's the last or only Pokémon the move fails.  
Switcher Move.

The Pokémon creates a powerful wind current that swirls the enemy around and sends it flying away.

Yawn

POWER  
—

TYPE: Normal  
ACCURACY: Special + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: If the target is not removed from battle by the start of its next Round, it will fall asleep.

The user lets out an infectious yawn that will make anyone drowsy enough to fall asleep pretty soon.

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.

Work Up

POWER  
—

TYPE: Normal  
ACCURACY: Strength + Survival + Athletic  
DAMAGE POOL: -  
ADDED EFFECT: Increase the User's Strength and Special.

The Pokémon exerceises with vigor to be physically and mentally prepared for battle.

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.

The Pokémon traps its foe with its body or vines, causing some damage.

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.

# 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 their attacks. These Pokémon are extremely dangerous in the wild and are the main reason why you can find Pokémon Centers in the middle of the woods or far away from the roads. They are able to repel Pokémon, poison rivers or destroy an environment in a matter of days. You may be able to defeat the Pokémon, but will you defeat the poison?

Acid

POWER  
2

TYPE: Poison  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: Target all foes in Range. Roll 1 Chance Dice to Reduce Sp. Defense to those affected.

The Pokémon showers its foes with a corrosive acid, the burning sensation may leave an opening for other attacks.

Acid Armor

POWER  
—

TYPE: Poison  
ACCURACY: Special + Survival + Nature  
DAMAGE POOL: -  
ADDED EFFECT: Increase the User's Defense.

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.



Acid Spray

POWER  
2



TYPE: Poison  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: Reduce the foe's Special.



The user spits a corrosive substance, the burning sensation doesn't allow it to focus on attacking.

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.



The Pokémon drenches poison into its pincers to slash the enemy in a brutal way.

Baneful Bunker

POWER  
-



TYPE: Poison  
ACCURACY: Vitality + Survival + Nature  
DAMAGE POOL: -  
ADDED EFFECT: Priority. Shield. If the foe attacked using a Physical Move, it is now Poisoned. Reduce 3 Dice from the Foe's Damage Pool.



The user encloses itself inside its sturdy shell, which is covered by poisonous barbs, if a barb pinches the foe's skin the wound will start to fester.

Gastro Acid

POWER  
-



TYPE: Poison  
ACCURACY: Special + Fight + Channel  
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.

Belch

POWER  
5



TYPE: Poison  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 5  
ADDED EFFECT: The user must eat something before using this Move.



The user lets out a horrible belch on the target. The air contains toxins that deal a terrible damage.

Gunk Shot

POWER  
5



TYPE: Poison  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Strength + 5  
ADDED EFFECT: Ranged. Roll 3 Chance Dice to Poison the Foe.



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.

Clear Smog

POWER  
2



TYPE: Poison  
ACCURACY: Special + Fight + Channel  
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.

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.



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.

Coil

POWER  
-



TYPE: Poison  
ACCURACY: Tough + Contest + Intimidate  
DAMAGE POOL: -  
ADDED EFFECT: Increase the User's Strength, Defense and Accuracy.



The Pokémon curls up its body. In a calm but menacing position it prepares to deliver its strike.

Poison Gas

POWER  
-



TYPE: Poison  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Target all foes in Range. Poison those affected.



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.

The Pokémon stabs its foe with a sting or tentacle drenched with venom.

Sludge

POWER  
2

TYPE: Poison  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: Roll 3 Chance Dice to Poison the Foe.

The foe is covered with a disgusting sludge, the fumes and toxins on it can make anyone feel sick.

Poison Powder

POWER  
-

TYPE: Poison  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Poison the Foe.

The user scatters a small cloud of venomous dust that immediately causes coughing and fever.

Sludge Bomb

POWER  
3

TYPE: Poison  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 3  
ADDED EFFECT: Roll 3 Chance Dice to Poison the Foe.

The user hurls a ball of toxic sludge that explodes on contact and covers the target.

Poison Sting

POWER  
1

TYPE: Poison  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Strength + 1  
ADDED EFFECT: Ranged. Roll 3 Chance Dice to Poison the Target.

The user shoots a small sting that injects venom into the foe.

Sludge Wave

POWER  
3

TYPE: Poison  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 3  
ADDED EFFECT: Area Attack. Roll 1 Chance Dice to Poison those affected.

The Pokémon creates a large wave of watery ooze that soaks everything around. The smell is really unpleasant.

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.

The tail of this Pokémon is sharp like a blade, it attacks with slashing movements and may release some poison through it.

Smog

POWER  
1

TYPE: Poison  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 1  
ADDED EFFECT: Roll 4 Chance Dice to Poison the Foe.

The target is attacked with a discharge of filthy gases.

Purify

POWER  
-

TYPE: Poison  
ACCURACY: Special + Survival + Nature  
DAMAGE POOL: -  
ADDED EFFECT: Heal a Target's Status Ailment, the user may heal 1 HP.

The Pokémon is covered by a gelatinous goo that can be used to treat several ailments, the Pokémon also uses it as a source of nourishment.

Toxic

POWER  
-

TYPE: Poison  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Badly Poison the Foe.

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 + Channel  
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.



The user lays a trap of scattered poison spikes that attach to the opponent's feet leaving them with a bad case of fever.

Toxic Thread

POWER  
-



TYPE: Poison  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Reduce Foe's Dexterity. Poison the Foe.



The user shoots a sticky thread that entangles around the foe, the thread is also laced with a potent toxin that will poison the foe on contact.

Venom Drench

POWER  
-



TYPE: Poison  
ACCURACY: Special + Fight + Channel  
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.



Foes are drenched in an odd poisonous liquid that targets their weakened immune systems.

Venoshock

POWER  
2\*



TYPE: Poison  
ACCURACY: Dexterity + Fight + Channel  
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.

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 posses a human-like intelligence. Despite that, these Pokémon are very misunderstood. They shape the world using their minds to control matter, energy and the thoughts of the living. Due to their powerful minds, they rarely obey orders from humans.

Psychic Moves gaze into the future, strike with psychic waves, confuse the foes and trick the weak of mind.

Agility

POWER  
-



TYPE: Psychic  
ACCURACY: Dexterity + Survival + Athletic  
DAMAGE POOL: -  
ADDED EFFECT: Increase the User's Dexterity.



The user relaxes and lightens its body to move faster.

Ally Switch

POWER  
-



TYPE: Psychic  
ACCURACY: Special + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: User switches back. Choose another Pokémon to take its place. It will be ready to fight on the next Round. Switcher Move.



The user teleports, switching its place with someone.

Amnesia

POWER  
-



TYPE: Psychic  
ACCURACY: Insight + Survival + Alert  
DAMAGE POOL: -  
ADDED EFFECT: Increase the User's Sp. Defense.



As a fine example of mind over matter, the user temporarily empties its mind to make it more resilient.


Poison-Type moves will have repercussions besides Poison and Badly Poison. Trainers and Pokémon getting sick because of them is pretty common.

Storyteller Note





Barrier

POWER  
—




TYPE: Psychic  
ACCURACY: Special + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Increase the User's Defense.

  
Defense  




The user casts a protective field around itself.

Extrasensory

POWER  
3




TYPE: Psychic  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 3  
ADDED EFFECT: Roll 1 Chance Dice to Flinch the foe.

  
Flinch  





The user attacks with an odd, almost invisible power.

Calm Mind

POWER  
—




TYPE: Psychic  
ACCURACY: Insight + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Increase the User's Special and Sp. Defense.

  
Sp. Def  
  
Special  



The user quietly calms its spirit to strengthen its mind and body.

Future Sight

POWER  
5




TYPE: Psychic  
ACCURACY: Dexterity + Fight + Channel  
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.

Confusion

POWER  
2




TYPE: Psychic  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: Roll 1 Chance Dice to Confuse the foe.

  
Confuse  



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.

Gravity

POWER  
—




TYPE: Psychic  
ACCURACY: Special + Fight + Channel  
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.

Cosmic Power

POWER  
—




TYPE: Psychic  
ACCURACY: Special + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Increase the User's Defense and Sp. Defense.

  
Sp. Def  
  
Defense  



The user absorbs power from space. This Pokemon glows faintly with energy afterwards.

Guard Split

POWER  
—




TYPE: Psychic  
ACCURACY: Special + Fight + Channel  
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.

Dream Eater

POWER  
4




TYPE: Psychic  
ACCURACY: Special + Fight + Channel  
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.

Guard Swap

POWER  
—



TYPE: Psychic  
ACCURACY: Special + Fight + Channel  
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 + Channel  
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.

## Heal Pulse

POWER  
—



TYPE: Psychic  
ACCURACY: Insight + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: One ally. Basic Heal.



The user emits a pulse of energy that heals the wounds of its allies.

## Healing Wish

POWER  
—



TYPE: Psychic  
ACCURACY: Special + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: The User faints. One Ally is completely healed from all damage and status ailments.



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.



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 weakness, 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.



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 + Channel  
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.

## Instruct

POWER  
—



TYPE: Psychic  
ACCURACY: Insight + Contest + Perform  
DAMAGE POOL: -  
ADDED EFFECT: Selected Target repeats their last move used this Round, taking the successes on the Accuracy Roll of "Instruct" as if they were for their move. Target must have previously used a successful move during the Round, otherwise "Instruct" will fail.



The Pokémon sends a psychic command to one of its allies or foes to enable them to repeat their last action.

## Kinesis

POWER  
—



TYPE: Psychic  
ACCURACY: Special + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Lower the foe's Accuracy.



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 + Channel  
DAMAGE POOL: -  
ADDED EFFECT: User and Allies will receive 1 less Damage from Special Attacks. Lasts 4 Rounds.




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 + Channel  
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).




The user quickly creates a barrier that reflects any minor attack, status condition, or dirty trick the foe might have wanted to use.

Power Split

POWER  
—




TYPE: Psychic  
ACCURACY: Special + Fight + Channel  
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.

Magic Room

POWER  
—




TYPE: Psychic  
ACCURACY: Special + Fight + Channel  
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.

Power Swap

POWER  
—




TYPE: Psychic  
ACCURACY: Special + Fight + Channel  
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.

Meditate

POWER  
—




TYPE: Psychic  
ACCURACY: Insight + Survival + Alert  
DAMAGE POOL: -  
ADDED EFFECT: Increase the User's Strength.




The Pokémon meditates to unleash a power that's been sleeping deep inside the user.

Power Trick

POWER  
—




TYPE: Psychic  
ACCURACY: Special + Fight + Channel  
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.

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.

Psybeam

POWER  
2




TYPE: Psychic  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: Roll 1 Chance Dice to Confuse the foe.




Attack with a beam of psychic energy that hits the mind of the target.

Mirror Coat

POWER  
\*




TYPE: Psychic  
ACCURACY: Dexterity + Fight + Channel  
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.


Psychic

POWER  
3



TYPE: Psychic  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 3  
ADDED EFFECT: Roll 1 Chance Dice to Reduce the foe's Sp. Defense.





The user's telekinetic force is enough to cause severe harm to their target. This telekinesis is not subtle.



## Psychic Fangs

POWER  
3



TYPE: Psychic  
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 it.



The Pokémon bares its fangs to bite the foe, psychic energy begins piercing before the actual fangs make contact.

## Psywave

POWER  
\*



TYPE: Psychic  
ACCURACY: Dexterity + Fight + Channel  
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.

## Psychic Terrain

POWER  
-



TYPE: Psychic  
ACCURACY: Special + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: For the next 4 Rounds, all Psychic Attacks will deal 1 Extra Dice of Damage.  
No Pokémon on the ground can use moves with increased Priority.



The arena becomes radiated by psychic waves. Everyone begins to think slowly due to the buzz in their heads, making all tasks take more time.

## Reflect

POWER  
-



TYPE: Psychic  
ACCURACY: Special + Fight + Channel  
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.

## 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.

## 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.

## Psycho Shift

POWER  
-



TYPE: Psychic  
ACCURACY: Special + Fight + Channel  
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.

## 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.

## Psyshock

POWER  
3



TYPE: Psychic  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 3  
ADDED EFFECT: Deals Physical Damage.



Materialize a psychic wave that pushes the target with real physical force.

## 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.




Speed Swap

POWER  
—




TYPE: Psychic  
ACCURACY: Special + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Switch your Dexterity with your Foe.




The Pokémon employs its psychic power to make the opponent perceive events as if they were happening faster or slower according to the user's own speed.

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 + Channel  
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 + Channel  
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.

Synchronoise

POWER  
5




TYPE: Psychic  
ACCURACY: Dexterity + Fight + Channel  
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.

Wonder Room

POWER  
—




TYPE: Psychic  
ACCURACY: Special + Fight + Channel  
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.

Telekinesis

POWER  
—




TYPE: Psychic  
ACCURACY: Dexterity + Fight + Channel  
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.

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.

Teleport

POWER  
—



TYPE: Psychic  
ACCURACY: Special + Fight + Channel  
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.



# 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.

Rock Moves are slow but extremely powerful, able to crush any foe beneath a pile of rubble. Ranged physical attacks are their specialty.

If you are bold enough to confront a Rock, you may be running full speed to crash into a wall.

Accelerock

POWER 2

TYPE: Rock  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 2  
ADDED EFFECT: Priority.

Priority  
↑ 1

The Pokémon dashes at great speed using the rocks on its body to strike its foe upon impact.

Ancient Power

POWER 2

TYPE: Rock  
ACCURACY: Dexterity + Fight + Channel  
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 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.

Accuracy  
↓ 2

The user charges head first to attack the foe, the strike is devastating for both.

Power Gem

POWER 3

TYPE: Rock  
ACCURACY: Dexterity + Fight + Channel  
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 + Channel  
DAMAGE POOL: Strength + 1  
ADDED EFFECT : Ranged. Succesive Actions.

Accuracy  
↓ 1

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 + Channel  
DAMAGE POOL: -  
ADDED EFFECT : Increase User's Dexterity.

Dexterity  
↑ 2

The user polishes the rough ends of its rock body for easier and faster movement.

Rock Slide

POWER 3

TYPE: Rock  
ACCURACY: Dexterity + Fight + Channel  
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 + Channel  
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 + Channel


DAMAGE POOL: Strength + 2

ADDED EFFECT : Ranged. Reduce Foe's Dexterity.

Accuracy




Dexterity



The Pokémon covers the foe in gravel and rocks, leaving it unable to move freely.

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.

Rock Wrecker

POWER  
6



TYPE: Rock

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Strength + 6

ADDED EFFECT : Ranged. Must Recharge. Lethal.

Accuracy









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.

Stone Edge

POWER  
4



TYPE: Rock

ACCURACY: Dexterity + Fight + Canalize

DAMAGE POOL: Strength + 4

ADDED EFFECT : Ranged. High Critical. Lethal.

Accuracy










The user hurls sharp stones at the foe. The speed and weight of the stones deals a severe amount of damage.

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







The user curls up into a ball and starts rolling towards its foe, trampling everything in its way.

Wide Guard

POWER  
-



TYPE: Rock

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: -

ADDED EFFECT : Priority. Shield. User and Allies. Reduce 3 Dice from the foe's Damage Pool.







The Pokémon uses its whole body to provide coverage and protection to its allies against an incoming attack.

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 + Channel

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.

# 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 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. Steel Moves include brutal attacks that Increase the Pokémon's power or lower the foe's attributes. A prolonged battle will always benefit these creatures. As the fight goes on, the enemy will grow weaker while the Steel grows sharper.



## Anchor Shot

POWER  
3



TYPE: Steel  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Strength + 3  
ADDED EFFECT: Ranged. Blocks.



The Pokémon hurls an anchor towards its foe and entangles it with seaweed, the anchor drags the foe down so it cannot escape.

## Autotomize

POWER  
-



TYPE: Steel  
ACCURACY: Dexterity + Survival + Athletic  
DAMAGE POOL: -  
ADDED EFFECT: Increase the User's Dexterity. User's weight is halved for the rest of the Scene.



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.



The user launches itself against the foe to strike it with an iron fist.

## Flash Cannon

POWER  
3



TYPE: Steel  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 3  
ADDED EFFECT: Roll 1 Chance Dice to Reduce the foe's Sp. Defense.



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.



The user traps the foe between its gears and crushes it with two painful grinds.

## Gear Up

POWER  
-



TYPE: Steel  
ACCURACY: Special + Fight + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Increase the Strength and Special of one Steel-Type or Electric-Type Ally.



The user engages its gears on an ally to leave the ally's body working like a well-oiled machine.

## 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 surpasses 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 + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Increase the User's Defense.



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.



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

Defense  
↓ 1

The user hits the foe with its hardened tail. The target is left vulnerable against subsequent attacks.

Metal Sound

POWER  
-

TYPE: Steel

ACCURACY: Smart + Fight + Channel

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.

King's Shield

POWER  
-

TYPE: Steel

ACCURACY: Dexterity + Fight + Channel

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 life force.

Meteor Mash

POWER  
3

TYPE: Steel

ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength + 3

ADDED EFFECT: Fist Based. Roll 2 Chance Dice to Increase the User's Strength.

Strength  
↑ 1

The user charges with a strong fist and strikes like a meteor.

Magnet Bomb

POWER  
2

TYPE: Steel

ACCURACY: Dexterity + Fight + Channel

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.

Mirror Shot

POWER  
2

TYPE: Steel

ACCURACY: Dexterity + Fight + Channel

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"

Metal Burst

POWER  
\*

TYPE: Steel

ACCURACY: Special + Fight + Channel

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.

Shift Gear

POWER  
-

TYPE: Steel

ACCURACY: Dexterity + Fight + Channel

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.

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

Strength  
↑ 1

The Pokémon attacks using its sharp claws, the friction may leave them even sharper.

Smart Strike

POWER  
3

TYPE: Steel

ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength + 3

ADDED EFFECT: Lethal. Never Fail.

The user stabs the foe using one of its sharp horns with astounding precision, the resulting wound will be very deep and must be treated immediately.



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

Defense  
↑ 1

The Pokémon uses its sharp feathers as if they were razors.

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.

# 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. 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. Some of these Pokémon can't live on land because they can't breath outside a pool of water. Whatever time they get in the fight, 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.

Bubble Beam

POWER  
3

TYPE: Water

ACCURACY: Dexterity + Fight + Channel

DAMAGE POOL: Special + 3

ADDED EFFECT: Roll 1 Chance Dice to Reduce the foe's Dexterity.

Dexterity  
↓ 1

A long stream of bubbles hits the foe, the bubble foam may prevent the target from moving freely.

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.

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.

Muddy Water

POWER 3

TYPE: Water

ACCURACY: Special + Fight + Channel

DAMAGE POOL: Special + 3

ADDED EFFECT: All Foes in Range. Roll 3 Chance Dice to Reduce the Accuracy of those affected.

Accuracy

2

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.

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.

Octazooka

POWER 2

TYPE: Water

ACCURACY: Dexterity + Fight + Channel

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.

Hydro Cannon

POWER 6

TYPE: Water

ACCURACY: Dexterity + Fight + Channel

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.

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.

Hydro Pump

POWER 5

TYPE: Water

ACCURACY: Special + Fight + Channel

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.

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.

Liquidation

POWER 3

TYPE: Water

ACCURACY: Dexterity + Fight + Brawl

DAMAGE POOL: Strength + 3

ADDED EFFECT: Lethal. Roll 2 Chance Dice to Reduce the Foe's Defense.

2

Defense

1

The Pokémon gets close to its foe then srrikes while bursting a full-force blast of pressurized water, the water may cut or dent through the foe's armor.

Scald

POWER 3

TYPE: Water

ACCURACY: Dexterity + Fight + Channel

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 + Channel  
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.

Water Pulse

POWER  
2




TYPE: Water  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: Lethal. Roll 3 Chance Dice to Confuse the Foe.


The Pokemon attacks with a pulsing blast of water, this leaves the foe feeling dizzy.

Sparkling Aria

POWER  
3




TYPE: Water  
ACCURACY: Dexterity + Contest + Perform  
DAMAGE POOL: Special + 3  
ADDED EFFECT: Area Attack. If an affected Pokémon had any of the Burn Status Conditions, heal it instead of dealing damage.






The Pokémon sings a beautiful melody, the song comes out as a sparkling fountain, bursting upon impact and quenching any fire on its path.

Water Shuriken

POWER  
1




TYPE: Water  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Strength + 1  
ADDED EFFECT: Ranged. Priority. Successive Actions.


The Pokémon quickly throws sharp jets of water in the shape of a shuriken.

Surf

POWER  
3



TYPE: Water  
ACCURACY: Dexterity + Fight + Channel  
DAMAGE POOL: Special + 3  
ADDED EFFECT: Area Attack.



A giant wave of water sweeps the area while the user swims on top of it.

Water Sport

POWER  
-




TYPE: Water  
ACCURACY: Special + Fight + Channel  
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 Gun

POWER  
2




TYPE: Water  
ACCURACY: Special + Fight + Channel  
DAMAGE POOL: Special +2  
ADDED EFFECT: -




The user learns to shoot water with enough force to hurt the foe.

Water Spout

POWER  
6\*




TYPE: Water  
ACCURACY: Special + Fight + Channel  
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.






The Pokémon builds up an amazing pressure and releases a huge columnar vortex of water that could even reach the clouds.

Water Pledge

POWER  
2




TYPE: Water  
ACCURACY: Special + Fight + Channel  
DAMAGE POOL: Special + 2  
ADDED EFFECT: Create a rainbow that adds 2 Dice to all Chance Dice rolls. This effect lasts 4 rounds.



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.

Waterfall

POWER  
3



TYPE: Water  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 3  
ADDED EFFECT: Roll 3 Chance Dice to Flinch the foe.


  


The Pokémon may swim with such strength that it may even swim upwards in a waterfall.




Whirlpool


POWER  
2



TYPE: Water  
ACCURACY: Dexterity + Fight + Channel  
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 + Channel  
DAMAGE POOL: -  
ADDED EFFECT: Increase User's Defense.




Defense  
↑ 1


The user hides inside its hard shell to protect itself from incoming attacks.

Ambush

POWER  
-




TYPE: None  
ACCURACY: Dexterity + Survival + Stealth  
DAMAGE POOL: None  
ADDITIONAL INFO: The user rolls against an unsuspecting foe's Insight + Survival + Alert. If the user wins the roll it gets a free action against it.




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.

1



Stabilize an Ally

POWER  
-



TYPE: None  
ACCURACY: Dexterity + Knowledge + Medicine  
DAMAGE POOL: None  
ADDITIONAL INFO: The User applies CPR and/or first aid to an unconscious Ally. It won't receive Lethal Damage each hour anymore.

Accuracy  
↓ 3

1



## Battle Manuevers

Not every attack is a Move. Sometimes Pokémon will fight with simple Battle Manuevers, and so will humans.

They are considered typeless, so anyone can perform any of these basic maneuvers.

You can find other kinds of Maneuvers on our different supplements.

Strike

POWER  
1



TYPE: None  
ACCURACY: Dexterity + Fight + Brawl  
DAMAGE POOL: Strength + 1



Knockdown

POWER  
□



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.





## Technical Machines (Optional)

If you're lucky you can find/buy discs containing guides to teach any Move to a Pokémon called Technical Machines or TM's for short.

Whoever wrote these guides is an incredible Pokémon expert that will give you great tips to get almost any move you want on your Pokémon, it's not for cheap, though, TM's prices range from \$1000 to \$5000.

Which Move is contained inside the disc and which Pokémon may learn from it is up to the Storyteller. Learning a Move by TM has a cost of 15 Experience Points.

## 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 it's 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.

367



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 getting hit.

I ordered my Pokémon to attack but the foe used a priority Move to attack me first, can I change the order into an Evasion?

Yes. As long as your Pokémon wasn't able to resolve its original action, you may order it to evade or even use another Priority Move.

Can Fire Pledge, Grass Pledge, Water Pledge, be evaded?

Those Moves target everyone, including Allies and the field. The damage portion of the Move can be evaded, but the Added Effects will always affect everyone in the field.

Is it possible to extend the duration of effects such as Rain Dance or Lucky Chant?

Yes, at Storyteller's discretion. If the User spends a point of Will and certain amount of time performing the Move (with a duration), it may extend the duration for double the time spent or even a day. The effects, however, will stay rooted in that same place. It won't rain wherever you go, just in the place you performed the Move.

Can I stack Attribute Increases on my Pokémon?

Moves that increase the same Attribute won't stack, but take the higher increase into account instead. They don't stack with Items either, only with Abilities.

Can Protect/Detect/Wide Guard and the like stack with each other?

No.

Can my Pokémon Forget a Move?

Yes they can, you'll get the experience cost back, but you can only use that expericne to buy another move. If you buy a cheaper move, the remaining experience disappears.

What's the meaning of "Out of Range"?

Some moves like Fly or Dig take the Pokémon out of range of the fight. When a Pokémon is out of range, it is unaffected by attacks and Moves of any kind. As always, there may be exceptions depending on the situation.

If my Pokémon moves away during its turn, is it still in range of the foe?

Yes. Fight's are not static, people and Pokémon don't stay rooted the whole scene exchanging blows until someone falls unconscious. Pokémon Battles are dynamic, everyone is constantly moving even if they're not explicitly saying so. If you decide to run away, the Battle may end.

Fling/Natural Gift

This Move's Type and Power can vary wildly.

Power

Foul Berries aren't very strong, but delicious Berries are quite powerful. Power ranges 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 engulf the foe, reducing 1 point to the Strength of the target as it tries to fight underwater.



## 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 Sky Drop 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.

### Environment Challenges (Optional)

This is a game oriented to drama and adventure, if you wish to add more challenge to your Pokémon Battles, we previously suggested you use a live environment as part of the fight.  
Here are some examples you can apply into your battles to spice them up:

● **Falling/Situational Damage**  
If a fall or situation would end up hurting a Character, roll from 1 to 10 dice of damage, minus the Character's Vitality. If a Character falls from a height that would result in someone normally dying, use common sense. Flying/Levitating Pokémon don't receive falling damage.

● **Underwater Fighting**  
If the body of a Pokémon is not built to live or fight underwater, they might get in huge trouble suffering the following handicaps:  
-Physical Attacks inflict 2 less dice of damage.  
-Physical actions get a -2 Penalization on Accuracy.  
-Ranged Physical attacks have their range greatly reduced.  
Also  
-Fire Type Moves do not work.  
-Ground Type Moves might not work.  
-Abilities like Swift Swim, Hydration, Rain Dish etc. are triggered just as if the Pokémon were under Rain Weather, including all other benefits from Rain.  
Use common sense when determining if something would work or not underwater.

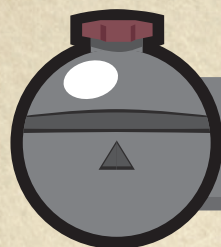


These kinds of challenges are good to give variety and for promoting creative thinking during battle from your players. Have fun creating your own.









# 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.

## Hidden Abilities

Some of these Abilities are not assigned to any Pokémon. These powerful Abilities are to be used as plot devices for Special Pokémon, Elite Four or Champions 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.



When using an Attack of the same Type.

## 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 Flying moves.



Become

Flying



## 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.



When this Pokémon Faints due to:



## Analytic

The Pokémon will never charge recklessly, 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.

When this Pokémon has lower initiative than its foe:



## 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.



After receiving a Critical Hit.



### 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.



Alerts of:  
Super Effective Moves

### 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 becomes 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, Attract, Disable, Encore, and Heal Block.



Immunity to:  
- Taunt  
- Torment  
- Encore  
- Disable  
- Heal Block  
- Attract

### Battery

This Pokémon's presence creates an electric field that charges up electronics and even makes others feel energized.

Increase 1 point to the Special of all Ally Pokémon in Range.  
Ally Pokémon get 1 Bonus Dice to all their Special Move's Damage Pool.



On:



### 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.



For Critical Hit

### Berserk

This Pokémon is usually calm in demeanor, but when it or someone it cares for is hurt, the adrenaline rush will transform it into an enraged beast.

When this Pokémon's HP is half or less, Increase its Special Attribute by 1.



1/2 HP

### Big Pecks

This tenacious 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)



 gets  on 


Equal to Pain Penalization.


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)



After using its Held Berry to cure a Status condition

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.



Immune to:



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.



Equal to attack it was hit with.



## Comatose

For some reason this Pokémon is always asleep and can't wake up. Still, it is able to understand commands and move just as if it were sleepwalking.

The Pokémon permanently has the “Sleep” Status Condition but it is immune to its effects. This Pokémon can't be inflicted other Status Condition. Moves and Abilities affecting Asleep Pokémon still affect it.



## Competitive

This Pokémon's determination grows in the face of adversity. It is always trying to compete with those around it.

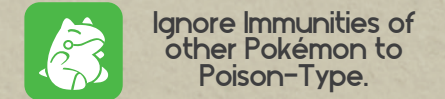
The first time this Pokémon gets an Attribute reduced by a foe during a battle, Increase 2 Points to its Special.



## Corrosion

This Pokémon's venom can eat through metal, wood, and most inorganic and organic materials. Be careful not to touch it!

Ignore any immunity the foe has to Poison-Type Damage and/or to be inflicted Poison and Badly Poisoned Status Ailments.



## Compound Eyes

This Pokémon has a peripheral vision that allows it to locate its targets with great precision.

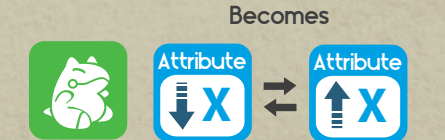
This Pokémon gets 2 Bonus Dice on the Accuracy Pool of any move with Reduced Accuracy.



## Contrary

Most of the time this Pokémon will want to do the opposite of what you want. Sometimes it even contradicts itself.

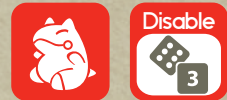
If anything would Decrease an Attribute of this Pokémon, Increase it instead. If anything would Increase an Attribute of this Pokémon, Decrease it instead.



## Cursed Body

This Pokémon carries a curse within itself. Harming this Pokémon is not a good idea.

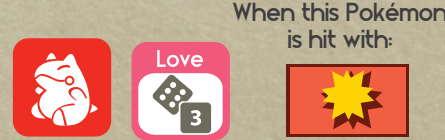
Whenever this Pokémon is dealt damage with a move, Roll 3 Chance Dice to Disable that move. More than one move may be disabled this way.



## 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.





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 or Self-Destruct in an area around this Pokémon.



No Pokémon can use the moves:  
– Self Destruct  
– Explosion

Dancer

When someone begins to dance, this Pokémon dances too. It expresses its feelings and communicates through little jigs.

Whenever a Pokémon uses a Move with the word “Dance” (i.e. Dragon Dance, Petal Dance etc.) This Pokémon can use the same Move immediately after, if it still has actions available.



Is able to use any Moves with the word “Dance” Previously performed.

Dazzling

Its beautiful scales reflect light in a mirror-like manner, no one can help but to stop on their tracks when they glance at this Pokémon.

Foes cannot use Priority Moves against 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 its attributes unchanged.



When its HP is at half or lower it may get:

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.



When it gets:

Disguise

This Pokémon hides by disguising as another Pokémon. If it receives damage, the disguise will break, making it appear as if it received a fatal injury.

The first time this Pokémon would receive damage during a battle, reduce that damage to zero.  
Entry Hazards, Weather Conditions and Status Ailments do not trigger this Ability.



Deals



To



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.



or





### 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.

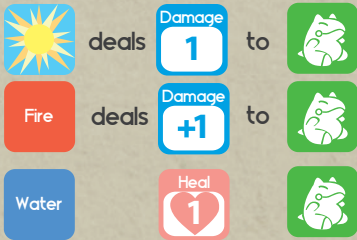
When this Pokémon comes out, it automatically starts the effects of Sunny Weather. The effects end when the Pokémon leaves the battle. (In case of stalemate the Pokémon with higher Special will keep the dominant weather)



### Dry Skin

The skin of this Pokémon 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.

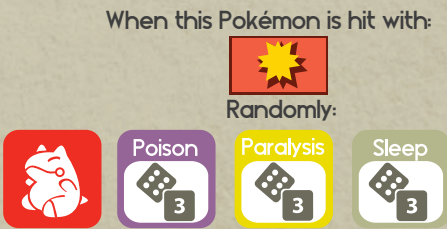
The time this Pokémon would be asleep is reduced by half, it will only need to score 2 successes on its Insight roll to wake up in battle. This effect does not apply for the move “Rest”



### 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, Paralyze or Sleep the foe at random.



### Emergency Exit

The Pokémon makes tactical escapes when the situation escalates out of control. You may force him to fight despite this but he won't like it.

Whenever this Pokémon reaches half of its total HP, it will switch out to its pokéball, sending an Ally to take its place. If there is no Ally, the battle may end. This Ability's effect is not affected by Block.



### 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.

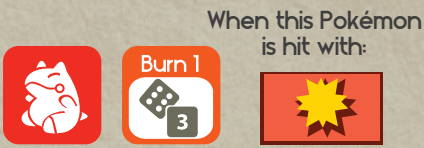




## Flame Body

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.

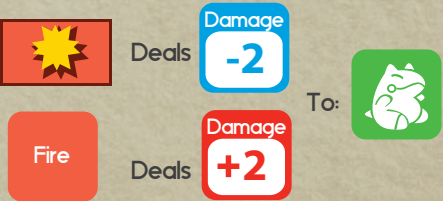
User and allies can't have their Attributes reduced.  
User and allies can't have any Status Condition inflicted on them.  
Previously inflicted Attribute reductions and/or ailments remain.



## Fluffy

This Pokémon's fur is so fluffy you could die. So soft and snuggly that it invites you to hug it. Tumble dry with no heat, do not iron.

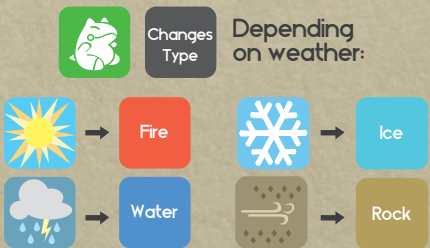
Reduce by 2 the Damage dealt to this Pokémon by All Physical Attacks.  
Incead by 2 the Damage dealt to this Pokémon by Fire-Type Attacks.



## 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.



Alerts of:  
& High Power moves

Friend Guard

The Pokémon is adorable and wakes the parental instincts 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:

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 All Physical Attacks.



When this Pokémon is hit with:

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.



to



Galvanize

The body of this Pokémon is surrounded by electrical currents, this makes it very energized in everything it does.

Normal-Type Attacks that the Pokémon uses will deal damage as if they were Electric-Type, affecting STAB, weakness and resistance. Add 1 Dice of damage to Electric moves.



Become

Electric

→



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



Gooney

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:

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 are active, Increase 2 Points to this Pokémon's Defense Attribute.



When Grassy Terrain is active.

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.



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.



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.



Deals -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.





## 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 has a permanent increase of 1 point to its Strength attribute.



## 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 its Physical Attacks.



Gets:



on



## 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 even eat 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.



Uses "Transform" automatically

Infiltrator

The Pokémon is very stealthy with its movements, it is naturally harder to detect than others.

Shield Moves, Safeguard, Substitute, Light Screen, and Reflect are ignored by this Pokémon.



Ignores:  
- Light Screen  
& - Reflect  
- Safeguard  
- Substitute

Innards Out

As it has no extremities, this Pokémon expels its own internal organs to use them as limbs or to defend itself from harm.

If an attack would faint this Pokémon, it inflicts damage on the foe equal to whatever remaining HP it had.



When this Pokémon Faints.

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 severely 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.



on:



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.

This Pokémon cannot have its Accuracy trait reduced by any means.



Klutz

This Pokémon does not understand how to use tools correctly.

Held items won't have any effect on this Pokémon.



Immune to Held Item effects.

Leaf Guard

The leaves on this Pokémon 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 is free again.

Immune to:



Ground

### 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.



Weight

### 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.

Electric

 redirected to: 

Electric

Special  
↑ 1



 immune to damage from: 

Electric

### 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.




Paralysis  
X

### 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.



Deal damage to  
foes trying to  
absorb HP

### Liquid Voice

Sound waves from its voice turn the moisture in the air into water, seemingly conjuring dew, rain and even cascades out of nothing.

All Sound-Based Moves this Pokémon uses are considered Water-Type.



Becomes: 

Water

### Long Reach

The Pokémon is able to attack the shadows of objects and foes meanwhile the real targets suffer the damage.

All Attacks made by this Pokémon are considered Ranged attacks.



All  
Moves

 Are Ranged.

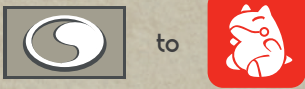


### Magic Bounce

The Pokémon will psychically call its foe to indirectly 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.

Bounce back:



### 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.



Immune to damage from:  
- Status Conditions  
- Recoil  
- Held Items  
- Weather

### Magician

This Pokémon excels 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. 79.



Steals Held Item of the foe.

### 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



Merciless

Once this Pokémon senses the weakness caused by poison or disease, it begins acting according to their brutal nature.

If the Foe is inflicted with Poison or Badly Poison, all of this Pokémon Moves are considered to be Critical Hits.



Always  
Critical Hits on:



Poisoned

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 from attacking 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.

The first time this Pokémon is hit by an Electric-type move, Increase 1 Point to its Dexterity Attribute. This Pokémon doesn't receive damage from Electric-type moves.



immune to  
damage from:



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. Up to 3 points can be increased this way.



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 1 damage dealt by the 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.



When this Pokémon hits/is hit with:

### 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 all Normal Moves.



Become

Normal



### 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 moves that affect its feelings such as Taunt, Charm, Captivate etc.



### 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.



Immune to damage from:



### 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)



gets



on



Equal to Pain Penalization.



## 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.



Roll Damage twice, choose highest roll.

## 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.



Gets you an item at the end of a Scene.

## 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. 79.



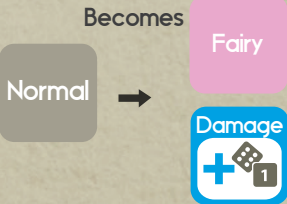
Steals Held Item after this Pokémon uses:



## 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 Fairy moves.



## 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.



If an ally has the ability: Plus

## 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.



or





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.



When this Pokémon is hit with:

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.



When this Pokémon hits with:

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.



to



Power of Alchemy

This Pokémon can absorb the essence of everything it touches, fusing with the chemical composition and even the genes of discarded trash.

For the next 24 Hours the Pokémon copies the ability of a fainted foe. Multiple Abilities may be copied this way, but only one may be active during combat. (Certain Abilities cannot be copied at Storyteller's Discretion)



to the same of:



Fainted

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.



Equal to the move its about to perform.

Pure Power

The Pokémon makes use of its Psychic powers to move objects several times bigger.

This Pokémon has a permanent increase of 1 point to its Strength attribute.





Queenly Majesty

This Pokémon's presence commands awe and respect. Others have no choice but to do as it says, whoever tries to outplay it, will feel its discontent.

Foes cannot use Priotity Moves against this Pokémon.



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. This Ability prevents the effects of the Paralyze condition.



Rain Dish

The Pokémon will store rain water for drink and 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.

Bug

Dark

Ghost



Receiver

This Pokémon is used to learning the tactic behavior of other Pokémon with which they have a bond.

If an Ally is fainted in battle, this Pokémon may copy their ability for the next 24 hours. Only one Ability may be copied this way. (Certain Abilities cannot be copied at Storyteller's Discretion)



to the same of:



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.



on



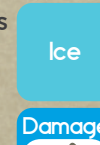
Refrigerate

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 Ice moves.



Becomes





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.



or



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.



RKS System

The Pokémon's physiology morphs according to the data disc inserted in its RKS-drive. There are 17 discs, one for each Type. (No disc is Normal Type).

Change the Pokemon's Type to match the Disc on its Held Item slot.  
(i.e. Electric Disc makes this Pokémon become an Electric Type)



To the one stated on its Held Item

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.



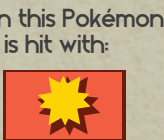
Immune to damage from:



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 using 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.



on





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 Attribute of this Pokémon. The Pokémon is immune to damage from Sandstorm Weather.



Immune to damage from:

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.



Immune to damage from:

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.



Immune to:

Schooling

When this Pokémon is threatened, it calls thousands of allies to create an incontrollable monster. The closer to the sea, the faster they arrive.




Only Wishiwashi is able to have this Ability, When this Pokémon reaches 1 HP, wait for its allies to arrive, then replace your Pokémon for Wishiwashi School-Form at full HP. Reduce its Happiness and Loyalty to zero. At the end of the battle restore Wishiwashi to its base form. (Healing/Fainting/Recalling prevents allies from arriving)

Where?	Allies arrive in...
Sea/River	- Same Round
Route/Town	- 2 Rounds
Cave/City	- 3 Rounds
Desert/Snow	- 4 Rounds
Volcano	- 5 Rounds

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.

Can hit:

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.

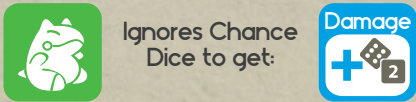
At the end of the round. If this Pokémon has a Status Condition, it rolls 3 Chance Dice to heal itself.



## Sheer Force

This Pokémon is only interested in showing off its incredible battle prowess.

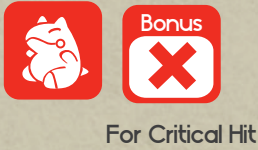
Whenever this Pokémon uses an attack with a chance dice for an additional effect, you may ignore those chance dice and add 2 Dice to its damage pool.



## Shell Armor

This Pokémon's shell protects its vulnerable spots from its opponents.

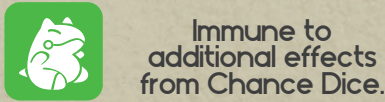
If a foe lands a Critical Hit on this Pokémon, it will not get its Extra Damage Dice for that attack.



## Shield Dust

This Pokémon constantly generates specs of dust to shield and protect itself.

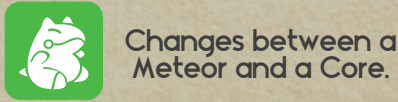
If this Pokémon is hit by an attack with chance dice for an additional effect, it won't be affected by said effects.



## Shields Down

The Pokémon's core is protected by a sturdy shield, if the shield is shattered the Pokémon starts acting crazy.

Only Minior can have this Ability. After reaching half or less of its HP in-battle, replace Minior by Minior (Core) at full HP. To restore it to its base form, the core must be set free and then recaptured after it returns a few days later.



## 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.  
If this Pokémon gets an Attribute increased, increase 1 more Point.





Skill Link

This Pokémon can proficiently chain a flurry of attacks. It also enjoys repetition and sequences.

Add 2 Dice to the Accuracy roll of Successive Actions.

When using:



Slush Rush

The Pokémon is used to run and hunt on icy terrain, moving swiftly through the snow during blizzards and ice storms.

If Hail Weather is in effect, increase 2 Points to the Dexterity Attribute of this Pokémon.



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.



For Critical Hits.

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.





Immune to damage from:



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 Round, Increase 1 Point to this Pokémon's Dexterity Attribute.



## Stakeout

The Pokémon is constantly surveilling its environment, looking out for possible prey, attacking them when they are most vulnerable.

Whenever a Pokémon switches out, this Pokémon will inflict 1 additional Damage with its first successful attack to its replacement.

Switched  
Foe



On the first  
attack it  
receives.



## 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.

## Stamina

This Pokémon cannot get tired. It regains its fortitude when it feels weak. Even when it barely eats or sleeps.

The first time this Pokémon receives Damage in combat, increase 1 point to its Defense and Special Defense.



## Stance Change

This Pokémon's can change forms and become a mighty 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 it can only use Attack moves. While in Shield Stance, it can only use Support Moves. Adjust its Attributes accordingly, Aegislash doesn't benefit from overtrained points when they exceed its current Limits.



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.



Steelworker

The Pokémon is able to slowly mold and eat through steel, giving shape and a sharper edge to whatever metal it touches.

Steel-Type Attacks used by this Pokémon get 1 extra Dice to their Damage Pool.



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.



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.



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.

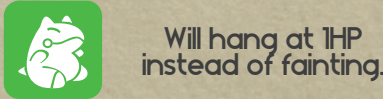
If this Pokémon uses a move with the Keywords Fang, Bite or Crunch, add 1 Dice to the Damage Pool of that Move.



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.





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:



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.



Surge Surfer

This Pokémon’s magnetic field allows it to stand and surf on top of electric currents as if it were floating.

If Electric Terrain is in effect, Increase 2 Points to this Pokémon’s Dexterity Attribute.



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)



gets



on



Equal to Pain Penalization.

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’s holding to the ally.



Gives its Held Item to an 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.



Gets the same:



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 foe’s Moves which target this Pokémon.



When this Pokémon is:



Tangling Hair

This Pokémon’s hair is thick and tough and easily tangles anyone who comes close to it. Brush it twice a day to keep it silky and shining.

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:



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.



On moves with Power 1 & 2.

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.



Immune to damage from:



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.



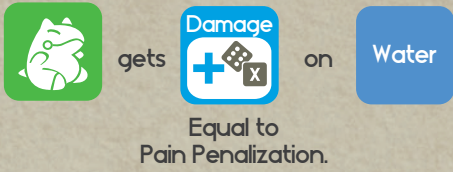
Ignores 1 Resistance of the foe.



## Torrent

This Pokémon builds up pressure to shoot water streams. When that pressure cannot be held in, it is released through uncontrollable 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.

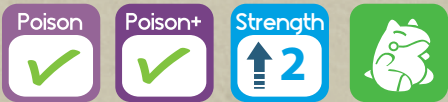
Whenever this Pokémon uses a Non-Ranged Physical Attack, Add 1 Dice to its damage pool.



## 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.



## Triage

The Pokémon feels the urgency to treat the injured; it is also very quick to stitch and make knots. A skill often used to instantly mend wounds.

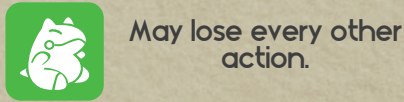
Add Priority +1 to all Support moves of this Pokémon that Heal HP or cure Status Ailments.



## Truant

This Pokémon is extremely lazy, it won't make even the tiniest effort and often loaf 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.



## 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.





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.



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.



Can't 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.



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.



Immune to:



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.



Immune to:



Water Bubble

The Pokémon is shielded by a water bubble. Strangely, the bubble has clear water inside instead of air.

Fire-Type Moves deal 1 less damage to this Pokémon.  
This Pokémon is immune to Burn 1 and Burn 2 Status.  
Add 2 Dice to the Damage Pool of this Pokémon's Water-Type Moves.



Water Compaction

The body of the Pokémon can absorb water at an astounding rate, its body hardens as it quickly dries.

The first time this Pokémon is hit by a Water-Type Move, Increase its Defense by 2 instead of receiving damage.  
Water-type moves do not deal damage to this Pokémon.



Immune to:

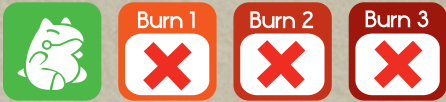




Water Veil

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.



Weak Armor

This Pokémon's protective outer layers can come off, allowing it to move freely and be more agile.

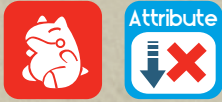
The first time this Pokémon is hit by any Physical Attack, Increase 1 Point to its Dexterity Attribute and Reduce 1 Point to its Defense.



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.



Wimp Out

The Pokémon goes into a lot of stress whenever its exoskeleton is weakened, it can escape from anything out of sheer cowardice.

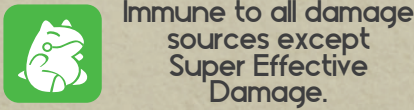
Whenever this Pokémon reaches half of its total HP, it will switch out to its pokéball, sending an Ally to take its place. If there is no Ally, the battle may end. This Ability's effect is not affected by Block.



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.



Wonder Skin

The skin of this Pokémon is covered by a thin protective veil that allows it to come unharmed from dangerous situations.

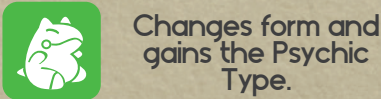
Reduce 2 Dice from the foes Chance Dice against this Pokémon. (Example: The move Ember has 1 Chance Dice to Burn the foe, against this Pokémon it has zero Chance Dice).



Zen Mode

Under extreme stress, this Pokémon will unlock its hidden psychic abilities through the power of meditation.

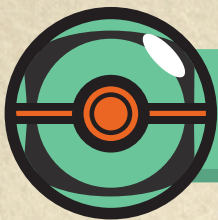
Only Darmanitan may have a Zen Mode form. When at half or less of its total HP, it changes to Zen Mode form at the start of its next turn. Switch it's Strength with its Special Attribute. Increases/reductions on them switch as well. Gain the Psychic Type. It will return to normal after recovering to full HP.











# 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 appropriate 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 its 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's up to you to decide the length of 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 Trainer's 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 existence, 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:

### Gym Leader Challenge

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 the 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.

### Annual Tournament Challenge

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.

### Victory Road Challenge

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 hazards. 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.

First you'll need a list of Pokémon that could live in the area. (i.e. If the Players are exploring a city, they could find: Rattata, Pidgey, Lillipup, Meowth, or Garbodor).

Ready the random Pokémon's Attributes, Skills, Specialties and Moves, either by taking notes or taking screenshots from their Pokédex and Movedex entry.

After that's done, create a table with six simple scenarios, one of these events will be happening as a set up for the encounter, you'll need to roll one dice to determine which one it'll be. Use your creativity for these situations, in this book we will provide some event tables for you to use in your sessions, which pokémon and how hard the encounter will be it's up to you.

To use an Event Table follow these simple 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. Role Play the Scene.

Roll for Random Encounters after minutes, hour or days, depending on how populated the area is. Highly populated places may involve battles against Multiple Pokémon at the same time instead of Singles coming often.

Storyteller Note

EVENT TABLE A

- 1

A Pokémon wants to fight!
- 2

A Pokémon is looking at you from an unreachable place. It appears to be holding an Item.
- 3

A Pokémon is doing exactly what is stated in its Pokédex entry.
- 4

The area is devastated by an aggressive Pokémon. It's Encounter Level is Deadly.
- 5

You enter the home of this territorial Pokémon. It may get a surprise round to attack you.
- 6

A member from the regional criminal organization wants to bully you. He is a strong trainer.

EVENT TABLE D

- 1

You find a grunt red-handed trying to steal a Pokémon.
- 2

A storm is coming. The shelter you find is a hideout for the local Team of criminals.
- 3

A Trainer challenges you to a fight. If you win, you get invited to join the local Team of criminals.
- 4

A Trainer is lost. He will reward you if you help him.
- 5

A Trainer wants to trade one of his Pokémon. He wants a (select one) Cute, Cool, Smart, Tough or Beautiful Pokémon in exchange.
- 6

A shady looking guy tries to sell you a "rare" Pokémon.

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 B

- 1

A Pokémon is following you stealthily with the intention of stealing your bag.
- 2

A hungry Pokémon approaches you looking for some food. It appears weaker than usual.
- 3

A Pokémon is trying to tell you something urgently. Its family or Trainer is in trouble!
- 4

You fall into the trap of a Pokémon, getting debuffed, afflicted with an ailment or attacked.
- 5

A trainer tells you a Pokémon grabbed his items. He/She will reward you if you get the stuff back.
- 6

Your find a lost and abandoned Pokémon. It looks wary.

EVENT TABLE C

- 1

A trainer claims to have supernatural powers that go according to the Pokémon.
- 2

A trapped Pokémon is crying for help.
- 3

A wild Pokémon is bullying a weak trainer.
- 4

A mean trainer is bullying a Pokémon.
- 5

A boy/girl carrying a rare Pokémon wants to fight. He/She may tell you where to find one if you win.
- 6

The Region's Champion is nearby and accepting friendly challenges.



Designing Encounters

Encounter Level: EASY

- Distribute 2 Points on Attributes.
- Distribute 2 Points on a single Skill
- Add 1 Move from its movepool plus any Move with zero experience cost you want.
- Will Score of 3

Average Level: 10

You may assign 45 Exp. Points instead

.....

Encounter Level: HARD

- Distribute 4 Points on Attributes.
- Distribute 3 Points on a single Skill
- 2 points on two Specialties.
- Add 3 Moves from its movepool plus any Move with zero experience cost you want.
- Will Score of 4 to 8
- Disobedience +1

Average Level: 25

You may assign 160 Exp. Points instead

.....

Encounter Level: DEADLY

- Distribute 6 Points on Attributes.
- Distribute 4 Points on a single Skill
- 3 points on two Specialties.
- Add 5 Moves from its movepool, including its Previous Stages, plus any Move with zero Exp. cost.
- Will Score of 9-10
- Disobedience +3

Average Level: 45

You may assign 290 Exp. Points instead

Pokémon often hunt in packs or live together in harmony with other creatures. For this reason, the amount of Pokémon in the encounter should match the number of players.  
Do not add more than two Hard/Deadly Pokémon in a single encounter, unless the Players are extremely strong.

Keep in mind that some Pokémon are great for battle, while others are useful for different situations. For this reason, try not to build all random Pokémon as battle machines, give them personality, read their entries and try to figure out if they’d survive using brute force or clever usage of their Moves. To determine their role in the wild, they are divided in three categories based on Skills.

The Predator

Pokémon whose main Skill is *Fight* and focus on High Power Moves.

The Survivor

Pokémon whose main Skill is *Survival* and focus on stealth and alertness for surprise attacks.

The Happy-go-Lucky

Pokémon whose main Skill is *Contest* and focus on debilitating foes through non-combat means.

Easy Encounter - Happy-go-Lucky

#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.



Dark Knock Off

Ghost Curse

Psychic Role Play

CONTEST ●●●●●

Hard Encounter - Survivor

#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.



Ghost Lick

Ghost Night Shade

Psychic Trick

Ghost Shadow Punch

SURVIVAL ●●●●●

ALERT ●●●●●

STEALTH ●●●●●

Deadly Encounter - Predator

#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.



Fire Overheat

Ghost Shadow Ball

Ghost Confuse Ray

Poison Acid Armor

Normal Pain Split

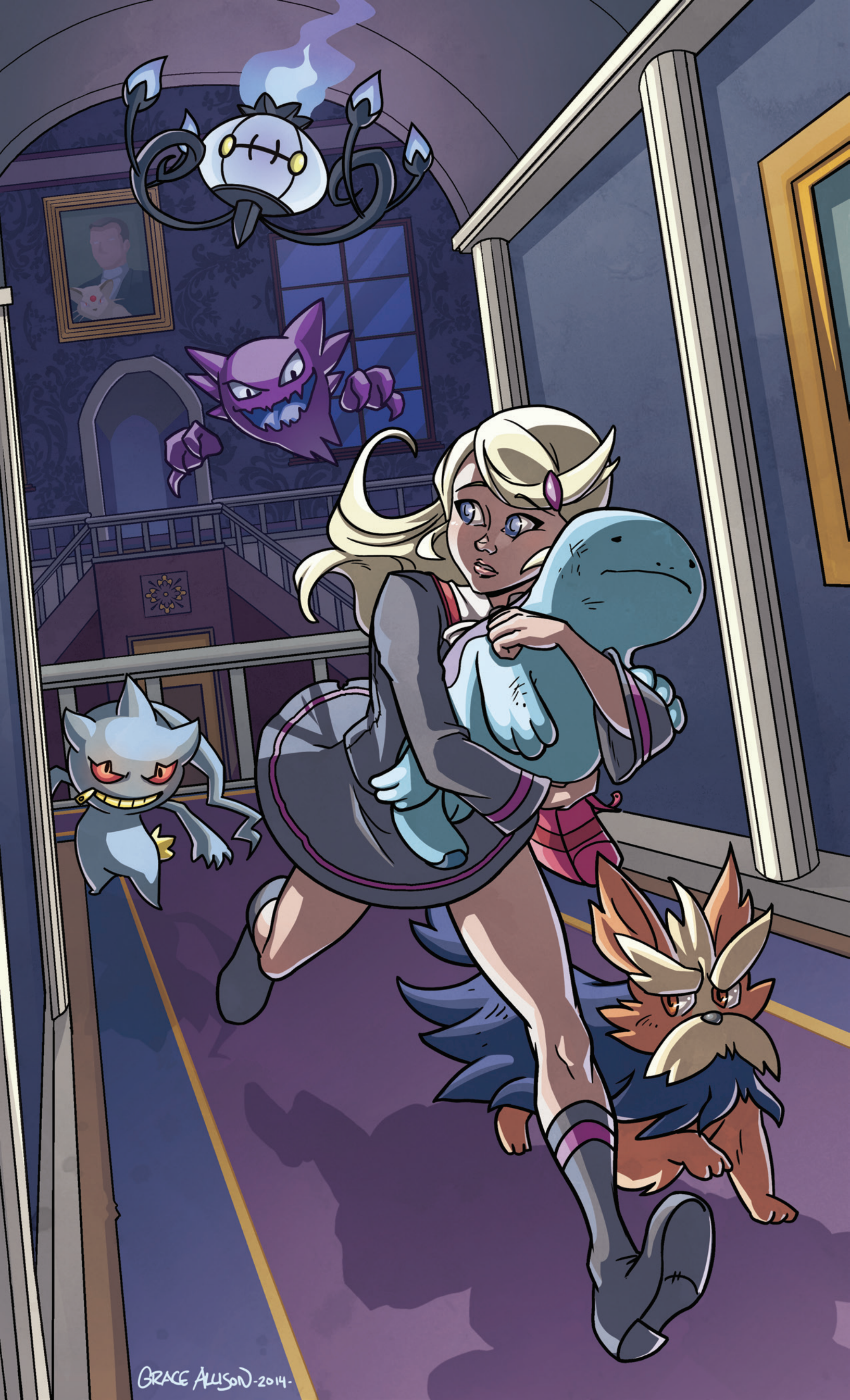
FIGHT ●●●●●

CHANNEL ●●●●●

CLASH ●●●●●

404







# 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 around 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.



Legendaries aren’t regular Pokémon and they are not human. They shouldn’t think nor 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.

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.

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.

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.

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.

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.

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 mighty 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.

Defeating the eight Gym Leaders and getting the eight badges, allows 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.

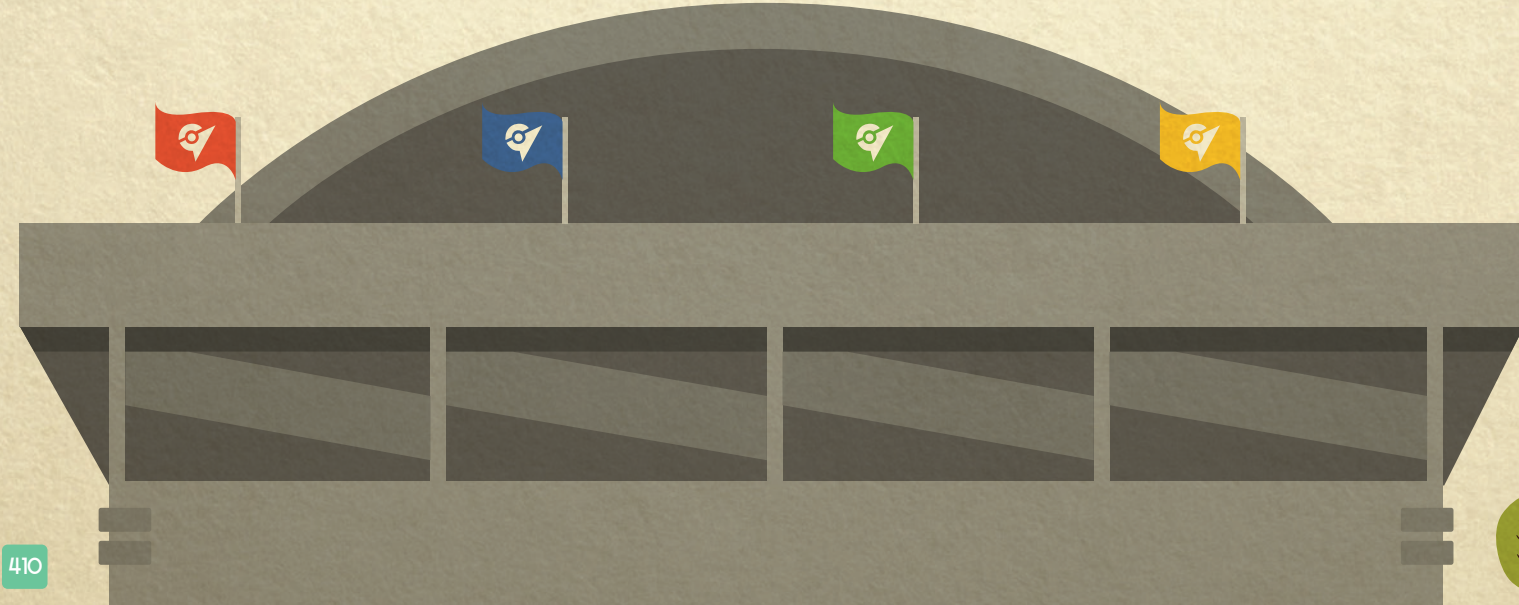
In this tournament, Pokémon Trainers battle each other using 3 Pokémon in a single battle where switching is allowed. The Battle arenas are themed, they range from a simple forest-like field to the inside of a house or a sci-fi set. This is mainly to add more challenges for the participants and to give 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 the journey for a regular person.





## 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 with.

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 lose consciousness or you win it all. The odds suggest you won’t 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.

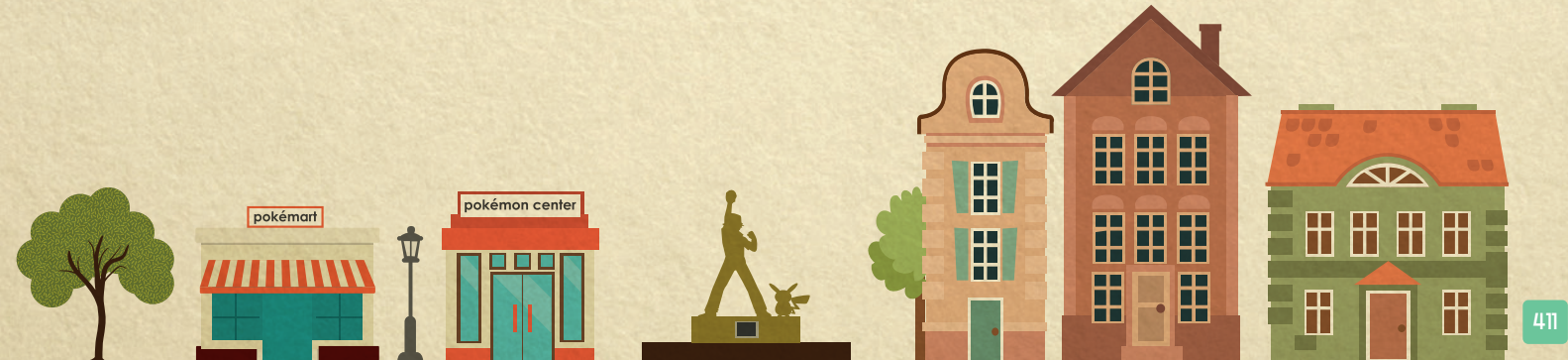
Sometimes Elites show legendary capabilities. If they do, you can’t win. They are out of your league.

These battles are not broadcasted 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.





# POKÉMON LEAGUE

You are probably wondering how this letter came to your main Pokéball. That should be the least of your worries.

I took interest in your progress through the League and your other perils. And as we stand now, you are among the few humans to carry our will. You are still young, dear trainer. Fight hard and meet my pride, she will teach you your last lesson about what it means to be a Pokémon Master. Don't hold back or you may not come out.

If you succeed, we will finally meet.



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.

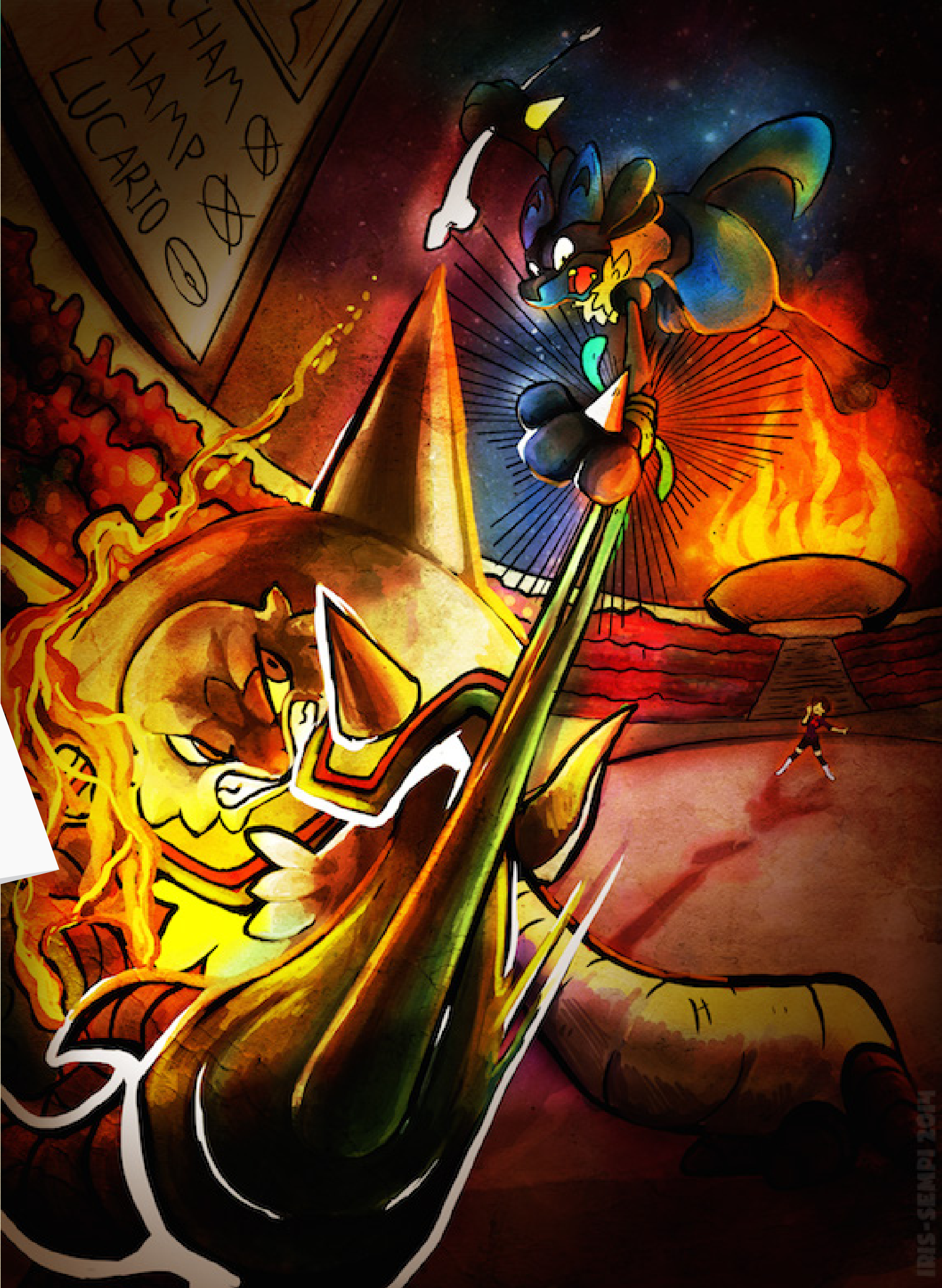
If you prevail, you will receive the Title of Champion and gain access to the Hall of Fame, where you and your Pokémon will be recorded to be remembered forever.

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](mailto:pokerole.project@gmail.com)





# Glossary

## A

**Ability:** A Pokémon trait to gain an edge on combat. p. 341

**Accuracy:** The precision of a move or attack.

**Ace Trainer:** A Trainer who has obtained at least eight gym badges.

**Action:** The process of being active. Performing in combat. p. 46 & 52

**Alert Specialty:** Skill to define the awareness to one's surroundings. p. 26

**Allure Specialty:** A Pokémon's skill to define its charm and appeal. p. 25.

**Alola:** Region from the Pokémon world. p.11

**Ally:** A person or Pokémon associated to you with a common purpose.

**Annual Tournament:** Grand event of the Pokémon League. p. 402 & 403

**Antagonist:** Adversary. An individual that opposes or competes against the players. p. 14

**Aqua, Team:** Criminal team on the Hoenn Region. p.14

**Athletic Specialty:** Skill to define one's physical fitness. p. 26

## B

**Badly Poison:** See Status Condition. p. 61

**Badge:** A token to prove the defeat of a certain Gym Leader. p. 12 & 402

**Base HP:** See Health Points. p. 27

**Basic Heal:** A healing move that will cure up to half the HP of the user. p. 56

**Battlefield:** Scenario in where the battle is taking place. p. 29 & 299

**Battle Maneuvers:** Typeless Attacks for humans and Pokémon. p. 367

**Beauty:** Social attribute to define physical appeal. p. 24

**Block:** Condition in which the subject can't escape from the battle. p. 300

**Brawl Specialty:** Trait to define one's unarmed combat skill. p. 25

**Breeding:** The act of producing and hatching a Pokémon Egg. p. 67 & 127

**Bug Type:** A Pokémon type based on insect-like creatures. p.44

**Burn:** See Status Condition. p. 60

## C

**Catch:** The act of gaining ownership of a Pokémon. p. 66

**Champion:** Highest rank the Pokémon League gives to a Trainer. p. 14 & 411

**Chance Dice:** A dice or group of dice that determine if an effect comes into play or not. p.299

**Character:** A role in the game. It may be a Trainer, a Pokémon or else. p.18

**Channel Specialty:** A Pokémon's aim.p. 25

**Character Sheet:** A paper sheet to keep record of the character traits. p. 19

**Clash Specialty:** Trait to define a Pokémon's using attacks to defend itself. p.25

**Clashing:** Using an attack to reduce Damage made by another attack. p. 53

**Charge:** A move that requires to gather energy before being unleashed. p. 300

**Chronicle:** A form of storytelling. A long story with a recurring theme. p. 34

**Cool:** Social attribute that defines one's charismatic appeal. p.24

**Complete Heal:** A healing move that will cure up to the full HP of the user. p. 56

**Confused:** See Status Condition. p. 61

**Contest:** See Pageant.

**Contest Skill:** A skill to determine one's social or performing capability. p. 26

**Cover:** A protection for the body to lower damage intake. p. 53

**Crafts Specialty:** A skill to define one's ability to create something. p. 26

**Critical Hit:** A hit so precise that will add bonus dice to the damage pool. p. 55

**Cute:** Social attribute that defines a Pokémon's adorable and harmless demeanor. p.25

## D

**Damage:** Harm on the character that reduces Health Points. p. 47

**Dark Type:** Pokémon Type based on bad emotions and filthy tactics. p. 44

**Death:** A Character's demise.

**Defense:** Resilence towards Physical Moves, is equal to the Vitality score.p. 23

**Dexterity:** Attribute to determine one's agility and coordination. p. 23

**Dice:** Six-sided game tool to perform rolls.

**Dice Pool:** Group of dice representing different attributes, skills, etc. to perform an action or deal damage.

**Disabled:** See Status Condition. p. 60

**Disobedience:** Attribute to determine a Pokémon's rebellion . p. 29

**Dragon Type:** Pokémon Type based on reptilian creatures of legend. p. 44

## E

**Effect Icon:** Symbol that illustrates the consequences of a move, ability, or item. p.299

**Electric Type:** Pokémon Type based on electricity and magnetism. p. 44

**Elite:** Second highest rank the Pokémon League gives to a Trainer. p. 14

**Elite Four:** Group of Elites that conform one of the League's Challenge. p. 411

**Empathy Specialty:** Skill that allows one to create emotional connections. p. 26

**Episode:** A form of storytelling. A short story told in a single session. p. 24 & 402

**Etiquette Specialty:** Skill to determine good manners and class. p. 26

**Evasion:** The act of dodging an incoming attack. p. 53

**Evasion Specialty:** Skill to determine one's ability to dodge away from harm. p. 25

**Evolution:** Sudden metamorphosis of a Pokémon to become stronger. p. 8 & 127

**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. 79

**Experience Points:** Score that determines learnings, practice and struggles of a Character; it is used to buy more attributes, skills, moves, etc. p.36

## F

**Failure:** A failed action.

**Fainting:** Losing consciousness. p. 49

**Fairy Type:** Pokémon Type based in pixies and playful sprites. p. 44

**Fight Skill:** Skill that determines one's ability to fend in combat. p. 25

**Fight Type:** Pokémon Type based on brawlers and martial artists. p. 44

**Fire Type:** Pokémon Type based on flames and extreme heat. p. 44

**Firearms:** Guns and other armery. p. 16

**Flare, Team:** Criminal team on the Kalos Region. p.15

**Flinched:** See Status Condition. p. 61

**Flying Type:** Pokémon Type based on wind currents and winged creatures. p. 44

**Frozen Solid:** See Status Condition. p. 60

**Foe:** An opponent in battle.

**Form Variations:** Change on a Pokémon's morphology. p. 127

## G

**Galactic, Team:** Criminal team on the Sinnoh Region. p.15

**Game Session:** Period of time in which a group of friends plays the game.

**Gary:** was here, Ash is a loser. p. 31

**Ghost Type:** Pokémon Type based in creatures of terror and fear. p. 44

**Grass Type:** Pokémon Type based on plants and nature. p. 44

**Grooming:** Cleaning and pampering of a Pokémon. p. 78

**Ground Type:** Pokémon Type based on earth movements. p. 44

**Gym:** Pokémon League's facility to train and get counseling. p. 12

**Gym Leader:** Person in charge of a Gym. p. 12

## 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. 27

**Held Item:** Object for a Pokémon to carry and possibly use in-battle. p. 79

**Hoenn:** Region on the Pokémon World. p.10

## I

**Ice Type:** Pokémon Type based on cold and freeze. p. 44

**Imagination:** Main tool of the game.

**Immunity:** A Pokémon not being affected by a certain kind of energy or attack. p. 44

**In Love:** See Status Condition. p. 60

**Initiative:** The first step of combat that determines the order of turns. p. 46

**Insight:** Attribute that determines the perception and understanding. p. 23

**Intelligence:** Social Attribute that defines the sharpness of mind. p. 24

**Intimidate Specialty:** (Not to be confused with the ability) It determines the power of manipulation based on threat. p. 26

**Items:** Variety of objects. p. 72



**J**

**Johto:** Region on the Pokémon World. p. 10

**K**

**Kalos:** Region on the Pokémon World. p. 11

**Kanto:** Region on the Pokémon World. p. 10

**Knowledge Skill:** Skill that determines the character's level of learning and/or education. p. 26

**L**

**Legendary Pokémon:** Creatures of legend with incredible powers. p. 126 & 406

**Lethal Damage:** Severe damage that puts life at risk. p. 49

**Level:** A grade to measure of power of a Pokémon. p. 70

**License:** A permit provided by the league to qualified Trainers.

**Limits:** The maximum score one can get in an Attribute. p. 70

**Lore Specialty:** Determines the level of knowledge of myths and folklore about Pokémon. p. 26

**Loyalty:** Attribute to determine a Pokémon's allegiance to its Trainer. p. 29

**Low Accuracy:** A Move trait that reduces the number of dice on its Acc. Pool. p.54

**Luck Dice:** A Dice to be rolled when the Dice Pool is reduced to zero by Pentalies or Pain Penalizations. p. 31

**M**

**Magma, Team:** Criminal team on the Hoenn Region. p.14

**Medicine:** A remedy for pain, injury or sickness. p. 73

**Medicine Specialty:** Proficiency to treat wounds and knowledge of curative substances. p. 27

**Money:** Currency to buy goods. p. 72

**Moves:** Pokémon's powers. p. 298

**Multiple Actions:** The performing of various actions in a single round. p. 51

**N**

**Narrative:** The accounting of events on the story.

**Natures:** The essence and personality of a Character. p. 40

**Nature Specialty:** Knowledge about how to use the forces of nature for your benefit. p. 26

**Normal Type:** Pokémon Type based on the common and mundane. p. 44

**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. 64

**P**

**Pageant:** A show exhibition with many participants.

**Pain Penalization:** The amount of pain the body is in. p. 49

**Paralysis:** See Status Condition. p. 60

**Party:** A group of up to six Pokémon.

**Perform Specialty:** The ability to play a convincing act. p. 26

**Penalty:** Added difficulty to perform due to the circumstances. p. 31

**Plasma, Team:** Criminal team on the Unova Region. p.15

forward.

**Player:** A person playing the Game.

**Plot:** The storyline of the game.

**Plot Device:** A point for the story to go

**Pokéball:** A small and portable storage device. Used to carry Pokémon and Items p. 65 & 77

**Pokédex:** A digital encyclopedia with basic information of Pokémon species. p. 83

**Pokémon:** A fantastic creature with the ability to use incredible powers. p. 7 & 8

**Pokémon Battle:** The main sport of this world.

**Pokémon Center:** A health care facility for humans and Pokémon. p. 12

**Pokémon League:** Organization that regulates everything related to Pokemon Training and Battles. p. 12

**Poison:** See Status Condition. p. 60

**Poison Type:** Pokémon Type based on venom and toxins. p. 44

**Priority:** The bypassing of regular initiative order. p. 57

**Psychic Type:** Pokémon Type based in the power of the mind. p. 44

**R**

**Recoil:** Damage for the user dealt by certain moves. p. 300

**Resistance:** The attack received will be Not very effective. p. 44

**Rock Type:** Pokémon Type based in ore and rubble. p. 44

**Rocket, Team:** Criminal team on the Kanto and Johto Regions. p.14

**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. 46

**S**

**Science Specialty:** Knowledge about the different branches of science. p. 27

**Shiny Pokémon:** A sparkly colored Pokémon. p. 64

**Sinnoh:** Region on the Pokémon World. p.11

**Skills:** A compendium of various applied knowledges. p. 25

**Sleep:** See Status Condition. p. 60

**Smart:** Social Attribute to determine the cognitive prowess of a Pokémon. p. 24

**Special:** Attribute that determines the size of a Pokémon's displays of power. p.23

**Special Defense:** Resilience towards Special Moves, is equal to the Vitality score. p. 23

**Specialty:** A refined skill. p. 25

**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.53

**Starter:** The first Pokémon of a Trainer.

**Status Condition:** Ailment that impairs the normal function of the body. p. 60

**Stealth Specialty:** Ability to go around unnoticed. p. 26

**Steel Type:** Pokémon Type based on iron and machinery. p. 44

**Story:** A compendium of situations the characters go through. p.33

**Storyteller:** The person directing the players through the story. p. 35

**Strength:** Determines physical prowess to lift weight and deal damage. p. 23

**Success:** An action accomplished.

**Successive Actions:** Multiple actions unleashed in a single turn. p. 58

**Survival Specialty:** Capacity to survive with a minimum of resources. p. 26

**Switching Pokemon:** The act of changing an active Pokémon in the middle of the battle. p. 48

**T**

**Target:** The objective to where a move is pointed at. p. 299

**Technical Machine:** TM. A guide to teach moves to a Pokémon. p. 367

**Throw Specialty:** A Human's aim. p. 25

**Tough:** Social Attribute to determine one's rough and brash attitude. p. 24

**Tournament:** Series of matches between competitors.

**Trading Machine:** A machine used to trade Pokémon between trainers. p.79

**Trainer:** A Person who captures and teaches Pokémon. p. 16 & 18

**Training Session:** A period in which the trainer teaches new things to his or her Pokémon. p. 68

**Turn:** The moment in which a character has its action in the round. p. 46

**U**

**Unova:** Region on the Pokémon World. p.11

**User:** He who is performing the action.

**V**

**Vitality:** Attribute that determines one's vigor, health and resilience. p. 23

**W**

**Water Type:** Pokémon Type based on the sea and water sources. p. 44

**Weapons Specialty:** A Human's ability to use weapons. p. 25

**Weather Condition:** A weather effect taking place in the battlefield. p. 59

**Weakness:** The attack received will be Super Effective. p. 44

**Will Points:** Score that measures one's inner strength. p. 27



LOCATION DATA

EVENT TABLE

23

Name

Ability

Type

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BHP:

Will:

Skills:

45

Name

Ability

Type

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BHP:

Will:

Skills:

67

Name

Ability

Type

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BHP:

Will:

Skills:

89

Name

Ability

Type

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BHP:

Will:

Skills:

1011

Name

Ability

Type

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BHP:

Will:

Skills:

12

Name

Ability

Type

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

BHP:

Will:

Skills:

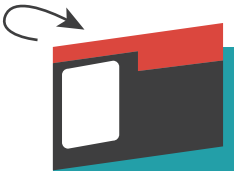


# Trainer Character Sheet Outside

Step 1. Cut one of the character sheets.



Step 2. Fold it carefully by the middle.



POKÉMON LEAGUE

Trainer's card

NAME:

NATURE:

PLAYER:

MONEY:

EXPERIENCE:

HP

WILL

HP

WILL

POKÉMON LEAGUE

Trainer's card

NAME:

NATURE:

PLAYER:

MONEY:

EXPERIENCE:

HP

WILL

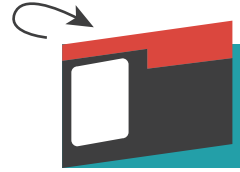
HP

WILL

OFFICIAL TRAINER BACKPACK

OFFICIAL TRAINER BACKPACK

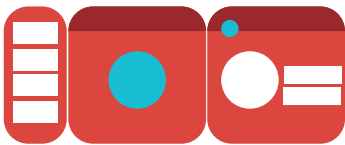


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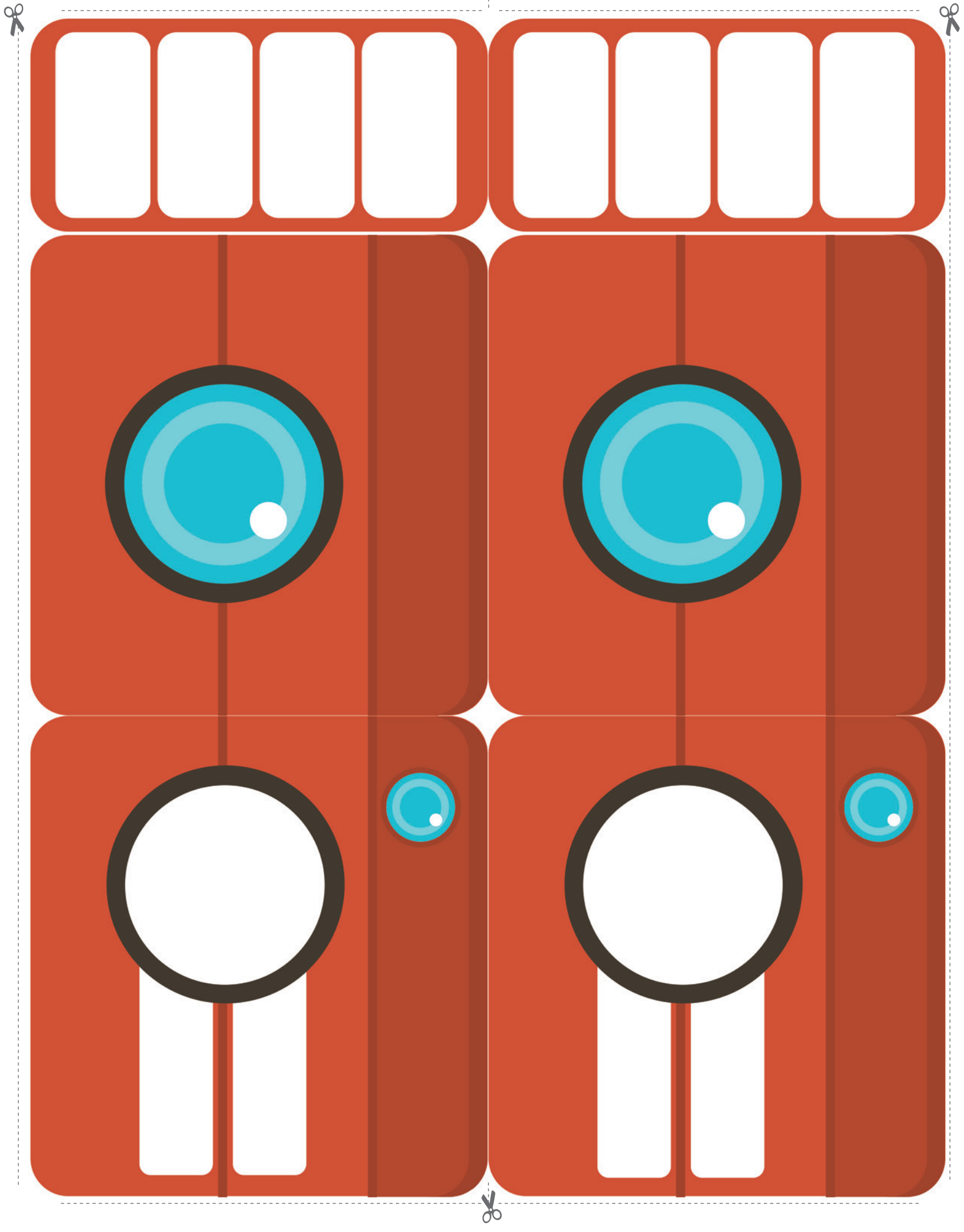
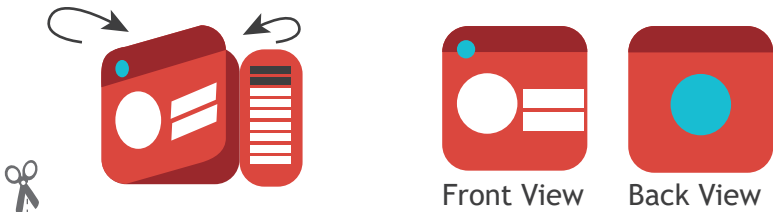


# Pokémon Character Sheet Outside

Step 1. Cut one of the character sheets.



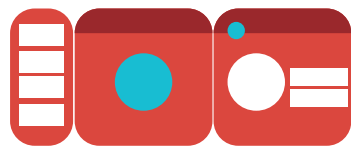
Step 2. Fold each section carefully towards the center.



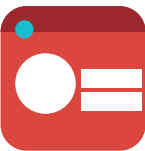
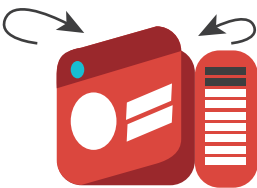


# Pokémon Character Sheet Inside

Step 1. Cut one of the character sheets.



Step 2. Fold each section carefully towards the center.



Front View

Back View

HP

WILL

ITEM:

STATUS:

INITIATIVE:

ACCURACY:

DAMAGE:

EVASION:

DEF/SP. DEF:

LEVEL:

EXP.

FIGHT

CONTEST

BRAWL

CHANNEL

CLASH

EVASION

ALERT

ATHLETIC

NATURE

STEALTH

ALLURE

ETIQUETTE

INTIMIDATE

PERFORM

SIZE:

WEIGHT:

HAPPINESS

LOYALTY

DISOBEDIENCE:

TYPE:

WEAKNESSES/RESISTANCES:

TOUGH

COOL

BEAUTY

CUTE

SMART

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT

HP

WILL

ITEM:

STATUS:

INITIATIVE:

ACCURACY:

DAMAGE:

EVASION:

DEF/SP. DEF:

LEVEL:

EXP.

FIGHT

CONTEST

BRAWL

CHANNEL

CLASH

EVASION

ALERT

ATHLETIC

NATURE

STEALTH

ALLURE

ETIQUETTE

INTIMIDATE

PERFORM

SIZE:

WEIGHT:

HAPPINESS

LOYALTY

DISOBEDIENCE:

TYPE:

WEAKNESSES/RESISTANCES:

TOUGH

COOL

BEAUTY

CUTE

SMART

STRENGTH

DEXTERITY

VITALITY

SPECIAL

INSIGHT