

# Pokémon Tabletop United

Galar PokéDex 1.05



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## GROOKEY



### Base Stats:

HP:	5
Attack:	7
Defense:	5
Special Attack:	4
Special Defense:	4
Speed:	7

### Basic Information

Type: Grass  
Basic Ability 1: Overgrow  
Basic Ability 2: Frisk  
Adv Ability 1: Drown Out  
Adv Ability 2: Celebrate  
High Ability: Grassy Surge

### Evolution:

1 - Grookey  
2 - Thwackey Minimum 15  
3 - Rillaboom Minimum 30

### Size Information

Height: 1' 0" / 0.3m (Small)  
Weight: 11 lbs / 5kg (1)

### Breeding Information

Gender Ratio: 87.5% M / 12.5% F  
Egg Group: Field / Plant  
Average Hatch Rate: 10 Days

Diet: Herbivore  
Habitat: Forest, Rainforest

### Capability List

Overland 5, Swim 3, Jump 2/2, Power 2, Naturewalk (Forest), Pack Mon, Underdog

### Skill List

Athl 3d6, Acro 3d6+3, Combat 2d6, Stealth 3d6, Percep 2d6, Focus 3d6+2

### Move List

#### Level Up Move List

1 Scratch - Normal  
1 Growl - Normal  
**6 Branch Poke - Grass**  
8 Taunt - Dark  
**12 Razor Leaf - Grass**  
17 Screech - Normal  
20 Knock Off - Dark  
24 Slam - Normal  
28 Uproar - Normal  
**32 Wood Hammer - Grass**  
36 Endeavor - Normal

#### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 11 Sunny Day, 12 Taunt, 17 Protect, 21 Frustration, **22 Solar Beam**, 27 Return, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, **53 Energy Ball**, 54 False Swipe, 56 Fling, 62 Acrobatics, 75 Swords Dance, 87 Swagger, 88 Sleep Talk, **86 Grass Knot**, 89 U-Turn, 90 Substitute, 96 Nature Power, 100 Confide

#### Egg Move List

Fake Out, Growth, Hammer Arm, Leech Seed, Strength

#### Tutor Move List

Drain Punch, Endeavor, Endure, **Giga Drain, Grass Pledge**, Knock Off, Low Kick, Mega Kick, Mega Punch, Snore, Swift, Uproar, Worry Seed

## THWACKEY



### Base Stats:

HP:	7
Attack:	9
Defense:	7
Special Attack:	6
Special Defense:	6
Speed:	8

### Basic Information

Type: Grass  
Basic Ability 1: Overgrow  
Basic Ability 2: Vital Spirit  
Adv Ability 1: Drown Out  
Adv Ability 2: Celebrate  
High Ability: Grassy Surge

### Evolution:

1 - Grookey  
2 - Thwackey Minimum 15  
3 - Rillaboom Minimum 30

### Size Information

Height: 2' 4" / 0.7m (Small)  
Weight: 30.9 lbs / 14kg (2)

### Breeding Information

Gender Ratio: 87.5% M / 12.5% F  
Egg Group: Field / Plant

Diet: Herbivore  
Habitat: Forest, Rainforest

### Capability List

Overland 7, Swim 4, Jump 3/3, Power 3, Naturewalk (Forest), Pack Mon, Underdog

### Skill List

Athl 4d6, Acro 4d6+2, Combat 3d6, Stealth 3d6+1, Percep 3d6, Focus 4d6+2

### Move List

#### Level Up Move List

Evo Double Hit - Normal

**6 Branch Poke** - Grass

8 Taunt - Dark

**12 Razor Leaf** - Grass

19 Screech - Normal

24 Knock Off - Dark

30 Slam - Normal

36 Uproar - Normal

**42 Wood Hammer** - Grass

48 Endeavor - Normal

#### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 11 Sunny Day, 12 Taunt, 17 Protect, 21 Frustration, **22 Solar Beam**, 27 Return, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, **53 Energy Ball**, 54 False Swipe, 56 Fling, 62 Acrobatics, 75 Swords Dance, 87 Swagger, 88 Sleep Talk, **86 Grass Knot**, 89 U-Turn, 90 Substitute, 96 Nature Power, 100 Confide

#### Tutor Move List

Drain Punch, Endeavor, Endure, **Giga Drain**, **Grass Pledge**, Knock Off, Low Kick, Mega Kick, Mega Punch, Snore, Swift, Uproar, Worry Seed



## RILLABOOM



### Base Stats:

HP:	10
Attack:	13
Defense:	9
Special Attack:	6
Special Defense:	7
Speed:	9

### Basic Information

Type: Grass  
Basic Ability 1: Overgrow  
Basic Ability 2: Vital Spirit  
Adv Ability 1: Drown Out  
Adv Ability 2: Abominable  
High Ability: Grassy Surge

### Evolution:

1 - Grookey  
2 - Thwackey Minimum 15  
3 - Rillaboom Minimum 30

### Size Information

Height: 6' 11" / 2.1m (Large)  
Weight: 198.4 lbs / 90kg (4)

### Breeding Information

Gender Ratio: 87.5% M / 12.5% F  
Egg Group: Field / Plant

Diet: Herbivore  
Habitat: Forest, Rainforest

### Capability List

Overland 8, Swim 5, Jump 3/3, Power 8, Naturewalk (Forest), Pack Mon

### Skill List

Athl 6d6, Acro 4d6+2, Combat 5d6, Stealth 2d6, Percep 4d6, Focus 5d6+2

### Move List

#### Level Up Move List

**Evo Drum Beating** - Grass  
**6 Branch Poke** - Grass  
8 Taunt - Dark  
**12 Razor Leaf** - Grass  
19 Screech - Normal  
24 Knock Off - Dark  
30 Slam - Normal  
38 Uproar - Normal  
**46 Wood Hammer** - Grass  
54 Endeavor - Normal  
62 Boomburst - Normal

#### TM Move List

01 Work Up, 06 Toxic, 08 Bulk Up, 10 Hidden Power, 11 Sunny Day, 12 Taunt, 15 Hyper Beam, 17 Protect, 21 Frustration, **22 Solar Beam**, 26 Earthquake, 27 Return, 31 Brick Break, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, 52 Focus Blast, **53 Energy Ball**, 54 False Swipe, 56 Fling, 59 Brutal Swing, 62 Acrobatics, 68 Giga Impact, 75 Swords Dance, 78 Bulldoze, 87 Swagger, 88 Sleep Talk, **86 Grass Knot**, 89 U-Turn, 90 Substitute, 95 Snarl, 96 Nature Power, 100 Confide

#### Tutor Move List

Body Press, **Bullet Seed**, Double Hit (N), Drain Punch, Earth Power, Endeavor, Endure, **Frenzy Plant**, **Giga Drain**, **Grass Pledge**, **Grassy Terrain (N)**, Hyper Voice, Knock Off, Low Kick, Mega Kick, Mega Punch, Noble Roar (N), Snore, Stomping Tantrum, Superpower, Swift, Uproar, Worry Seed

## SCORBUNNY



### Base Stats:

HP:	5
Attack:	7
Defense:	4
Special Attack:	4
Special Defense:	4
Speed:	7

### Basic Information

Type: Fire  
Basic Ability 1: Blaze  
Basic Ability 2: Limber  
Adv Ability 1: Sprint  
Adv Ability 2: Tangled Feet  
High Ability: Protean

### Evolution:

- 1 - Scorbunny
- 2 - Raboot Minimum 15
- 3 - Cinderace Minimum 30

### Size Information

Height: 1' 0" / 0.3m (Small)  
Weight: 9.9 lbs / 4.5kg (1)

### Breeding Information

Gender Ratio: 87.5% M / 12.5% F  
Egg Group: Field / Humanshape  
Average Hatch Rate: 10 Days

Diet: Herbivore  
Habitat: Grassland

### Capability List

Overland 5, Swim 2, Jump 2/2, Power 2, Firestarter, Naturewalk (Grassland), Underdog

### Skill List

Athl 3d6+1, Acro 3d6+1, Combat 2d6, Stealth 3d6, Percep 3d6+1, Focus 2d6

### Move List

#### Level Up Move List

- 1 Tackle - Normal
- 1 Growl - Normal
- 6 Ember - Fire**
- 8 Quick Attack - Normal
- 12 Double Kick - Fighting
- 17 Flame Charge - Fire**
- 20 Agility - Psychic
- 24 Headbutt - Normal
- 28 Counter - Fighting
- 32 Bounce - Flying
- 36 Double-Edge - Normal

#### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 11 Sunny Day, 12 Taunt, 17 Protect, 21 Frustration, 27 Return, 32 Double Team, **35 Flamethrower**, **38 Fire Blast**, 42 Facade, **43 Flame Charge**, 44 Rest, 45 Attract, 47 Low Sweep, 48 Round, **50 Overheat**, 62 Acrobatics, 87 Swagger, 88 Sleep Talk, 89 U-Turn, 90 Substitute, 100 Confide

#### Egg Move List

High Jump Kick, Sand Attack, Sucker Punch, Super Fang

#### Tutor Move List

Ally Switch, Bounce, Double-Edge, Endure, **Fire Pledge**, Gunk Shot, **Heat Wave**, Low Kick, Mega Kick, Snore, Sucker Punch, Super Fang, Swift

## RABOOT



### Base Stats:

HP:	7
Attack:	9
Defense:	6
Special Attack:	6
Special Defense:	6
Speed:	9

### Basic Information

Type: Fire  
Basic Ability 1: Blaze  
Basic Ability 2: Limber  
Adv Ability 1: Sprint  
Adv Ability 2: Tangled Feet  
High Ability: Protean

### Evolution:

1 - Scorbunny  
2 - Raboot Minimum 15  
3 - Cinderace Minimum 30

### Size Information

Height: 2' 0" / 0.6m (Small)  
Weight: 19.8 lbs / 9kg (1)

### Breeding Information

Gender Ratio: 87.5% M / 12.5% F  
Egg Group: Field / Humanshape

Diet: Herbivore  
Habitat: Grassland

### Capability List

Overland 7, Swim 4, Jump 3/3, Power 4, Firestarter, Naturewalk (Grassland), Underdog

### Skill List

Athl 4d6+1, Acro 4d6+1, Combat 4d6, Stealth 3d6, Percep 4d6+1, Focus 3d6

### Move List

#### Level Up Move List

#### 6 Ember - Fire

8 Quick Attack - Normal  
12 Double Kick - Fighting

#### 19 Flame Charge - Fire

24 Agility - Psychic  
30 Headbutt - Normal  
36 Counter - Fighting  
42 Bounce - Flying  
48 Double-Edge - Normal

#### TM Move List

01 Work Up, 06 Toxic, 08 Bulk Up, 10 Hidden Power, 11 Sunny Day, 12 Taunt, 17 Protect, 21 Frustration, 27 Return, 32 Double Team, **35 Flamethrower**, **38 Fire Blast**, 42 Facade, **43 Flame Charge**, 44 Rest, 45 Attract, 47 Low Sweep, 48 Round, **50 Overheat**, 62 Acrobatics, 87 Swagger, 88 Sleep Talk, 89 U-Turn, 90 Substitute, 100 Confide

#### Tutor Move List

Ally Switch, Bounce, Double-Edge, Endure, **Fire Pledge**, Gunk Shot, **Heat Wave**, Low Kick, Mega Kick, Snore, Sucker Punch, Super Fang, Swift

## CINDERACE



### Base Stats:

HP:	8
Attack:	12
Defense:	8
Special Attack:	7
Special Defense:	8
Speed:	12

### Basic Information

Type: Fire  
Basic Ability 1: Blaze  
Basic Ability 2: Limber  
Adv Ability 1: Sprint  
Adv Ability 2: Tangled Feet  
High Ability: Protean

### Evolution:

- 1 - Scorbunny
- 2 - Raboot Minimum 15
- 3 - Cinderace Minimum 30

### Size Information

Height: 4' 7" / 1.4m (Medium)  
Weight: 72.8 lbs / 33kg (3)

### Breeding Information

Gender Ratio: 87.5% M / 12.5% F  
Egg Group: Field / Humanshape

Diet: Herbivore  
Habitat: Grassland

### Capability List

Overland 9, Swim 5, Jump 3/3, Power 6, Firestarter, Naturewalk (Grassland)

### Skill List

Athl 5d6+1, Acro 5d6+1, Combat 4d6+1, Stealth 4d6, Percep 5d6+1, Focus 3d6+1

### Move List

#### Level Up Move List

**Evo Pyro Ball - Fire**

**6 Ember - Fire**

8 Quick Attack - Normal

12 Double Kick - Fighting

**19 Flame Charge - Fire**

24 Agility - Psychic

30 Headbutt - Normal

38 Counter - Fighting

46 Bounce - Flying

54 Double-Edge - Normal

62 Court Change - Normal

#### TM Move List

01 Work Up, 06 Toxic, 08 Bulk Up, 10 Hidden Power, 11 Sunny Day, 12 Taunt, 15 Hyper Beam, 17 Protect, 21 Frustration, 27 Return, 30 Shadow Ball, 32 Double Team, **35 Flamethrower**, **38 Fire Blast**, 42 Facade, **43 Flame Charge**, 44 Rest, 45 Attract, 47 Low Sweep, 48 Round, **50 Overheat**, 52 Focus Blast, 62 Acrobatics, 68 Giga Impact, 87 Swagger, 88 Sleep Talk, 89 U-Turn, 90 Substitute, 95 Snarl, 100 Confide

#### Tutor Move List

Ally Switch, **Blast Burn**, Bounce, Double-Edge, Endure, Feint (N), **Fire Pledge**, **Fire Punch**, Gunk Shot, **Heat Wave**, Helping Hand, Iron Head, Low Kick, Mega Kick, Snore, Sucker Punch, Super Fang, Swift, Zen Headbutt



## SOBBLE



### Base Stats:

HP:	5
Attack:	4
Defense:	4
Special Attack:	7
Special Defense:	4
Speed:	7

### Basic Information

Type: Water  
Basic Ability 1: Torrent  
Basic Ability 2: Cute Tears  
Adv Ability 1: Sniper  
Adv Ability 2: Damp  
High Ability: Mimicry

### Evolution:

1 - Sobble  
2 - Drizzile Minimum 15  
3 - Inteleon Minimum 30

### Size Information

Height: 1' 0" / 0.3m (Small)  
Weight: 8.8 lbs / 4kg (1)

### Breeding Information

Gender Ratio: 87.5% M / 12.5% F  
Egg Group: Water 1 / Field  
Average Hatch Rate: 10 Days

Diet: Carnivore

Habitat: Freshwater, Marsh

### Capability List

Overland 4, Swim 4, Jump 2/2, Power 2, Blender, Fountain, Gilled, Underdog

### Skill List

Athl 2d6, Acro 3d6+1, Combat 2d6, Stealth 3d6+2, Percep 3d6, Focus 2d6

### Move List

#### Level Up Move List

1 Pound - Normal  
1 Growl - Normal  
**6 Water Gun - Water**  
8 Bind - Normal  
**12 Water Pulse - Water**  
17 Tearful Look - Normal  
20 Sucker Punch - Dark  
24 U-Turn - Normal  
**28 Liquidation - Normal**  
32 Soak - Water  
36 Rain Dance - Water

#### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 16 Light Screen, 17 Protect, 18 Rain Dance, 20 Safeguard, 21 Frustration, 27 Return, 32 Double Team, 33 Reflect, 42 Facade, 44 Rest, 45 Attract, 48 Round, 87 Swagger, 88 Sleep Talk, 89 U-Turn, 90 Substitute, **94 Surf**, 100 Confide

#### Egg Move List

**Aqua Jet**, Aqua Ring, Fell Stinger, Haze, Ice Shard, Mist

#### Tutor Move List

Bounce, **Dive**, Endure, **Liquidation**, Snore, Sucker Punch, Swift, **Water Pledge**, **Water Pulse**, **Whirlpool**

## DRIZZILE



### Base Stats:

HP:	7
Attack:	6
Defense:	6
Special Attack:	10
Special Defense:	6
Speed:	9

### Basic Information

Type: Water  
Basic Ability 1: Torrent  
Basic Ability 2: Oblivious  
Adv Ability 1: Sniper  
Adv Ability 2: Damp  
High Ability: Mimicry

### Evolution:

1 - Sobble  
2 - Drizzile Minimum 15  
3 - Inteleon Minimum 30

### Size Information

Height: 2' 4" / 0.7m (Small)  
Weight: 25.4 lbs / 11.5kg (2)

### Breeding Information

Gender Ratio: 87.5% M / 12.5% F  
Egg Group: Water 1 / Field

Diet: Carnivore

Habitat: Freshwater, Marsh

### Capability List

Overland 5, Swim 5, Jump 2/2, Power 4, Blender, Fountain, Gilled, Wallclimber, Underdog

### Skill List

Athl 3d6, Acro 4d6+1, Combat 2d6, Stealth 4d6+2, Percep 4d6, Focus 3d6

### Move List

#### Level Up Move List

#### 6 Water Gun - Water

8 Bind - Normal

#### 12 Water Pulse - Water

19 Tearful Look - Normal

24 Sucker Punch - Dark

30 U-Turn - Normal

#### 36 Liquidation - Normal

42 Soak - Water

48 Rain Dance - Water

### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 16 Light Screen, 17 Protect, 18 Rain Dance, 20 Safeguard, 21 Frustration, 27 Return, 32 Double Team, 33 Reflect, 42 Facade, 44 Rest, 45 Attract, 48 Round, 56 Fling, 87 Swagger, 88 Sleep Talk, 89 U-Turn, 90 Substitute, **94 Surf**, 100 Confide

### Tutor Move List

Bounce, **Dive**, Endure, **Liquidation**, Snore, Sucker Punch, Swift, **Water Pledge**, **Water Pulse**, **Whirlpool**

## INTELEON



### Base Stats:

HP:	7
Attack:	9
Defense:	7
Special Attack:	13
Special Defense:	7
Speed:	12

### Basic Information

Type: Water  
Basic Ability 1: Torrent  
Basic Ability 2: Oblivious  
Adv Ability 1: Sniper  
Adv Ability 2: Damp  
High Ability: Mimicry

### Evolution:

1 - Sobble  
2 - Drizzile Minimum 15  
3 - Inteleon Minimum 30

### Size Information

Height: 6' 3" / 1.9m (Medium)  
Weight: 99.6 lbs / 45.2kg (3)

### Breeding Information

Gender Ratio: 87.5% M / 12.5% F  
Egg Group: Water 1 / Field

Diet: Carnivore

Habitat: Freshwater, Marsh

### Capability List

Overland 7, Swim 6, Jump 3/6, Power 5, Blender, Fountain, Gilled, Stealth, Wallclimber

### Skill List

Athl 3d6+1, Acro 6d6+1, Combat 4d6, Stealth 6d6+1, Percep 5d6, Focus 4d6

### Move List

#### Level Up Move List

**Evo Snipe Shot - Water**

**6 Water Gun - Water**

8 Bind - Normal

**12 Water Pulse - Water**

19 Tearful Look - Normal

24 Sucker Punch - Dark

30 U-Turn - Normal

**38 Liquidation - Normal**

46 Soak - Water

54 Rain Dance - Water

**62 Hydro Pump - Water**

#### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 15 Hyper Beam, 16 Light Screen, 17 Protect, 18 Rain Dance, 20 Safeguard, 21 Frustration, 27 Return, 30 Shadow Ball, 32 Double Team, 33 Reflect, 42 Facade, 44 Rest, 45 Attract, 48 Round, **55 Scald**, 56 Fling, 62 Acrobatics, 68 Giga Impact, 75 Swords Dance, 87 Swagger, 88 Sleep Talk, 89 U-Turn, 90 Substitute, **94 Surf**, 97 Dark Pulse, **98 Waterfall**, 100 Confide

#### Tutor Move List

Acrobatics (N), Bounce, **Dive**, Endure, **Hydro Cannon**, Icy Wind, **Liquidation**, Metronome, Snore, Sucker Punch, Swift, **Water Pledge**, **Water Pulse**, **Whirlpool**

## SKWOVET



### Base Stats:

HP:	7
Attack:	6
Defense:	6
Special Attack:	4
Special Defense:	4
Speed:	3

### Basic Information

Type: Normal  
Basic Ability 1: Run Away  
Basic Ability 2: Gluttony  
Adv Ability 1: Lunchbox  
Adv Ability 2: Rattled  
High Ability: Big Swallow

### Evolution:

1 - Skwovet  
2 - Greedent Minimum 25

### Size Information

Height: 1' 0" / 0.3m (Small)  
Weight: 5.5 lbs / 2.5kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field  
Average Hatch Rate: 7 Days

Diet: Herbivore

Habitat: Forest, Grassland, Urban

### Capability List

Overland 5, Swim 2, Jump 1/1, Power 2, Underdog

### Skill List

Athl 3d6, Acro 3d6, Combat 2d6, Stealth 2d6, Percep 3d6, Focus 2d6

### Move List

#### Level Up Move List

#### 1 Tackle - Normal

1 Tail Whip - Normal

5 Bite - Dark

10 Stuff Cheeks - Normal

15 Stockpile - Normal

15 Swallow - Normal

#### 15 Spit Up - Normal

#### 20 Body Slam - Normal

25 Rest - Psychic

30 Counter - Fighting

35 Bullet Seed - Grass

40 Super Fang - Normal

45 Belch - Poison

### TM Move List

06 Toxic, 10 Hidden Power, 17 Protect, **21 Frustration**, **27 Return**, 32 Double Team, **42 Facade**, 44 Rest, 45 Attract, 46 Thief, **48 Round**, 56 Fling, 59 Brutal Swing, 66 Payback, 74 Gyro Ball, 87 Swagger, 88 Sleep Talk, 90 Substitute, 100 Confide

### Egg Move List

Belly Drum, Defense Curl, **Last Resort**, Rollout

### Tutor Move List

**Body Slam**, Bullet Seed, Defense Curl, Endure, **Hyper Voice**, Iron Tail, **Last Resort**, Rollout, Seed Bomb, **Snore**, Super Fang, **Uproar**

## GREEDENT



### Base Stats:

HP:	12
Attack:	10
Defense:	10
Special Attack:	6
Special Defense:	8
Speed:	2

### Basic Information

Type: Normal  
Basic Ability 1: Oblivious  
Basic Ability 2: Gluttony  
Adv Ability 1: Lunchbox  
Adv Ability 2: Guts  
High Ability: Big Swallow

### Evolution:

1 - Skwovet  
2 - Greedent Minimum 25

### Size Information

Height: 2' 0" / 0.6m (Small)  
Weight: 13.2 lbs / 6kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field

Diet: Herbivore

Habitat: Forest, Grassland, Urban

### Capability List

Overland 6, Swim 3, Jump 2/2, Power 3

### Skill List

Athl 4d6, Acro 4d6-1, Combat 3d6, Stealth 2d6,  
Percep 4d6, Focus 4d6

### Move List

#### Level Up Move List

#### Evo Covet - Normal

5 Bite - Dark  
10 Stuff Cheeks - Normal  
15 Stockpile - Normal  
15 Swallow - Normal  
**15 Spit Up - Normal**  
**20 Body Slam - Normal**  
27 Rest - Psychic  
34 Counter - Fighting  
41 Bullet Seed - Grass  
48 Super Fang - Normal  
55 Belch - Poison

#### TM Move List

06 Toxic, 10 Hidden Power, **15 Hyper Beam**, 17  
Protect, **21 Frustration**, 26 Earthquake, **27 Return**,  
32 Double Team, **42 Facade**, 44 Rest, 45 Attract, 46  
Thief, **48 Round**, 56 Fling, 59 Brutal Swing, 66  
Payback, **68 Giga Impact**, 74 Gyro Ball, 75 Swords  
Dance, 87 Swagger, 88 Sleep Talk, 90 Substitute, 93  
Wild Charge, 100 Confide

#### Tutor Move List

Body Press, **Body Slam**, Bullet Seed, Defense Curl,  
Endure, **Hyper Voice**, Iron Tail, **Last Resort**, Rollout,  
Seed Bomb, **Snore**, Stomping Tantrum, Super Fang,  
Superpower, **Uproar**



## ROOKIDEE



### Base Stats:

HP:	4
Attack:	5
Defense:	4
Special Attack:	3
Special Defense:	4
Speed:	6

### Basic Information

Type: Flying  
Basic Ability 1: Keen Eye  
Basic Ability 2: Moxie  
Adv Ability 1: Unnerve  
Adv Ability 2: Guts  
High Ability: Big Pecks

### Evolution:

1 - Rookidee  
2 - Corvisquire Minimum 15  
3 - Corviknight Minimum 30

### Size Information

Height: 0' 8" / 0.2m (Small)  
Weight: 4 lbs / 1.8kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Flying  
Average Hatch Rate: 7 Days

Diet: Omnivore  
Habitat: Forest, Grassland

### Capability List

Overland 2, Swim 2, Sky 4, Jump 2/2, Power 1,  
Guster, Underdog

### Skill List

Athl 2d6, Acro 3d6, Combat 3d6, Stealth 3d6, Percep  
2d6+1, Focus 2d6

### Move List

#### Level Up Move List

#### 1 Peck - Flying

1 Leer - Normal

4 Power Trip - Dark

8 Hone Claws - Dark

12 Fury Attack - Normal

#### 16 Pluck - Flying

20 Taunt - Dark

24 Scary Face - Normal

#### 28 Drill Peck - Flying

32 Swagger - Normal

#### 36 Brave Bird - Flying

### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 12 Taunt,  
17 Protect, 19 Roost, 21 Frustration, 27 Return, 32  
Double Team, 42 Facade, 44 Rest, 45 Attract, 46  
Thief, 48 Round, 66 Payback, **76 Fly**, 87 Swagger, 88  
Sleep Talk, 89 U-Turn, 90 Substitute, 100 Confide

### Egg Move List

Defog, Rock Smash, Sand Attack, **Sky Attack**, Spite,  
Tailwind

### Tutor Move List

Defog, Endure, **Pluck**, **Sky Attack**, Snore, Spite, Swift,  
Tailwind

## CORVISQUIRE



### Base Stats:

HP:	7
Attack:	7
Defense:	6
Special Attack:	4
Special Defense:	6
Speed:	8

### Basic Information

Type: Flying  
Basic Ability 1: Keen Eye  
Basic Ability 2: Moxie  
Adv Ability 1: Unnerve  
Adv Ability 2: Guts  
High Ability: Big Pecks

### Evolution:

1 - Rookidee  
2 - Corvisquire Minimum 15  
3 - Corviknight Minimum 30

### Size Information

Height: 2' 7" / 0.8m (Small)  
Weight: 35.3 lbs / 16kg (2)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Flying

Diet: Omnivore  
Habitat: Forest, Grassland

### Capability List

Overland 3, Swim 2, Sky 6, Jump 3/3, Power 3,  
Guster, Underdog

### Skill List

Athl 3d6, Acro 4d6, Combat 4d6, Stealth 3d6+1,  
Percep 4d6, Focus 3d6

### Move List

#### Level Up Move List

4 Power Trip - Dark  
8 Hone Claws - Dark  
12 Fury Attack - Normal  
**16 Pluck - Flying**  
22 Taunt - Dark  
28 Scary Face - Normal  
**34 Drill Peck - Flying**  
40 Swagger - Normal  
**46 Brave Bird - Flying**

#### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 12 Taunt,  
17 Protect, 19 Roost, 21 Frustration, 27 Return, 32  
Double Team, 42 Facade, 44 Rest, 45 Attract, 46  
Thief, 48 Round, 66 Payback, **76 Fly**, 87 Swagger, 88  
Sleep Talk, 89 U-Turn, 90 Substitute, 100 Confide

#### Tutor Move List

Defog, Endure, **Pluck**, **Sky Attack**, Snore, Spite, Swift,  
Tailwind

## CORVIKNIGHT



### Base Stats:

HP:	10
Attack:	9
Defense:	11
Special Attack:	5
Special Defense:	9
Speed:	7

### Basic Information

Type: Flying / Steel  
Basic Ability 1: Pressure  
Basic Ability 2: Moxie  
Adv Ability 1: Unnerve  
Adv Ability 2: Guts  
High Ability: Mirror Armor

### Evolution:

1 - Rookidee  
2 - Corvisquire Minimum 15  
3 - Corviknight Minimum 30

### Size Information

Height: 7' 3" / 2.2m (Large)  
Weight: 165.3 lbs / 75kg (4)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Flying

Diet: Omnivore  
Habitat: Forest, Grassland

### Capability List

Overland 3, Swim 2, Sky 8, Jump 4/4, Power 7,  
Guster, Mountable 2

### Skill List

Athl 4d6+2, Acro 4d6, Combat 5d6, Stealth 4d6,  
Percep 5d6, Focus 4d6

### Move List

#### Level Up Move List

#### **Evo Steel Wing - Steel**

4 Power Trip - Dark

8 Hone Claws - Dark

12 Fury Attack - Normal

#### **16 Pluck - Flying**

22 Taunt - Dark

28 Scary Face - Normal

#### **34 Drill Peck - Flying**

42 Swagger - Normal

#### **50 Brave Bird - Flying**

### TM Move List

01 Work Up, 06 Toxic, 08 Bulk Up, 10 Hidden Power,  
12 Taunt, 15 Hyper Beam, 16 Light Screen, 17  
Protect, 19 Roost, 21 Frustration, 27 Return, 32  
Double Team, 33 Reflect, 42 Facade, 44 Rest, 45  
Attract, 46 Thief, 48 Round, **51 Steel Wing**, 66  
Payback, **76 Fly**, 87 Swagger, 88 Sleep Talk, 89 U-  
Turn, 90 Substitute, **91 Flash Cannon**, 100 Confide

### Tutor Move List

Body Press, Defog, Endure, Iron Defense (N), **Iron  
Head**, Metal Sound (N), **Pluck**, **Sky Attack**, Snore,  
Spite, **Steel Beam**, Swift, Tailwind

## BLIPBUG



### Base Stats:

HP:	3
Attack:	2
Defense:	2
Special Attack:	3
Special Defense:	5
Speed:	5

### Basic Information

Type: Bug  
Basic Ability 1: Swarm  
Basic Ability 2: Forewarn  
Adv Ability 1: Telepathy  
Adv Ability 2: Compound Eyes  
High Ability: Shield Dust

### Evolution:

1 - Blipbug  
2 - Dottler Minimum 10  
3 - Orbeetle Minimum 30

### Size Information

Height: 1' 4" / 0.4m (Small)  
Weight: 17.6 lbs / 8kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Bug  
Average Hatch Rate: 7 Days

Diet: Herbivore  
Habitat: Grassland

### Capability List

Overland 4, Swim 2, Jump 1/1, Power 1, Naturewalk (Grassland), Threaded, Wallclimber, Underdog

### Skill List

Athl 1d6, Acro 2d6, Combat 1d6, Stealth 3d6, Percep 3d6, Focus 3d6

### Move List

Level Up Move List

### 1 Struggle Bug - Bug

TM Move List

**83 Infestation**

Egg Move List

**Infestation**, Recover, Sticky Web, Supersonic

## DOTTLER



### Base Stats:

HP:	5
Attack:	4
Defense:	8
Special Attack:	5
Special Defense:	9
Speed:	3

### Basic Information

Type: Bug / Psychic  
Basic Ability 1: Swarm  
Basic Ability 2: Forewarn  
Adv Ability 1: Telepathy  
Adv Ability 2: Compound Eyes  
High Ability: Magic Guard

### Evolution:

- 1 - Blipbug
- 2 - Dottler Minimum 10
- 3 - Orbeetle Minimum 30

### Size Information

Height: 1' 4" / 0.4m (Small)  
Weight: 43 lbs / 19.5kg (2)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Bug

Diet: Nullivore  
Habitat: Grassland

### Capability List

Overland 4, Swim 2, Jump 1/1, Power 1, Glow, Naturewalk (Grassland), Telepathy, Threaded, Wallclimber, Underdog

### Skill List

Athl 2d6, Acro 2d6, Combat 2d6, Stealth 3d6, Percep 4d6, Focus 5d6

### Move List

#### Level Up Move List

**Evo Confusion - Psychic**

Evo Reflect - Psychic

Evo Light Screen - Psychic

#### TM Move List

**03 Psyshock**, 04 Calm Mind, 06 Toxic, 10 Hidden Power, 16 Light Screen, 17 Protect, 20 Safeguard, 21 Frustration, 22 Solar Beam, 27 Return, **28 Leech Life**, **29 Psychic**, 30 Shadow Ball, 32 Double Team, 33 Reflect, 42 Facade, 44 Rest, 45 Attract, 48 Round, 53 Energy Ball, 87 Swagger, 88 Sleep Talk, 90 Substitute, 92 Trick Room, 100 Confide

#### Tutor Move List

Ally Switch, Body Press, Endure, Helping Hand, Iron Defense, Magic Room, Skill Swap, Snore, Trick, Wonder Room, **Zen Headbutt**



## ORBEETLE



### Base Stats:

HP:	6
Attack:	5
Defense:	11
Special Attack:	8
Special Defense:	12
Speed:	9

### Basic Information

Type: Bug / Psychic  
Basic Ability 1: Swarm  
Basic Ability 2: Forewarn  
Adv Ability 1: Telepathy  
Adv Ability 2: Compound Eyes  
High Ability: Hypnotic

### Evolution:

1 - Blipbug  
2 - Dottler Minimum 10  
3 - Orbeetle Minimum 30

### Size Information

Height: 1' 4" / 0.4m (Small)  
Weight: 89.9 lbs / 40.8kg (3)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Bug

Diet: Nullivore  
Habitat: Grassland

### Capability List

Overland 5, Swim 2, Sky 7, Jump 2/2, Power 3, Glow, Naturewalk (Grassland), Telekinesis, Telepathy, Threaded, Wallclimber

### Skill List

Athl 2d6, Acro 4d6, Combat 2d6, Stealth 3d6, Percep 5d6, Focus 6d6

### Move List

#### Level Up Move List

4 Confuse Ray - Ghost  
8 Magic Coat - Psychic  
12 Agility - Psychic  
**16 Psybeam - Psychic**  
20 Hypnosis - Psychic  
24 Ally Switch - Psychic  
**28 Bug Buzz - Bug**  
32 Mirror Coat - Psychic  
**36 Psychic - Psychic**  
40 After You - Normal  
44 Calm Mind - Psychic  
48 Psychic Terrain - Psychic

#### TM Move List

**03 Psyshock**, 04 Calm Mind, 06 Toxic, 10 Hidden Power, 15 Hyper Beam, 16 Light Screen, 17 Protect, 20 Safeguard, 21 Frustration, 22 Solar Beam, 27 Return, **28 Leech Life**, **29 Psychic**, 30 Shadow Ball, 32 Double Team, 33 Reflect, 42 Facade, 44 Rest, 45 Attract, 48 Round, 53 Energy Ball, 66 Payback, 68 Giga Impact, 87 Swagger, 88 Sleep Talk, 90 Substitute, 92 Trick Room, 100 Confide

#### Tutor Move List

Ally Switch, Body Press, **Confusion (N)**, Endure, Giga Drain, Helping Hand, Iron Defense, Light Screen (N), Magic Coat, Magic Room, Reflect (N), Skill Swap, Snore, Trick, Wonder Room, **Zen Headbutt**

## NICKIT



### Base Stats:

HP:	4
Attack:	3
Defense:	3
Special Attack:	5
Special Defense:	5
Speed:	5

### Basic Information

Type: Dark  
Basic Ability 1: Run Away  
Basic Ability 2: Stakeout  
Adv Ability 1: Weird Power  
Adv Ability 2: Unburden  
High Ability: Pickpocket

### Evolution:

1 - Nickit  
2 - Thievul Minimum 15

### Size Information

Height: 2' 0" / 0.6m (Small)  
Weight: 19.6 lbs / 8.9kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field  
Average Hatch Rate: 7 Days

Diet: Omnivore

Habitat: Forest, Grassland, Urban

### Capability List

Overland 5, Swim 3, Jump 1/1, Power 2, Darkvision, Naturewalk (Forest, Urban), Stealth, Underdog

### Skill List

Athl 2d6, Acro 3d6, Combat 2d6, Stealth 3d6+2, Percep 3d6, Focus 2d6

### Move List

#### Level Up Move List

1 Quick Attack - Normal  
1 Tail Whip - Normal  
4 Beat Up - Dark  
8 Hone Claws - Dark  
**12 Snarl - Dark**  
**16 Assurance - Dark**  
20 Nasty Plot - Dark  
**24 Sucker Punch - Dark**  
**28 Night Slash - Dark**  
32 Tail Slap - Normal  
**36 Foul Play - Dark**

#### TM Move List

06 Toxic, 10 Hidden Power, 12 Taunt, 17 Protect, 21 Frustration, 27 Return, 32 Double Team, 41 Torment, 42 Facade, 44 Rest, 45 Attract, **46 Thief**, 48 Round, 87 Swagger, 88 Sleep Talk, 90 Substitute, **95 Snarl**, 100 Confide

#### Egg Move List

Howl, **Knock Off**, Quick Guard

#### Tutor Move List

Endure, **Foul Play**, **Knock Off**, Snore, **Sucker Punch**, Swift

## THIEVUL



### Base Stats:

HP:	7
Attack:	6
Defense:	6
Special Attack:	9
Special Defense:	9
Speed:	9

### Basic Information

Type: Dark  
Basic Ability 1: Run Away  
Basic Ability 2: Stakeout  
Adv Ability 1: Weird Power  
Adv Ability 2: Unburden  
High Ability: Pickpocket

### Evolution:

1 - Nickit  
2 - Thievul Minimum 15

### Size Information

Height: 3' 11" / 1.2m (Medium)  
Weight: 43.9 lbs / 19.9kg (2)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field

Diet: Omnivore

Habitat: Forest, Grassland, Urban

### Capability List

Overland 7, Swim 4, Jump 2/2, Power 5, Darkvision, Naturewalk (Forest, Urban), Stealth, Tracker

### Skill List

Athl 3d6, Acro 4d6+2, Combat 3d6, Stealth 5d6+2, Percep 4d6, Focus 4d6

### Move List

#### Level Up Move List

#### **Evo Thief - Dark**

4 Beat Up - Dark

8 Hone Claws - Dark

**12 Snarl - Dark**

**16 Assurance - Dark**

22 Nasty Plot - Dark

**28 Sucker Punch - Dark**

**34 Night Slash - Dark**

40 Tail Slap - Normal

**46 Foul Play - Dark**

52 Parting Shot - Dark

#### TM Move List

06 Toxic, 10 Hidden Power, 12 Taunt, 15 Hyper Beam, 17 Protect, 21 Frustration, 27 Return, 30 Shadow Ball, 32 Double Team, 41 Torment, 42 Facade, 44 Rest, 45 Attract, **46 Thief**, 48 Round, 62 Acrobatics, 65 Shadow Claw, 68 Giga Impact, 86 Grass Knot, 87 Swagger, 88 Sleep Talk, 89 U-Turn, 90 Substitute, **95 Snarl**, **97 Dark Pulse**, 100 Confide

#### Tutor Move List

Endure, **Foul Play**, **Knock Off**, Snore, **Sucker Punch**, Swift

## GOSSIFLEUR



### Base Stats:

HP:	4
Attack:	4
Defense:	6
Special Attack:	4
Special Defense:	6
Speed:	1

### Basic Information

Type: Grass  
Basic Ability 1: Effect Spore  
Basic Ability 2: Cotton Down  
Adv Ability 1: Regenerator  
Adv Ability 2: Lullaby  
High Ability: Celebrate

### Evolution:

1 - Gossifleur  
2 - Eldegoss Minimum 20

### Size Information

Height: 1' 4" / 0.4m (Small)  
Weight: 4.9 lbs / 2.2kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Plant  
Average Hatch Rate: 10 Days

Diet: Phototroph  
Habitat: Grassland

### Capability List

Overland 2, Swim 2, Levitate 4, Jump 1/1, Power 1, Alluring, Underdog

### Skill List

Athl 2d6, Acro 2d6, Combat 2d6, Stealth 3d6, Percep 3d6, Focus 3d6

### Move List

#### Level Up Move List

#### 1 Leafage - Grass

1 Sing - Normal  
4 Rapid Spin - Normal  
8 Sweet Scent - Normal

#### 12 Razor Leaf - Grass

16 Round - Normal

#### 20 Leaf Tornado - Grass

24 Synthesis - Grass  
28 Hyper Voice - Normal  
32 Aromatherapy - Grass

#### 36 Leaf Storm - Grass

### TM Move List

06 Toxic, 10 Hidden Power, 11 Sunny Day, 16 Light Screen, 17 Protect, 21 Frustration, **22 Solar Beam**, 27 Return, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, **53 Energy Ball**, **86 Grass Knot**, 87 Swagger, 88 Sleep Talk, 90 Substitute, 100 Confide

### Egg Move List

Growth, Leech Seed, Poison Powder, Sleep Powder, Stun Spore, Worry Seed

### Tutor Move List

**Bullet Seed**, Endure, **Giga Drain**, Helping Hand, Hyper Voice, Snore, Synthesis, Worry Seed

## ELDEGOSS



### Base Stats:

HP:	6
Attack:	5
Defense:	9
Special Attack:	8
Special Defense:	12
Speed:	6

### Basic Information

Type: Grass  
Basic Ability 1: Effect Spore  
Basic Ability 2: Regenerator  
Adv Ability 1: Solar Power  
Adv Ability 2: Lullaby  
High Ability: Type Aura (Grass)

### Evolution:

1 - Gossifleur  
2 - Eldegoss Minimum 20

### Size Information

Height: 1' 8" / 0.5m (Small)  
Weight: 5.5 lbs / 2.5kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Plant

Diet: Phototroph  
Habitat: Grassland

### Capability List

Overland 2, Swim 2, Levitate 6, Jump 1/1, Power 1, Alluring, Gardener

### Skill List

Athl 2d6, Acro 4d6, Combat 3d6, Stealth 3d6, Percep 4d6, Focus 4d6

### Move List

#### Level Up Move List

Evo Cotton Spore - Grass  
4 Rapid Spin - Normal  
8 Sweet Scent - Normal  
**12 Razor Leaf - Grass**  
16 Round - Normal  
**22 Leaf Tornado - Grass**  
28 Synthesis - Grass  
34 Hyper Voice - Normal  
40 Aromatherapy - Grass  
**46 Leaf Storm - Grass**  
52 Cotton Guard - Grass

#### TM Move List

06 Toxic, 10 Hidden Power, 11 Sunny Day, 15 Hyper Beam, 16 Light Screen, 17 Protect, 21 Frustration, **22 Solar Beam**, 27 Return, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, **53 Energy Ball**, 68 Giga Impact, **86 Grass Knot**, 87 Swagger, 88 Sleep Talk, 90 Substitute, 100 Confide

#### Tutor Move List

**Bullet Seed**, Endure, **Giga Drain**, Helping Hand, Hyper Voice, **Seed Bomb**, Snore, Synthesis, Worry Seed



## WOOLOO



### Base Stats:

HP:	4
Attack:	4
Defense:	6
Special Attack:	4
Special Defense:	5
Speed:	5

### Basic Information

Type: Normal  
Basic Ability 1: Fluffy  
Adv Ability 1: Run Away  
Adv Ability 2: Friend Guard  
Adv Ability 3: Rivalry  
High Ability: Bulletproof

### Evolution:

1 - Wooloo  
2 - Dubwool Minimum 25

### Size Information

Height: 2' 0" / 0.6m (Small)  
Weight: 13.2 lbs / 6kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field  
Average Hatch Rate: 7 Days

Diet: Herbivore  
Habitat: Grassland

### Capability List

Overland 4, Swim 1, Jump 1/1, Power 4, Naturewalk (Grassland), Underdog

### Skill List

Athl 3d6+2, Acro 2d6, Combat 2d6, Stealth 2d6, Percep 2d6, Focus 3d6

### Move List

#### Level Up Move List

#### **1 Tackle - Normal**

1 Growl - Normal

4 Defense Curl - Normal

8 Copycat - Normal

12 Guard Split - Psychic

16 Double Kick - Fighting

#### **21 Headbutt - Normal**

#### **25 Take Down - Normal**

28 Guard Swap - Psychic

32 Reversal - Fighting

36 Cotton Guard - Grass

#### **40 Double-Edge - Normal**

### TM Move List

06 Toxic, 10 Hidden Power, 17 Protect, **21 Frustration**, **27 Return**, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, **48 Round**, 66 Payback, 73 Thunder Wave, 87 Swagger, 88 Sleep Talk, 90 Substitute, 93 Wild Charge, 100 Confide

### Egg Move List

Counter, **Stomp**

### Tutor Move List

**Double-Edge**, Endure, **Snore**

## DUBWOOL



### Base Stats:

HP:	7
Attack:	8
Defense:	10
Special Attack:	6
Special Defense:	9
Speed:	9

### Basic Information

Type: Normal  
Basic Ability 1: Fluffy  
Adv Ability 1: Steadfast  
Adv Ability 2: Friend Guard  
Adv Ability 3: Rivalry  
High Ability: Bulletproof

### Evolution:

1 - Wooloo  
2 - Dubwool Minimum 25

### Size Information

Height: 4' 3" / 1.3m (Medium)  
Weight: 94.8 lbs / 43kg (3)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field

Diet: Herbivore  
Habitat: Grassland

### Capability List

Overland 7, Swim 3, Jump 2/2, Power 7, Naturewalk (Grassland)

### Skill List

Athl 5d6, Acro 3d6, Combat 4d6, Stealth 2d6, Percep 2d6, Focus 4d6

### Move List

#### Level Up Move List

4 Defense Curl - Normal  
8 Copycat - Normal  
12 Guard Split - Psychic  
16 Double Kick - Fighting  
**21 Headbutt - Normal**  
**27 Take Down - Normal**  
32 Guard Swap - Psychic  
38 Reversal - Fighting  
44 Cotton Guard - Grass  
**50 Double-Edge - Normal**  
**54 Last Resort - Normal**

#### TM Move List

06 Toxic, 10 Hidden Power, **15 Hyper Beam**, 17 Protect, **21 Frustration**, **27 Return**, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, **48 Round**, 66 Payback, **68 Giga Impact**, 73 Thunder Wave, 75 Swords Dance, 87 Swagger, 88 Sleep Talk, 90 Substitute, 93 Wild Charge, 100 Confide

#### Tutor Move List

Body Press, **Body Slam**, Bounce, **Double-Edge**, Endure, **Last Resort**, **Mega Kick**, **Snore**, Zen Headbutt

## CHEWTLE



### Base Stats:

HP:	5
Attack:	6
Defense:	5
Special Attack:	4
Special Defense:	4
Speed:	4

### Basic Information

Type: Water  
Basic Ability 1: Shell Armor  
Basic Ability 2: Swift Swim  
Adv Ability 1: Strong Jaw  
Adv Ability 2: Sturdy  
High Ability: No Guard

### Evolution:

1 - Chewtle  
2 - Drednaw Minimum 20

### Size Information

Height: 1' 0" / 0.3m (Small)  
Weight: 18.7 lbs / 8.5kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Monster / Water 1  
Average Hatch Rate: 7 Days

Diet: Carnivore  
Habitat: Freshwater

### Capability List

Overland 4, Swim 4, Jump 0/1, Power 4, Fountain, Gilled, Underdog

### Skill List

Athl 3d6, Acro 2d6, Combat 3d6+2, Stealth 2d6, Percep 2d6, Focus 3d6

### Move List

#### Level Up Move List

1 Tackle - Normal  
**1 Water Gun - Water**  
7 Bite - Dark  
14 Protect - Normal  
21 Headbutt - Normal  
28 Counter - Fighting  
35 Jaw Lock - Dark  
**42 Liquidation - Water**  
49 Body Slam - Normal

#### TM Move List

06 Toxic, 10 Hidden Power, 17 Protect, 18 Rain Dance, 21 Frustration, 27 Return, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, 66 Payback, 82 Dragon Tail, 87 Swagger, 88 Sleep Talk, 90 Substitute, **94 Surf**, 100 Confide

#### Egg Move List

Gastro Acid, Skull Bash

#### Tutor Move List

Body Slam, Dive, Endure, Gastro Acid, **Liquidation**, Snore, **Whirlpool**

## DREDNAW



### Base Stats:

HP:	9
Attack:	12
Defense:	9
Special Attack:	5
Special Defense:	7
Speed:	7

### Basic Information

Type: Water / Rock  
Basic Ability 1: Shell Armor  
Basic Ability 2: Swift Swim  
Adv Ability 1: Strong Jaw  
Adv Ability 2: Sturdy  
High Ability: No Guard

### Evolution:

1 - Chewtle  
2 - Drednaw Minimum 20

### Size Information

Height: 3' 3" / 1m (Medium)  
Weight: 254.6 lbs / 115.5kg (5)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Monster / Water 1

Diet: Carnivore  
Habitat: Freshwater

### Capability List

Overland 6, Swim 5, Jump 0/1, Power 8, Fountain, Gilled, Reach

### Skill List

Athl 5d6, Acro 3d6, Combat 4d6+2, Stealth 2d6, Percep 3d6, Focus 5d6

### Move List

#### Level Up Move List

#### **Evo Rock Tomb - Rock**

7 Bite - Dark

14 Protect - Normal

21 Headbutt - Normal

30 Counter - Fighting

39 Jaw Lock - Dark

#### **48 Liquidation - Water**

57 Body Slam - Normal

#### **66 Head Smash - Rock**

#### TM Move List

06 Toxic, 10 Hidden Power, 13 Ice Beam, 14 Blizzard, 15 Hyper Beam, 17 Protect, 18 Rain Dance, 21 Frustration, 26 Earthquake, 27 Return, 32 Double Team, 37 Sandstorm, **39 Rock Tomb**, 42 Facade, 44 Rest, 45 Attract, 48 Round, 54 False Swipe, **55 Scald**, 66 Payback, 67 Smart Strike, 68 Giga Impact, 69 Rock Polish, **71 Stone Edge**, 75 Swords Dance, 78 Bulldoze, **80 Rock Slide**, 82 Dragon Tail, 84 Poison Jab, 87 Swagger, 88 Sleep Talk, 90 Substitute, **94 Surf**, **98 Waterfall**, 100 Confide

#### Tutor Move List

Body Press, Body Slam, Crunch (N), **Dive**, Earth Power, Endure, Gastro Acid, Iron Defense, Iron Tail, **Liquidation**, **Razor Shell (N)**, Rock Polish (N), Snore, Stealth Rock, Stomping Tantrum, Superpower, Throat Chop, **Whirlpool**

## YAMPER



### Base Stats:

HP:	6
Attack:	5
Defense:	5
Special Attack:	4
Special Defense:	5
Speed:	3

### Basic Information

Type: Electric  
Basic Ability 1: Ball Fetch  
Adv Ability 1: Rattled  
Adv Ability 2: Electrodash  
Adv Ability 3: Gluttony  
High Ability: Bodyguard

### Evolution:

1 - Yamper  
2 - Boltund Minimum 25

### Size Information

Height: 1' 0" / 0.3m (Small)  
Weight: 29.8 lbs / 13.5kg (2)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field  
Average Hatch Rate: 10 Days

Diet: Carnivore  
Habitat: Grassland, Urban

### Capability List

Overland 5, Swim 4, Jump 1/1, Power 2, Pack Mon, Tracker, Underdog, Zapper

### Skill List

Athl 3d6+2, Acro 3d6, Combat 3d6, Stealth 2d6, Percep 3d6, Focus 3d6

### Move List

#### Level Up Move List

1 Tackle - Normal  
1 Tail Whip - Normal  
**5 Nuzzle - Electric**  
10 Bite - Dark  
15 Roar - Normal  
**20 Spark - Electric**  
25 Charm - Fairy  
30 Crunch - Dark  
35 Charge - Electric  
**40 Wild Charge - Electric**  
45 Play Rough - Fairy

#### TM Move List

06 Toxic, 10 Hidden Power, 17 Protect, 21 Frustration, **24 Thunderbolt**, **25 Thunder**, 27 Return, 32 Double Team, 42 Facade, 43 Flame Charge, 44 Rest, 45 Attract, 48 Round, **72 Volt Switch**, 73 Thunder Wave, 87 Swagger, 88 Sleep Talk, 90 Substitute, **93 Wild Charge**, 95 Snarl, 100 Confide

#### Egg Move List

**Discharge**, Double-Edge, Howl, Sand Attack

#### Tutor Move List

Double-Edge, Endure, Helping Hand, Swift, Uproar

## BOLTUND



### Base Stats:

HP:	7
Attack:	9
Defense:	6
Special Attack:	9
Special Defense:	6
Speed:	12

### Basic Information

Type: Electric  
Basic Ability 1: Strong Jaw  
Adv Ability 1: Defiant  
Adv Ability 2: Electrodash  
Adv Ability 3: Intimidate  
High Ability: Bodyguard

### Evolution:

1 - Yamper  
2 - Boltund Minimum 25

### Size Information

Height: 3' 3" / 1m (Medium)  
Weight: 75 lbs / 34kg (3)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field

Diet: Carnivore  
Habitat: Grassland, Urban

### Capability List

Overland 7, Swim 5, Jump 2/2, Power 5, Pack Mon, Tracker, Zapper

### Skill List

Athl 4d6+2, Acro 4d6, Combat 4d6, Stealth 3d6, Percep 4d6, Focus 4d6

### Move List

#### Level Up Move List

**5 Nuzzle - Electric**

10 Bite - Dark

15 Roar - Normal

**20 Spark - Electric**

28 Charm - Fairy

34 Crunch - Dark

41 Charge - Electric

**48 Wild Charge - Electric**

55 Play Rough - Fairy

62 Electric Terrain - Electric

#### TM Move List

06 Toxic, 10 Hidden Power, 15 Hyper Beam, 17 Protect, 21 Frustration, **24 Thunderbolt**, **25 Thunder**, 27 Return, 32 Double Team, 42 Facade, 43 Flame Charge, 44 Rest, 45 Attract, 48 Round, 68 Giga Impact, **72 Volt Switch**, 73 Thunder Wave, 87 Swagger, 88 Sleep Talk, 90 Substitute, **93 Wild Charge**, 95 Snarl, 100 Confide

#### Tutor Move List

Double-Edge, Electrify (N), Endure, Helping Hand, Hyper Voice, Swift, Up roar

## ROLYCOLY



### Base Stats:

HP:	3
Attack:	4
Defense:	5
Special Attack:	4
Special Defense:	5
Speed:	3

### Basic Information

Type: Rock  
Basic Ability 1: Flash Fire  
Basic Ability 2: Steam Engine  
Adv Ability 1: Sturdy  
Adv Ability 2: Fiery Crash  
High Ability: Speed Boost

### Evolution:

1 - Rolycoly  
2 - Carkol Minimum 20  
3 - Coalossal Minimum 30

### Size Information

Height: 1' 0" / 0.3m (Small)  
Weight: 26.5 lbs / 12kg (2)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Mineral  
Average Hatch Rate: 7 Days

Diet: Terravore  
Habitat: Cave, Grassland

### Capability List

Overland 5, Swim 1, Jump 0/1, Power 3, Darkvision, Materializer, Naturewalk (Cave), Underdog

### Skill List

Athl 3d6+1, Acro 2d6, Combat 2d6, Stealth 3d6, Percep 2d6, Focus 3d6

### Move List

#### Level Up Move List

1 Tackle - Normal  
1 Smokescreen - Normal  
5 Rapid Spin - Normal  
**10 Smack Down - Rock**  
15 Rock Polish - Rock  
**20 Ancient Power - Rock**  
25 Incinerate - Fire  
30 Stealth Rock - Rock  
35 Heat Crash - Fire  
**40 Rock Blast - Rock**

#### TM Move List

06 Toxic, 10 Hidden Power, 17 Protect, 21 Frustration, **23 Smack Down**, 27 Return, 32 Double Team, 33 Reflect, 37 Sandstorm, **39 Rock Tomb**, 42 Facade, 44 Rest, 45 Attract, 48 Round, 61 Will-O-Wisp, 64 Explosion, 69 Rock Polish, **71 Stone Edge**, 74 Gyro Ball, **80 Rock Slide**, 87 Swagger, 88 Sleep Talk, 90 Substitute, 100 Confide

#### Egg Move List

Block, Mud-Slap

#### Tutor Move List

**Ancient Power**, Block, Endure, Iron Defense, Iron Head, Mud-Slap, Snore, Stealth Rock



## CARKOL



### Base Stats:

HP:	8
Attack:	6
Defense:	9
Special Attack:	6
Special Defense:	7
Speed:	5

### Basic Information

Type: Rock / Fire  
Basic Ability 1: Flash Fire  
Basic Ability 2: Steam Engine  
Adv Ability 1: Sturdy  
Adv Ability 2: Fiery Crash  
High Ability: Speed Boost

### Evolution:

- 1 - Rolycoly
- 2 - Carkol Minimum 20
- 3 - Coalossal Minimum 30

### Size Information

Height: 3' 7" / 1.1m (Medium)  
Weight: 172 lbs / 78kg (4)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Mineral

Diet: Terravore  
Habitat: Cave

### Capability List

Overland 6, Swim 3, Jump 0/1, Power 5, Darkvision, Firestarter, Glow, Heater, Materializer, Naturewalk (Cave), Underdog

### Skill List

Athl 4d6+1, Acro 2d6, Combat 3d6, Stealth 3d6, Percep 3d6, Focus 4d6

### Move List

#### Level Up Move List

- Evo Flame Charge - Fire**
- 5 Rapid Spin - Normal
- 10 Smack Down - Rock**
- 15 Rock Polish - Rock
- 20 Ancient Power - Rock**
- 27 Incinerate - Fire**
- 35 Stealth Rock - Rock
- 41 Heat Crash - Fire**
- 48 Rock Blast - Rock**
- 55 Burn Up - Fire**

#### TM Move List

06 Toxic, 10 Hidden Power, 17 Protect, 21 Frustration, **23 Smack Down**, 27 Return, 32 Double Team, 33 Reflect, **35 Flamethrower**, 37 Sandstorm, **38 Fire Blast**, **39 Rock Tomb**, 42 Facade, 44 Rest, 45 Attract, 48 Round, **50 Overheat**, 55 Scald, 61 Will-O-Wisp, 64 Explosion, 69 Rock Polish, **71 Stone Edge**, 74 Gyro Ball, **80 Rock Slide**, 87 Swagger, 88 Sleep Talk, 90 Substitute, 100 Confide

#### Tutor Move List

**Ancient Power**, Block, Body Press, Endure, **Heat Wave**, Iron Defense, Iron Head, Mud-Slap, Snore, Stealth Rock

## COALOSSAL



### Base Stats:

HP:	11
Attack:	8
Defense:	12
Special Attack:	8
Special Defense:	9
Speed:	3

### Basic Information

Type: Rock / Fire  
Basic Ability 1: Flash Fire  
Basic Ability 2: Steam Engine  
Adv Ability 1: Sturdy  
Adv Ability 2: Fiery Crash  
High Ability: Speed Boost

### Evolution:

- 1 - Rolycoly
- 2 - Carkol Minimum 20
- 3 - Coalossal Minimum 30

### Size Information

Height: 9' 2" / 2.8m (Huge)  
Weight: 684.5 lbs / 310.5kg (6)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Mineral

Diet: Terravore  
Habitat: Cave

### Capability List

Overland 8, Swim 4, Jump 1/1, Power 10, Darkvision, Firestarter, Glow, Heater, Materializer, Naturewalk (Cave)

### Skill List

Athl 5d6+1, Acro 3d6, Combat 5d6+1, Stealth 3d6, Percep 4d6, Focus 5d6

### Move List

#### Level Up Move List

- Evo Tar Shot - Rock
- 5 Rapid Spin - Normal
- 10 Smack Down - Rock**
- 15 Rock Polish - Rock
- 20 Ancient Power - Rock**
- 27 Incinerate - Fire**
- 37 Stealth Rock - Rock
- 45 Heat Crash - Fire**
- 54 Rock Blast - Rock**
- 63 Burn Up - Fire**

#### TM Move List

06 Toxic, 10 Hidden Power, 15 Hyper Beam, 17 Protect, 21 Frustration, 22 Solar Beam, **23 Smack Down**, 26 Earthquake, 27 Return, 32 Double Team, 33 Reflect, **35 Flamethrower**, 37 Sandstorm, **38 Fire Blast**, **39 Rock Tomb**, 42 Facade, 44 Rest, 45 Attract, 48 Round, **50 Overheat**, 55 Scald, 61 Will-O-Wisp, 64 Explosion, 68 Giga Impact, 69 Rock Polish, **71 Stone Edge**, 74 Gyro Ball, 78 Bulldoze, **80 Rock Slide**, 87 Swagger, 88 Sleep Talk, 90 Substitute, 100 Confide

#### Tutor Move List

**Ancient Power**, Block, Body Press, Body Slam, Earth Power, Endure, **Fire Punch**, **Flame Charge (N)**, **Heat Wave**, Iron Defense, Iron Head, Mega Kick, Mega Punch, Mud-Slap, Snore, Stealth Rock

## APPLIN



### Base Stats:

HP:	4
Attack:	4
Defense:	8
Special Attack:	4
Special Defense:	4
Speed:	2

### Basic Information

Type: Grass / Dragon  
Basic Ability 1: Gluttony  
Basic Ability 2: Immunity  
Adv Ability 1: Ripen  
Adv Ability 2: Decoy  
High Ability: Bulletproof

### Evolution:

1 - Applin  
2 - Flapple Minimum 20; Tart Apple Keepsake  
2 - Appletun Minimum 20; Sweet Apple Keepsake

### Size Information

Height: 0' 8" / 0.2m (Small)  
Weight: 1.1 lbs / 0.5kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Plant / Dragon  
Average Hatch Rate: 10 Days

Diet: Herbivore

Habitat: Forest, Grassland

### Capability List

Overland 4, Swim 2, Jump 1/1, Power 1, Naturewalk (Forest, Grassland), Stealth, Underdog

### Skill List

Athl 1d6, Acro 2d6, Combat 1d6, Stealth 4d6+2, Percep 3d6, Focus 3d6

### Move List

#### Level Up Move List

1 Withdraw - Water  
1 Astonish - Ghost

#### TM Move List

45 Attract

#### TM Move List

06 Toxic, 10 Hidden Power, 17 Protect, 21 Frustration, 27 Return, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, 87 Swagger, 88 Sleep Talk, 90 Substitute, 100 Confide

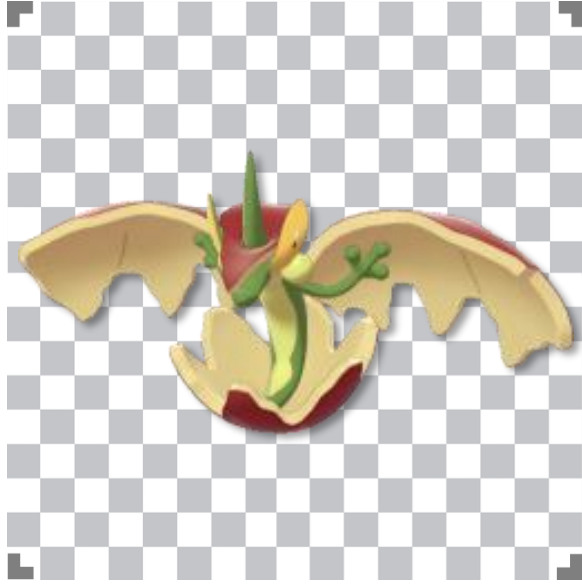
#### Egg Move List

Defense Curl, Recycle, Rollout, Sucker Punch

#### Tutor Move List

Defense Curl, **Draco Meteor**, Recycle, Rollout, Sucker Punch

## FLAPPLE



### Base Stats:

HP:	7
Attack:	11
Defense:	8
Special Attack:	10
Special Defense:	6
Speed:	7

### Basic Information

Type: Grass / Dragon  
Basic Ability 1: Gluttony  
Basic Ability 2: Liquid Ooze  
Adv Ability 1: Ripen  
Adv Ability 2: Hustle  
High Ability: Flutter

### Evolution:

1 - Applin  
2 - Flapple Minimum 20; Tart Apple Keepsake

### Size Information

Height: 1' 0" / 0.3m (Small)  
Weight: 2.2 lbs / 1kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Plant / Dragon

Diet: Herbivore  
Habitat: Forest, Grassland

### Capability List

Overland 4, Swim 2, Sky 6, Jump 2/2, Power 1,  
Guster, Naturewalk (Forest, Grassland), Stealth

### Skill List

Athl 2d6, Acro 5d6, Combat 3d6, Stealth 4d6, Percep  
4d6, Focus 3d6

### Move List

#### Level Up Move List

Evo Wing Attack - Flying  
4 Acid Spray - Poison  
8 Acrobatics - Flying  
12 Leech Seed - Grass  
16 Protect - Normal  
**20 Dragon Breath - Dragon**  
24 Dragon Dance - Dragon  
**28 Dragon Pulse - Dragon**  
**32 Grav Apple - Grass**  
36 Iron Defense - Steel  
40 Fly - Flying  
**44 Dragon Rush - Dragon**

#### TM Move List

06 Toxic, 10 Hidden Power, 11 Sunny Day, 16 Hyper  
Beam, 17 Protect, 21 Frustration, **22 Solar Beam**, 27  
Return, 32 Double Team, 42 Facade, 44 Rest, 45  
Attract, 48 Round, **53 Energy Ball**, 62 Acrobatics, 68  
Giga Impact, 72 Fly, **76 Grass Knot**, 87 Swagger, 88  
Sleep Talk, 89 U-Turn, 90 Substitute, 100 Confide

#### Tutor Move List

**Bullet Seed**, Defense Curl, **Draco Meteor**, **Dragon  
Pulse**, Endure, **Giga Drain**, Growth (N), Iron Defense,  
**Outrage**, Recycle (N), Rollout, **Seed Bomb**, Snore,  
Sucker Punch, **Twister (N)**

## APPLETUN



### Base Stats:

HP:	11
Attack:	9
Defense:	8
Special Attack:	10
Special Defense:	8
Speed:	3

### Basic Information

Type: Grass / Dragon

Basic Ability 1: Gluttony

Basic Ability 2: Sweet Veil

Adv Ability 1: Ripen

Adv Ability 2: Danger Syrup

High Ability: Thick Fat

Evolution:

1 - Applin

2 - Appletun Minimum 20; Sweet Apple Keepsake

### Size Information

Height: 1' 4" / 0.4m (Small)

Weight: 28.7 lbs / 13kg (2)

### Breeding Information

Gender Ratio: 50% M / 50% F

Egg Group: Plant / Dragon

Diet: Herbivore

Habitat: Forest, Grassland

### Capability List

Overland 6, Swim 4, Jump 1/1, Power 2, Alluring, Naturewalk (Forest, Grassland)

### Skill List

Athl 4d6, Acro 2d6, Combat 3d6, Stealth 4d6, Percep 4d6, Focus 4d6

### Move List

#### Level Up Move List

Evo Headbutt - Normal

4 Curse - Ghost

8 Stomp - Normal

12 Leech Seed - Grass

16 Protect - Normal

**20 Bullet Seed - Grass**

24 Recover - Normal

**28 Apple Acid - Grass**

32 Body Slam - Normal

36 Iron Defense - Steel

**40 Dragon Pulse - Dragon**

**44 Energy Ball - Grass**

#### TM Move List

06 Toxic, 10 Hidden Power, 11 Sunny Day, 15 Hyper Beam, 16 Light Screen, 17 Protect, 20 Safeguard, 21 Frustration, **22 Solar Beam**, 26 Earthquake, 27 Return, 32 Double Team, 33 Reflect, 42 Facade, 44 Rest, 45 Attract, 48 Round, **53 Energy Ball**, 66 Payback, 68 Giga Impact, 74 Gyro Ball, 78 Bulldoze, **86 Grass Knot**, 87 Swagger, 88 Sleep Talk, 90 Substitute, 100 Confide

#### Tutor Move List

Body Press, Body Slam, **Bullet Seed**, Defense Curl, **Draco Meteor**, **Dragon Pulse**, Endure, **Giga Drain**, Growth (N), Iron Defense, **Outrage**, Recycle (N), Rollout, **Seed Bomb**, Snore, Sucker Punch, Superpower, Sweet Scent (N)

## SILICOBRA



### Base Stats:

HP:	5
Attack:	6
Defense:	8
Special Attack:	4
Special Defense:	5
Speed:	5

### Basic Information

Type: Ground  
Basic Ability 1: Shed Skin  
Basic Ability 2: Sand Veil  
Adv Ability 1: Sand Spit  
Adv Ability 2: Rattled  
High Ability: Sand Stream

### Evolution:

1 - Silicobra  
2 - Sandaconda Minimum 30

### Size Information

Height: 7' 3" / 2.2m (Medium)  
Weight: 16.8 lbs / 7.6kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field / Dragon  
Average Hatch Rate: 7 Days

Diet: Carnivore  
Habitat: Desert

### Capability List

Overland 5, Swim 3, Burrow 5, Jump 1/1, Power 2, Naturewalk (Desert), Underdog

### Skill List

Athl 3d6+2, Acro 3d6, Combat 2d6, Stealth 3d6+2, Percep 2d6, Focus 3d6

### Move List

#### Level Up Move List

1 Wrap - Normal  
1 Sand Attack - Ground  
5 Minimize - Normal  
10 Brutal Swing - Dark  
**15 Bulldoze - Ground**  
20 Headbutt - Normal  
25 Glare - Normal  
**30 Dig - Ground**  
35 Sandstorm - Rock  
40 Slam - Normal  
45 Coil - Poison  
**50 Sand Tomb - Ground**

#### TM Move List

06 Toxic, 10 Hidden Power, 17 Protect, 21 Frustration, **26 Earthquake**, 27 Return, 32 Double Team, 37 Sandstorm, 42 Facade, 44 Rest, 45 Attract, 48 Round, 59 Brutal Swing, **78 Bulldoze**, 87 Swagger, 88 Sleep Talk, 90 Substitute, 100 Confide

#### Egg Move List

Belch, Dragon Rush, Last Resort, **Mud-Slap**, Poison Tail

#### Tutor Move List

**Drill Run**, **Earth Power**, Endure, Last Resort, **Mud-Slap**, Snore

## SANDACONDA



### Base Stats:

HP:	7
Attack:	11
Defense:	13
Special Attack:	7
Special Defense:	7
Speed:	7

### Basic Information

Type: Ground  
Basic Ability 1: Shed Skin  
Basic Ability 2: Sand Veil  
Adv Ability 1: Sand Spit  
Adv Ability 2: Intimidate  
High Ability: Sand Stream

### Evolution:

1 - Silicobra  
2 - Sandaconda Minimum 30

### Size Information

Height: 12' 6" / 3.8m (Large)  
Weight: 144.4 lbs / 65.5kg (4)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field / Dragon

Diet: Carnivore  
Habitat: Desert

### Capability List

Overland 7, Swim 4, Burrow 7, Jump 1/1, Power 5, Naturewalk (Desert)

### Skill List

Athl 5d6+2, Acro 4d6, Combat 4d6, Stealth 4d6, Percep 4d6, Focus 3d6

### Move List

#### Level Up Move List

5 Minimize - Normal  
10 Brutal Swing - Dark  
**15 Bulldoze - Ground**  
20 Headbutt - Normal  
25 Glare - Normal  
**30 Dig - Ground**  
35 Sandstorm - Rock  
42 Slam - Normal  
49 Coil - Poison  
**51 Sand Tomb - Ground**

#### TM Move List

06 Toxic, 10 Hidden Power, 15 Hyper Beam, 17 Protect, 21 Frustration, **26 Earthquake**, 27 Return, 32 Double Team, 37 Sandstorm, 39 Rock Tomb, 42 Facade, 44 Rest, 45 Attract, 48 Round, 59 Brutal Swing, 68 Giga Impact, 71 Stone Edge, **78 Bulldoze**, 80 Rock Slide, 87 Swagger, 88 Sleep Talk, 90 Substitute, 100 Confide

#### Tutor Move List

Body Press, **Drill Run**, **Earth Power**, Endure, Iron Defense, Iron Head, Last Resort, **Mud-Slap**, Outrage, Skull Bash (N), Snore, Stealth Rock, Zen Headbutt



## CRAMORANT



### Base Stats:

HP:	7
Attack:	9
Defense:	6
Special Attack:	9
Special Defense:	10
Speed:	9

### Basic Information

Type: Flying / Water  
Basic Ability 1: Gulp Missile  
Adv Ability 1: Gluttony  
Adv Ability 2: Oblivious  
Adv Ability 3: Early Bird  
High Ability: Strange Tempo

### Evolution:

1 - Cramorant

### Size Information

Height: 2' 7" / 0.8m (Small)  
Weight: 39.7 lbs / 18kg (2)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Water 1 / Flying  
Average Hatch Rate: 13 Days

Diet: Carnivore

Habitat: Freshwater

### Capability List

Overland 5, Swim 5, Sky 6, Jump 2/2, Power 3, Guster

### Skill List

Athl 3d6, Acro 4d6+1, Combat 3d6, Stealth 3d6+2, Percep 5d6, Focus 2d6

### Move List

#### Level Up Move List

#### 1 Peck - Flying

1 Stockpile - Normal

1 Swallow - Normal

1 Spit Up - Normal

#### 7 Water Gun - Water

14 Fury Attack - Normal

#### 21 Pluck - Flying

#### 28 Dive - Water

#### 35 Drill Peck - Flying

42 Amnesia - Psychic

49 Thrash - Normal

#### 56 Hydro Pump - Water

### TM Move List

06 Toxic, 10 Hidden Power, 13 Ice Beam, 14 Blizzard, 15 Hyper Beam, 17 Protect, 18 Rain Dance, 19 Roost, 21 Frustration, 27 Return, 32 Double Team, **40 Aerial Ace**, 42 Facade, 44 Rest, 45 Attract, 46 Thief, 48 Round, 51 Steel Wing, **55 Scald**, 68 Giga Impact, **76 Fly**, 87 Swagger, 88 Sleep Talk, 90 Substitute, **94 Surf**, 100 Confide

### Egg Move List

Aqua Ring, Defog, Feather Dance

### Tutor Move List

Belch (N), Defog, **Dive**, Endure, Icy Wind, **Liquidation**, **Pluck**, Snore, Superpower, Throat Chop, Uproar, **Whirlpool**

## ARROKUDA



### Base Stats:

HP:	4
Attack:	6
Defense:	4
Special Attack:	4
Special Defense:	3
Speed:	7

### Basic Information

Type: Water  
Basic Ability 1: Swift Swim  
Basic Ability 2: Stakeout  
Adv Ability 1: Propeller Tail  
Adv Ability 2: Aqua Bullet  
High Ability: Vanguard

### Evolution:

1 - Arrokuda  
2 - Barraskewda Minimum 25

### Size Information

Height: 1' 8" / 0.5m (Small)  
Weight: 2.2 lbs / 1kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Water 2  
Average Hatch Rate: 7 Days

Diet: Carnivore  
Habitat: Fresh Water

### Capability List

Overland 3, Swim 6, Jump 2/2, Power 1, Fountain, Gilled, Underdog

### Skill List

Athl 3d6, Acro 3d6+2, Combat 3d6+2, Stealth 3d6, Percep 3d6, Focus 2d6

### Move List

#### Level Up Move List

1 Peck - Normal  
**1 Aqua Jet - Normal**  
6 Fury Attack - Normal  
12 Bite - Normal  
18 Agility - Normal  
**24 Dive - Normal**  
30 Laser Focus - Normal  
36 Crunch - Normal  
**42 Liquidation - Normal**  
48 Double-Edge - Normal

#### TM Move List

06 Toxic, 10 Hidden Power, 17 Protect, 18 Rain Dance, 21 Frustration, 27 Return, 31 Brick Break, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, **55 Scald**, 84 Poison Jab, 87 Swagger, 88 Sleep Talk, 90 Substitute, **98 Waterfall**, 100 Confide

#### Egg Move List

Acupressure, Night Slash, Slash, Thrash

#### Tutor Move List

Bounce, **Dive**, Double-Edge, Drill Run, Endure, Laser Focus, **Liquidation**, Snore, Swift, Throat Chop, **Whirlpool**

## BARRASKEWDA



### Base Stats:

HP:	6
Attack:	12
Defense:	6
Special Attack:	6
Special Defense:	5
Speed:	14

### Basic Information

Type: Water  
Basic Ability 1: Swift Swim  
Basic Ability 2: Stakeout  
Adv Ability 1: Propeller Tail  
Adv Ability 2: Aqua Bullet  
High Ability: Vanguard

### Evolution:

1 - Arrokuda  
2 - Barraskewda Minimum 25

### Size Information

Height: 4' 3" / 1.3m (Medium)  
Weight: 66.1 lbs / 30kg (3)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Water 2

Diet: Carnivore  
Habitat: Fresh Water

### Capability List

Overland 4, Swim 8, Jump 3/3, Power 4, Fountain, Gilled

### Skill List

Athl 5d6, Acro 5d6+1, Combat 5d6, Stealth 4d6, Percep 3d6, Focus 3d6

### Move List

#### Level Up Move List

6 Fury Attack - Normal  
12 Bite - Normal  
18 Agility - Normal  
**24 Dive - Normal**  
32 Laser Focus - Normal  
40 Crunch - Normal  
**48 Liquidation - Normal**  
56 Double-Edge - Normal

#### TM Move List

06 Toxic, 10 Hidden Power, 15 Hyper Beam, 17 Protect, 18 Rain Dance, 21 Frustration, 27 Return, 31 Brick Break, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, **55 Scald**, 68 Giga Impact, 84 Poison Jab, 87 Swagger, 88 Sleep Talk, 90 Substitute, **94 Surf**, **98 Waterfall**, 100 Confide

#### Tutor Move List

Bounce, **Dive**, Double-Edge, Drill Run, Endure, Laser Focus, **Liquidation**, Snore, Swift, Throat Chop (N), **Whirlpool**

## TOXEL



### Base Stats:

HP:	4
Attack:	4
Defense:	4
Special Attack:	5
Special Defense:	4
Speed:	4

### Basic Information

Type: Electric / Poison  
Basic Ability 1: Static  
Basic Ability 2: Poison Point  
Adv Ability 1: Rattled  
Adv Ability 2: Klutz  
High Ability: Cute Tears

### Evolution:

- 1 - Toxel
- 2 - Toxtricity Minimum 25

### Size Information

Height: 1' 4" / 0.4m (Small)  
Weight: 24.3 lbs / 11kg (2)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Humanshape  
Average Hatch Rate: 13 Days

Diet: Omnivore  
Habitat: Marsh

### Capability List

Overland 4, Swim 3, Jump 1/1, Power 2, Glow, Naturewalk (Wetlands), Underdog, Zapper

### Skill List

Athl 2d6, Acro 2d6, Combat 2d6, Stealth 2d6, Percep 3d6, Focus 4d6+1

### Move List

#### Level Up Move List

**1 Nuzzle - Electric**

1 Growl - Normal

1 Flail - Normal

**1 Acid - Poison**

#### TM Move List

06 Toxic, 10 Hidden Power, 17 Protect, 21 Frustration, 27 Return, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, 87 Swagger, 88 Sleep Talk, 90 Substitute, 100 Confide

#### Egg Move List

Endeavor, Metal Sound, Power-Up Punch

#### Tutor Move List

**Belch (N)**, Endeavor, Endure, Tearful Look (N), Snore

## TOXTRICITY



### Base Stats:

HP:	8
Attack:	10
Defense:	7
Special Attack:	11
Special Defense:	7
Speed:	8

### Basic Information

Type: Electric / Poison  
Basic Ability 1: Plus or Minus  
Basic Ability 2: Poison Point  
Adv Ability 1: Punk Rock  
Adv Ability 2: Technician  
High Ability: Prime Fury

### Evolution:

- 1 - Toxel
- 2 - Toxtricity Minimum 25

### Size Information

Height: 5' 3" / 1.6m (Medium)  
Weight: 88.2 lbs / 40kg (3)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Humanshape

Diet: Omnivore  
Habitat: Marsh

### Capability List

Overland 7, Swim 4, Jump 2/2, Power 2, Glow,  
Naturewalk (Wetlands), Zapper

### Skill List

Athl 3d6+1, Acro 5d6, Combat 3d6, Stealth 1d6,  
Percep 4d6, Focus 5d6+2

### Move List

#### Level Up Move List

- Evo Spark - Electric**
- 4 Charge - Electric
- 8 Shock Wave - Electric**
- 12 Scary Face - Normal
- 16 Taunt - Dark
- 20 Venoshock - Poison**
- 20 Venom Drench - Poison
- 24 Screech - Normal
- 28 Swagger - Normal
- 32 Toxic - Poison
- 36 Discharge - Electric**
- 40 Poison Jab - Poison**
- 44 Overdrive - Electric**
- 48 Boomburst - Normal
- 52 Shift Gear - Steel
- 52 Magnetic Flux - Electric

### TM Move List

06 Toxic, **09 Venoshock**, 10 Hidden Power, 12 Taunt,  
15 Hyper Beam, 17 Protect, 21 Frustration, **24  
Thunderbolt**, **25 Thunder**, 27 Return, 32 Double  
Team, **34 Sludge Wave**, **36 Sludge Bomb**, 42 Facade,  
44 Rest, 45 Attract, 48 Round, 56 Fling, 66 Payback,  
68 Giga Impact, **72 Volt Switch**, 73 Thunder Wave,  
**84 Poison Jab**, 87 Swagger, 88 Sleep Talk, 90  
Substitute, **93 Wild Charge**, 95 Snarl, 100 Confide

### Tutor Move List

**Acid Spray (N)**, **Belch (N)**, Drain Punch, Eerie Impulse  
(N), Endeavor, Endure, Fire Punch, **Gunk Shot**, Hyper  
Voice, Leer (N), Mega Kick, Mega Punch, Noble Roar  
(N), Tearful Look (N), **Shock Wave**, Snore, Swift,  
Throat Chop, **Thunder Punch**, **Thunder Shock (N)**,  
Up roar

## SIZZLIPEDE



### Base Stats:

HP:	5
Attack:	7
Defense:	5
Special Attack:	5
Special Defense:	5
Speed:	5

### Basic Information

Type: Fire / Bug  
Basic Ability 1: Flame Body  
Basic Ability 2: Magma Armor  
Adv Ability 1: Flash Fire  
Adv Ability 2: White Smoke  
High Ability: Heat Mirage

### Evolution:

1 - Sizzlipede  
2 - Centiskorch Minimum 30

### Size Information

Height: 2' 4" / 0.7m (Small)  
Weight: 2.2 lbs / 1kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Bug  
Average Hatch Rate: 7 Days

Diet: Carnivore  
Habitat: Grassland, Forest

### Capability List

Overland 5, Swim 2, Jump 1/1, Power 1, Egg Warmer, Firestarter, Heater, Naturewalk (Forest), Underdog, Wallclimber

### Skill List

Athl 3d6, Acro 2d6, Combat 3d6, Stealth 3d6, Percep 2d6, Focus 2d6

### Move List

#### Level Up Move List

**1 Ember - Fire**  
1 Smokescreen - Normal  
5 Wrap - Normal  
10 Bite - Dark  
**15 Flame Wheel - Fire**  
**20 Bug Bite - Bug**  
25 Coil - Poison  
30 Slam - Normal  
**35 Fire Spin - Fire**  
40 Crunch - Dark  
**45 Fire Lash - Fire**  
**50 Lunge - Bug**  
**55 Burn Up - Fire**

#### TM Move List

06 Toxic, 09 Venoshock, 10 Hidden Power, 11 Sunny Day, 17 Protect, 21 Frustration, 27 Return, **28 Leech Life**, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, 55 Scald, 59 Brutal Swing, 87 Swagger, 88 Sleep Talk, 90 Substitute, 100 Confide

#### Egg Move List

Defense Curl, Knock Off, Rollout, **Struggle Bug**

#### Tutor Move List

**Bug Bite**, Defense Curl, Endure, **Heat Wave**, Knock Off, Rollout, Snore

## CENTISKORCH



### Base Stats:

HP:	10
Attack:	12
Defense:	7
Special Attack:	9
Special Defense:	9
Speed:	7

### Basic Information

Type: Fire / Bug  
Basic Ability 1: Flame Body  
Basic Ability 2: Magma Armor  
Adv Ability 1: Flash Fire  
Adv Ability 2: White Smoke  
High Ability: Heat Mirage

### Evolution:

1 - Sizzlipede  
2 - Centiskorch Minimum 30

### Size Information

Height: 9' 10" / 3m (Huge)  
Weight: 264.6 lbs / 120kg (5)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Bug

Diet: Carnivore  
Habitat: Grassland, Forest

### Capability List

Overland 8, Swim 4, Jump 2/2, Power 7, Egg Warmer, Firestarter, Heater, Mountable 2, Naturewalk (Forest), Wallclimber

### Skill List

Athl 5d6, Acro 4d6, Combat 5d6+1, Stealth 2d6+1, Percep 3d6, Focus 4d6

### Move List

#### Level Up Move List

5 Wrap - Normal  
10 Bite - Dark  
**15 Flame Wheel - Fire**  
**20 Bug Bite - Bug**  
25 Coil - Poison  
32 Slam - Normal  
**39 Fire Spin - Fire**  
46 Crunch - Dark  
**53 Fire Lash - Fire**  
**60 Lunge - Bug**  
**67 Burn Up - Fire**

#### TM Move List

06 Toxic, 09 Venoshock, 10 Hidden Power, 11 Sunny Day, 15 Hyper Beam, 17 Protect, 21 Frustration, 22 Solar Beam, 27 Return, **28 Leech Life**, 32 Double Team, **35 Flamethrower**, **38 Fire Blast**, 42 Facade, 44 Rest, 45 Attract, 48 Round, **50 Overheat**, 55 Scald, 59 Brutal Swing, 61 Will-O-Wisp, 68 Giga Impact, **81 X-Scissor**, 87 Swagger, 88 Sleep Talk, 90 Substitute, 100 Confide

#### Tutor Move List

**Bug Bite**, Defense Curl, Endure, **Heat Wave**, **Inferno (N)**, Knock Off, Rollout, Snore



## CLOBBOPUS



### Base Stats:

HP:	5
Attack:	7
Defense:	6
Special Attack:	5
Special Defense:	5
Speed:	3

### Basic Information

Type: Fighting  
Basic Ability 1: Limber  
Basic Ability 2: Inner Focus  
Adv Ability 1: Technician  
Adv Ability 2: Delayed Reaction  
High Ability: Regenerator

### Evolution:

1 - Clobbopus  
2 - Grapploct Minimum 30

### Size Information

Height: 2' 0" / 0.6m (Small)  
Weight: 8.8 lbs / 4kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Water 1 / Humanshape  
Average Hatch Rate: 10 Days

Diet: Omnivore  
Habitat: Ocean

### Capability List

Overland 4, Swim 5, Jump 1/1, Power 4, Gilled, Underdog

### Skill List

Athl 2d6+3, Acro 2d6, Combat 3d6, Stealth 2d6, Percep 2d6, Focus 2d6

### Move List

#### Level Up Move List

**1 Rock Smash - Fighting**  
1 Leer - Normal  
5 Feint - Normal  
10 Bind - Normal  
15 Detect - Fighting  
**20 Brick Break - Fighting**  
25 Bulk Up - Fighting  
**30 Submission - Fighting**  
35 Taunt - Dark  
**40 Reversal - Fighting**  
**45 Superpower - Fighting**

#### TM Move List

01 Work Up, 06 Toxic, 08 Bulk Up, 10 Hidden Power, 12 Taunt, 17 Protect, 21 Frustration, 27 Return, **31 Brick Break**, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, **52 Focus Blast**, 66 Payback, 87 Swagger, 88 Sleep Talk, 90 Substitute, 98 Waterfall, 100 Confide

#### Egg Move List

**Circle Throw**, Pain Split, **Power-Up Punch**, Seismic Toss, Soak, Sucker Punch

#### Tutor Move List

Body Slam, Brine, Dive, Endure, Ice Punch, Liquidation, Mega Punch, Pain Split, Snore, Sucker Punch, **Superpower**

## GRAPPLOCT



### Base Stats:

HP:	8
Attack:	12
Defense:	9
Special Attack:	7
Special Defense:	8
Speed:	4

### Basic Information

Type: Fighting  
Basic Ability 1: Limber  
Basic Ability 2: Inner Focus  
Adv Ability 1: Technician  
Adv Ability 2: Analytic  
High Ability: Regenerator

### Evolution:

1 - Clobbopus  
2 - Grapploct Minimum 30

### Size Information

Height: 5' 3" / 1.6m (Medium)  
Weight: 86 lbs / 39kg (3)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Water 1 / Humanshape

Diet: Omnivore  
Habitat: Ocean

### Capability List

Overland 6, Swim 7, Jump 2/2, Power 7, Gilled

### Skill List

Athl 4d6+3, Acro 3d6, Combat 4d6+2, Stealth 2d6,  
Percep 3d6, Focus 4d6

### Move List

#### Level Up Move List

Evo Octolock - Fighting  
5 Feint - Normal  
10 Bind - Normal  
15 Detect - Fighting  
**20 Brick Break - Fighting**  
25 Bulk Up - Fighting  
**30 Submission - Fighting**  
35 Taunt - Dark  
**40 Reversal - Fighting**  
**45 Superpower - Fighting**  
50 Topsy-Turvy - Dark

#### TM Move List

01 Work Up, 06 Toxic, 08 Bulk Up, 10 Hidden Power,  
12 Taunt, 15 Hyper Beam, 17 Protect, 21 Frustration,  
27 Return, **31 Brick Break**, 32 Double Team, 42  
Facade, 44 Rest, 45 Attract, 48 Round, **52 Focus  
Blast**, 59 Brutal Swing, 66 Payback, 68 Giga Impact,  
87 Swagger, 88 Sleep Talk, 90 Substitute, 94 Surf, 98  
Waterfall, 100 Confide

#### Tutor Move List

Body Slam, Brine, Dive, **Drain Punch**, Endure, Ice  
Punch, Liquidation, Mega Punch, Octazooka (N), Pain  
Split, Snore, Stomping Tantrum, Sucker Punch,  
**Superpower**, Whirlpool

## SINISTEA



### Base Stats:

HP:	4
Attack:	5
Defense:	5
Special Attack:	7
Special Defense:	5
Speed:	5

### Basic Information

Type: Ghost  
Basic Ability 1: Weak Armor  
Basic Ability 2: Cursed Body  
Adv Ability 1: Liquid Ooze  
Adv Ability 2: Natural Cure  
High Ability: Poison Touch

### Evolution:

- 1 - Sinistea
- 2 - Polteageist Minimum 25; Cracked Pot Keepsake

### Size Information

Height: 0' 4" / 0.1m (Small)  
Weight: 0.4 lbs / 0.2kg (1)

### Breeding Information

Gender Ratio: No Gender  
Egg Group: Mineral / Indeterminate  
Average Hatch Rate: 10 Days

Diet: Nullivore  
Habitat: Urban

### Capability List

Overland 2, Swim 1, Levitate 4, Jump 0/1, Power 1, Darkvision, Dead Silent, Fountain, Phasing, Underdog

### Skill List

Athl 2d6, Acro 3d6, Combat 1d6, Stealth 4d6, Percep 3d6, Focus 3d6

### Move List

#### Level Up Move List

#### 1 Astonish - Ghost

1 Withdraw - Water

6 Aromatic Mist - Fairy

12 Mega Drain - Grass

18 Protect - Normal

24 Sucker Punch - Dark

30 Aromatherapy - Grass

36 Giga Drain - Grass

42 Nasty Plot - Dark

#### 48 Shadow Ball - Ghost

54 Memento - Dark

60 Shell Smash - Normal

### TM Move List

03 Psyshock, 06 Toxic, 10 Hidden Power, 17 Protect, 21 Frustration, 27 Return, 29 Psychic, **30 Shadow Ball**, 32 Double Team, 42 Facade, 44 Rest, 48 Round, 61 Will-O-Wisp, 66 Payback, 87 Swagger, 88 Sleep Talk, 90 Substitute, 97 Dark Pulse, 100 Confide

### Tutor Move List

Ally Switch, Endure, Foul Play, Giga Drain, Metronome, Snore, Sucker Punch, Trick, Wonder Room

## POLTEAGEIST



### Base Stats:

HP:	6
Attack:	7
Defense:	7
Special Attack:	13
Special Defense:	11
Speed:	7

### Basic Information

Type: Ghost  
Basic Ability 1: Weak Armor  
Basic Ability 2: Cursed Body  
Adv Ability 1: Liquid Ooze  
Adv Ability 2: Natural Cure  
High Ability: Poison Touch

### Evolution:

- 1 - Sinistea
- 2 - Polteageist Minimum 25; Cracked Pot Keepsake

### Size Information

Height: 0' 8" / 0.2m (Small)  
Weight: 0.9 lbs / 0.4kg (1)

### Breeding Information

Gender Ratio: No Gender  
Egg Group: Mineral / Indeterminate

Diet: Nullivore  
Habitat: Urban

### Capability List

Overland 2, Swim 1, Levitate 6, Jump 0/1, Power 1, Darkvision, Dead Silent, Fountain, Phasing

### Skill List

Athl 3d6, Acro 4d6, Combat 2d6, Stealth 5d6, Percep 4d6, Focus 4d6

### Move List

#### Level Up Move List

Evo Teatime - Normal  
6 Aromatic Mist - Fairy  
12 Mega Drain - Grass  
18 Protect - Normal  
24 Sucker Punch - Dark  
30 Aromatherapy - Grass  
36 Giga Drain - Grass  
42 Nasty Plot - Dark  
**48 Shadow Ball - Ghost**  
54 Memento - Dark  
60 Shell Smash - Normal  
66 Curse - Ghost

#### TM Move List

03 Psyshock, 06 Toxic, 10 Hidden Power, 15 Hyper Beam, 16 Light Screen, 17 Protect, 21 Frustration, 27 Return, 29 Psychic, **30 Shadow Ball**, 32 Double Team, 33 Reflect, 42 Facade, 44 Rest, 48 Round, 61 Will-O-Wisp, 64 Explosion, 66 Payback, 68 Giga Impact, 87 Swagger, 88 Sleep Talk, 90 Substitute, 97 Dark Pulse, 100 Confide

#### Tutor Move List

Ally Switch, Endure, Foul Play, Giga Drain, Metronome, Snore, Strength Sap (N), Sucker Punch, Trick, Wonder Room

## HATENNA



### Base Stats:

HP:	4
Attack:	3
Defense:	5
Special Attack:	6
Special Defense:	5
Speed:	4

### Basic Information

Type: Psychic  
Basic Ability 1: Anticipation  
Basic Ability 2: Run Away  
Adv Ability 1: Healer  
Adv Ability 2: Gentle Vibe  
High Ability: Magic Bounce

### Evolution:

1 - Hatenna  
2 - Hattrem Minimum 20  
2 - Hatterene Minimum 40

### Size Information

Height: 1' 4" / 0.4m (Small)  
Weight: 7.5 lbs / 3.4kg (1)

### Breeding Information

Gender Ratio: 0% M / 100% F  
Egg Group: Fairy  
Average Hatch Rate: 10 Days

Diet: Herbivore  
Habitat: Forest

### Capability List

Overland 5, Swim 2, Jump 1/1, Power 1, Naturewalk (Forest), Telekinetic, Telepath, Underdog

### Skill List

Athl 2d6, Acro 2d6, Combat 1d6, Stealth 3d6, Percep 3d6, Focus 4d6

### Move List

#### Level Up Move List

#### 1 Confusion - Psychic

1 Play Nice - Fairy

5 Life Dew - Water

10 Disarming Voice - Fairy

15 Aromatherapy - Grass

#### 20 Psybeam - Psychic

25 Heal Pulse - Psychic

30 Dazzling Gleam - Fairy

35 Calm Mind - Psychic

#### 40 Psychic - Psychic

45 Healing Wish - Psychic

### TM Move List

03 **Psychock**, 04 Calm Mind, 06 Toxic, 10 Hidden Power, 16 Light Screen, 17 Protect, 20 Safeguard, 21 Frustration, 27 Return, 29 **Psychic**, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, 60 Quash, 73 Thunder Wave, 87 Swagger, 88 Sleep Talk, 90 Substitute, 97 Dark Pulse, 99 *Dazzling Gleam*, 100 Confide

### Egg Move List

After You, Aromatic Mist, Nuzzle, Quash

### Tutor Move List

After You, Endure, Giga Drain, Helping Hand, Skill Swap, Snore

## HATTREM



### Base Stats:

HP:	6
Attack:	4
Defense:	7
Special Attack:	9
Special Defense:	7
Speed:	5

### Basic Information

Type: Psychic  
Basic Ability 1: Anticipation  
Basic Ability 2: Cruelty  
Adv Ability 1: Healer  
Adv Ability 2: Prime Fury  
High Ability: Magic Bounce

### Evolution:

1 - Hatenna  
2 - Hattrem Minimum 20  
2 - Hatterene Minimum 40

### Size Information

Height: 2' 0" / 0.6m (Small)  
Weight: 10.6 lbs / 4.8kg (1)

### Breeding Information

Gender Ratio: 0% M / 100% F  
Egg Group: Fairy

Diet: Herbivore  
Habitat: Forest

### Capability List

Overland 6, Swim 3, Jump 1/1, Power 1, Naturewalk (Forest), Telekinetic, Telepath, Underdog

### Skill List

Athl 3d6, Acro 3d6, Combat 3d6, Stealth 4d6, Percep 4d6, Focus 5d6

### Move List

#### Level Up Move List

Evo Brutal Swing - Dark  
5 Life Dew - Water  
10 Disarming Voice - Fairy  
15 Aromatherapy - Grass  
**20 Psybeam - Psychic**  
25 Heal Pulse - Psychic  
30 Dazzling Gleam - Fairy  
37 Calm Mind - Psychic  
**44 Psychic - Psychic**  
51 Healing Wish - Psychic

#### TM Move List

**03 Psyshock**, 04 Calm Mind, 06 Toxic, 10 Hidden Power, 16 Light Screen, 17 Protect, 20 Safeguard, 21 Frustration, 27 Return, **29 Psychic**, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, 59 Brutal Swing, 60 Quash, 73 Thunder Wave, 87 Swagger, 88 Sleep Talk, 90 Substitute, 97 Dark Pulse, *99 Dazzling Gleam*, 100 Confide

#### Tutor Move List

After You, Endure, Giga Drain, Helping Hand, Skill Swap, Snore

## HATTERENE



### Base Stats:

HP:	6
Attack:	9
Defense:	10
Special Attack:	14
Special Defense:	10
Speed:	3

### Basic Information

Type: Psychic / Fairy  
Basic Ability 1: Anticipation  
Basic Ability 2: Cruelty  
Adv Ability 1: Healer  
Adv Ability 2: Prime Fury  
High Ability: Magic Bounce

### Evolution:

1 - Hatenna  
2 - Hattrem Minimum 20  
2 - Hatterene Minimum 40

### Size Information

Height: 6' 11" / 2.1m (Large)  
Weight: 11.2 lbs / 5.1kg (1)

### Breeding Information

Gender Ratio: 0% M / 100% F  
Egg Group: Fairy

Diet: Herbivore  
Habitat: Forest

### Capability List

Overland 8, Swim 4, Jump 2/2, Power 3, Invisibility, Naturewalk (Forest), Telekinetic, Telepath

### Skill List

Athl 4d6, Acro 3d6, Combat 4d6, Stealth 5d6, Percep 4d6, Focus 6d6

### Move List

#### Level Up Move List

**Evo Psycho Cut - Psychic**

5 Life Dew - Water

**10 Disarming Voice - Fairy**

15 Aromatherapy - Grass

**20 Psybeam - Psychic**

25 Heal Pulse - Psychic

**30 Dazzling Gleam - Fairy**

37 Calm Mind - Psychic

**42 Psychic - Psychic**

55 Healing Wish - Psychic

64 Magic Powder - Psychic

#### TM Move List

**03 Psyshock**, 04 Calm Mind, 06 Toxic, 10 Hidden Power, 15 Hyper Beam, 16 Light Screen, 17 Protect, 20 Safeguard, 21 Frustration, 27 Return, **29 Psychic**, 30 Shadow Ball, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, 59 Brutal Swing, 60 Quash, 65 Shadow Claw, 68 Giga Impact, 73 Thunder Wave, 75 Swords Dance, 87 Swagger, 88 Sleep Talk, 90 Substitute, 92 Trick Room, 97 Dark Pulse, **99 Dazzling Gleam**, 100 Confide

#### Tutor Move List

After You, Brutal Swing (N), Endure, Giga Drain, Helping Hand, Magic Room, Skill Swap, Snore, Wonder Room



## IMPIDIMP



### Base Stats:

HP:	5
Attack:	5
Defense:	3
Special Attack:	6
Special Defense:	4
Speed:	5

### Basic Information

Type: Dark / Fairy  
Basic Ability 1: Frisk  
Basic Ability 2: Decoy  
Adv Ability 1: Pickpocket  
Adv Ability 2: Weird Power  
High Ability: Prankster

### Evolution:

1 - Impidimp  
2 - Morgrem Minimum 20  
3 - Grimmsnarl Minimum 40

### Size Information

Height: 1' 4" / 0.4m (Small)  
Weight: 12.1 lbs / 5.5kg (1)

### Breeding Information

Gender Ratio: 100% M / 0% F  
Egg Group: Fairy / Humanshape  
Average Hatch Rate: 10 Days

Diet: Nullivore

Habitat: Forest, Urban

### Capability List

Overland 5, Swim 3, Jump 1/1, Power 1, Darkvision, Naturewalk (Forest), Stealth, Underdog

### Skill List

Athl 3d6, Acro 2d6, Combat 2d6+1, Stealth 3d6+1, Percep 3d6, Focus 2d6

### Move List

#### Level Up Move List

1 Fake Out - Normal  
1 Confide - Normal  
**4 Bite - Dark**  
8 Flatter - Dark  
12 Fake Tears - Dark  
**16 Assurance - Dark**  
20 Swagger - Normal  
**24 Sucker Punch - Dark**  
28 Torment - Dark  
**32 Dark Pulse - Dark**  
36 Nasty Plot - Dark  
**40 Play Rough - Fairy**  
**44 Foul Play - Dark**

#### TM Move List

06 Toxic, 10 Hidden Power, 12 Taunt, 17 Protect, 21 Frustration, 27 Return, 28 Leech Life, 32 Double Team, 41 Torment, 42 Facade, 44 Rest, 45 Attract, **46 Thief**, 48 Round, 73 Thunder Wave, 87 Swagger, 88 Sleep Talk, 90 Substitute, **97 Dark Pulse**, **99 Dazzling Gleam**, 100 Confide

#### Tutor Move List

Drain Punch, Endure, **Foul Play**, Low Kick, Mega Punch, Mega Kick, Metronome, Snore, **Sucker Punch**, Trick, Up roar

## MORGREM



### Base Stats:

HP:	7
Attack:	6
Defense:	5
Special Attack:	8
Special Defense:	6
Speed:	7

### Basic Information

Type: Dark / Fairy  
Basic Ability 1: Frisk  
Basic Ability 2: Decoy  
Adv Ability 1: Pickpocket  
Adv Ability 2: Weird Power  
High Ability: Prankster

### Evolution:

- 1 - Impidimp
- 2 - Morgrem Minimum 20
- 3 - Grimmsnarl Minimum 40

### Size Information

Height: 2' 7" / 0.8m (Small)  
Weight: 27.6 lbs / 12.5kg (2)

### Breeding Information

Gender Ratio: 100% M / 0% F  
Egg Group: Fairy / Humanshape

Diet: Nullivore  
Habitat: Forest, Urban

### Capability List

Overland 6, Swim 4, Jump 2/2, Power 3, Darkvision, Naturewalk (Forest), Stealth, Underdog

### Skill List

Athl 4d6, Acro 3d6, Combat 3d6+1, Stealth 4d6+1, Percep 3d6, Focus 4d6

### Move List

#### Level Up Move List

**Evo False Surrender - Dark**

**4 Bite - Dark**

8 Flatter - Dark

12 Fake Tears - Dark

**16 Assurance - Dark**

20 Swagger - Normal

**24 Sucker Punch - Dark**

28 Torment - Dark

**33 Dark Pulse - Dark**

40 Nasty Plot - Dark

**46 Play Rough - Fairy**

**52 Foul Play - Dark**

#### TM Move List

06 Toxic, 10 Hidden Power, 12 Taunt, 16 Light Screen, 17 Protect, 21 Frustration, 27 Return, 28 Leech Life, 32 Double Team, 33 Reflect, 41 Torment, 42 Facade, 44 Rest, 45 Attract, **46 Thief**, 48 Round, 65 Shadow Claw, 73 Thunder Wave, 87 Swagger, 88 Sleep Talk, 90 Substitute, **97 Dark Pulse**, **99 Dazzling Gleam**, 100 Confide

#### Tutor Move List

Drain Punch, Endure, **Foul Play**, Low Kick, Mega Punch, Mega Kick, Metronome, Snore, **Sucker Punch**, **Throat Chop**, Trick, Up roar

## GRIMMSNARL



### Base Stats:

HP:	10
Attack:	12
Defense:	7
Special Attack:	10
Special Defense:	8
Speed:	6

### Basic Information

Type: Dark / Fairy  
Basic Ability 1: Frisk  
Basic Ability 2: Defiant  
Adv Ability 1: Pickpocket  
Adv Ability 2: Bully  
High Ability: Prankster

### Evolution:

- 1 - Impidimp
- 2 - Morgrem Minimum 20
- 3 - Grimmsnarl Minimum 40

### Size Information

Height: 4' 11" / 1.5m (Medium)  
Weight: 134.5 lbs / 61kg (4)

### Breeding Information

Gender Ratio: 100% M / 0% F  
Egg Group: Fairy / Humanshape

Diet: Nullivore  
Habitat: Forest, Urban

### Capability List

Overland 8, Swim 5, Jump 3/3, Power 8, Darkvision, Naturewalk (Forest), Stealth

### Skill List

Athl 6d6, Acro 3d6+1, Combat 5d6, Stealth 5d6, Percep 4d6, Focus 5d6

### Move List

#### Level Up Move List

**Evo Spirit Break - Fairy**

**4 Bite - Dark**

8 Flatter - Dark

12 Fake Tears - Dark

**16 Assurance - Dark**

20 Swagger - Normal

**24 Sucker Punch - Dark**

28 Torment - Dark

**33 Dark Pulse - Dark**

40 Nasty Plot - Dark

**48 Play Rough - Fairy**

**56 Foul Play - Dark**

60 Hammer Arm - Fighting

#### TM Move List

06 Toxic, 08 Bulk Up, 10 Hidden Power, 12 Taunt, 15 Hyper Beam, 16 Light Screen, 17 Protect, 21 Frustration, 27 Return, 28 Leech Life, 31 Brick Break, 32 Double Team, 33 Reflect, 41 Torment, 42 Facade, 44 Rest, 45 Attract, **46 Thief**, 48 Round, 52 Focus Blast, 65 Shadow Claw, 68 Giga Impact, 73 Thunder Wave, 87 Swagger, 88 Sleep Talk, 90 Substitute, **97 Dark Pulse**, **99 Dazzling Gleam**, 100 Confide

#### Tutor Move List

Body Press, Body Slam, Bulk Up (N), Drain Punch, Endure, **False Surrender (N)**, Fire Punch, **Foul Play**, Ice Punch, Mega Kick, Mega Punch, Mega Kick, Metronome, Power-Up Punch (N), Snore, Stomping Tantrum, **Sucker Punch**, Superpower, **Throat Chop**, Thunder Punch, Trick, Uproar, Wonder Room

## MILCERY



### Base Stats:

HP:	5
Attack:	4
Defense:	4
Special Attack:	5
Special Defense:	6
Speed:	3

### Basic Information

Type: Fairy  
Basic Ability 1: Sweet Veil  
Basic Ability 2: Aroma Veil  
Adv Ability 1: Spinning Dance  
Adv Ability 2: Flavorful Aroma  
High Ability: Absorb Force

### Evolution:

1 - Milcery  
2 - Alcremie Minimum 20; Sweet Item Keepsake

### Size Information

Height: 0' 8" / 0.2m (Small)  
Weight: 0.7 lbs / 0.3kg (1)

### Breeding Information

Gender Ratio: 0% M / 100% F  
Egg Group: Fairy / Indeterminate  
Average Hatch Rate: 10 Days

Diet: Herbivore  
Habitat: Urban

### Capability List

Overland 2, Swim 2, Levitate 4, Jump 1/1, Power 1, Alluring, Amorphous, Sticky Hold, Underdog

### Skill List

Athl 2d6, Acro 2d6, Combat 2d6, Stealth 3d6, Percep 3d6, Focus 3d6

### Move List

#### Level Up Move List

1 Tackle - Normal  
1 Aromatic Mist - Fairy  
5 Sweet Kiss - Fairy  
10 Sweet Scent - Normal  
**15 Draining Kiss - Fairy**  
20 Aromatherapy - Grass  
25 Attract - Normal  
30 Acid Armor - Poison  
**35 Dazzling Gleam - Fairy**  
40 Recover - Normal  
45 Misty Terrain - Fairy  
50 Entrainment - Normal

#### TM Move List

06 Toxic, 10 Hidden Power, 17 Protect, 21 Frustration, 27 Return, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, 56 Fling, 87 Swagger, 88 Sleep Talk, 90 Substitute, **99 Dazzling Gleam**, 100 Confide

#### Egg Move List

Baby-Doll Eyes, Last Resort

#### Tutor Move List

Endure, Helping Hand, Last Resort, Snore

## ALCREMIE



### Base Stats:

HP:	7
Attack:	6
Defense:	8
Special Attack:	11
Special Defense:	12
Speed:	6

### Basic Information

Type: Fairy  
Basic Ability 1: Sweet Veil  
Basic Ability 2: Aroma Veil  
Adv Ability 1: Cherry Power  
Adv Ability 2: Flavorful Aroma  
High Ability: Absorb Force

### Evolution:

1 - Milcery  
2 - Alcremie Minimum 20; Sweet Item Keepsake

### Size Information

Height: 1' 0" / 0.3m (Small)  
Weight: 1.1 lbs / 0.5kg (1)

### Breeding Information

Gender Ratio: 0% M / 100% F  
Egg Group: Fairy / Indeterminate

Diet: Herbivore  
Habitat: Urban

### Capability List

Overland 2, Swim 2, Levitate 6, Jump 2/2, Power 2,  
Alluring, Amorphous, Sticky Hold

### Skill List

Athl 3d6, Acro 3d6, Combat 3d6, Stealth 4d6+2,  
Percep 4d6, Focus 4d6

### Move List

#### Level Up Move List

Evo Decorate - Normal  
5 Sweet Kiss - Fairy  
10 Sweet Scent - Normal  
**15 Draining Kiss - Fairy**  
20 Aromatherapy - Grass  
25 Attract - Normal  
30 Acid Armor - Poison  
**35 Dazzling Gleam - Fairy**  
40 Recover - Normal  
45 Misty Terrain - Fairy  
50 Entrainment - Normal

#### TM Move List

03 Psyshock, 06 Toxic, 10 Hidden Power, 15 Hyper Beam, 16 Light Screen, 17 Protect, 20 Safeguard, 21 Frustration, 22 Solar Beam, 27 Return, 29 Psychic, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, 53 Energy Ball, 56 Fling, 68 Giga Impact, 87 Swagger, 88 Sleep Talk, 90 Substitute, **99 Dazzling Gleam**, 100 Confide

#### Tutor Move List

Drain Punch, Endure, Giga Drain, Helping Hand, Last Resort, Magic Room, Metronome, Snore, Wonder Room

## FALINKS



### Base Stats:

HP:	7
Attack:	10
Defense:	10
Special Attack:	7
Special Defense:	6
Speed:	8

### Basic Information

Type: Fighting  
Basic Ability 1: Battle Armor  
Basic Ability 2: Teamwork  
Adv Ability 1: Defiant  
Adv Ability 2: Pack Hunt  
High Ability: Bulletproof

Evolution:  
1 - Falinks

### Size Information

Height: 9' 10" / 3m (Huge)  
Weight: 136.7 lbs / 62kg (4)

### Breeding Information

Gender Ratio: No Gender  
Egg Group: Fairy / Mineral  
Average Hatch Rate: 13 Days

Diet: Omnivores  
Habitat: Mountain

### Capability List

Overland 7, Swim 4, Jump 2/2, Power 9, Mindlock, Pack Mon

### Skill List

Athl 5d6, Acro 4d6, Combat 5d6, Stealth 3d6, Percep 6d6, Focus 5d6

### Move List

#### Level Up Move List

1 Tackle - Normal  
1 Protect - Normal  
**5 Rock Smash - Fighting**  
10 Focus Energy - Normal  
15 Headbutt - Normal  
20 Bulk Up - Fighting  
25 Endure - Normal  
**30 Reversal - Fighting**  
35 First Impression - Bug  
40 No Retreat - Fighting  
45 Iron Defense - Steel  
**50 Close Combat - Fighting**  
55 Megahorn - Bug  
60 Counter - Fighting

#### TM Move List

06 Toxic, 08 Bulk Up, 10 Hidden Power, 15 Hyper Beam, 17 Protect, 21 Frustration, 27 Return, **31 Brick Break**, 32 Double Team, 39 Rock Tomb, 42 Facade, 44 Rest, 48 Round, **52 Focus Blast**, 54 False Swipe, 66 Payback, 67 Smart Strike, 68 Giga Impact, 75 Swords Dance, 80 Rock Slide, 84 Poison Jab, 87 Swagger, 88 Sleep Talk, 90 Substitute, 100 Confide

#### Tutor Move List

Endure, Helping Hand, Iron Defense, Iron Head, Snore, **Superpower**, Throat Chop, Zen Headbutt

## PINCURCHIN



### Base Stats:

HP:	5
Attack:	10
Defense:	10
Special Attack:	9
Special Defense:	9
Speed:	2

### Basic Information

Type: Electric  
Basic Ability 1: Static  
Basic Ability 2: Lightning Rod  
Adv Ability 1: Iron Barbs  
Adv Ability 2: Water Absorb  
High Ability: Electric Surge

Evolution:  
1 - Pincurchin

### Size Information

Height: 1' 0" / 0.3m (Small)  
Weight: 2.2 lbs / 1kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Water 1 / Indeterminate  
Average Hatch Rate: 10 Days

Diet: Herbivore  
Habitat: Ocean

### Capability List

Overland 4, Swim 4, Jump 0/1, Power 1, Amorphous, Gilled, Glow, Underdog, Zapper

### Skill List

Athl 3d6, Acro 2d6, Combat 3d6, Stealth 4d6, Percep 3d6, Focus 4d6

### Move List

#### Level Up Move List

1 Peck - Flying  
**1 Thunder Shock - Electric**  
5 Water Gun - Water  
10 Charge - Electric  
15 Fury Attack - Normal  
**20 Spark - Electric**  
25 Bubble Beam - Water  
30 Recover - Normal  
35 Curse - Ghost  
40 Electric Terrain - Electric  
45 Poison Jab - Poison  
**50 Zing Zap - Electric**  
55 Acupressure - Normal  
**60 Discharge - Electric**

#### TM Move List

06 Toxic, 09 Venoshock, 10 Hidden Power, 17 Protect, 21 Frustration, **24 Thunderbolt**, **25 Thunder**, 27 Return, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, 55 Scald, 64 Explosion, 66 Payback, 73 Thunder Wave, 84 Poison Jab, 87 Swagger, 88 Sleep Talk, 90 Substitute, 94 Surf, 100 Confide

#### Egg Move List

Memento, Sucker Punch

#### Tutor Move List

Brine, Endure, Liquidation, Snore, Sucker Punch, Throat Chop

## SNOM



### Base Stats:

HP:	3
Attack:	3
Defense:	4
Special Attack:	5
Special Defense:	3
Speed:	2

### Basic Information

Type: Ice / Bug  
Basic Ability 1: Shield Dust  
Basic Ability 2: Ice Shield  
Adv Ability 1: Ice Scales  
Adv Ability 2: Permafrost  
High Ability: Frostbite

### Evolution:

1 - Snom  
2 - Frosmoth Minimum 20

### Size Information

Height: 1' 0" / 0.3m (Small)  
Weight: 8.4 lbs / 3.8kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Bug  
Average Hatch Rate: 7 Days

Diet: Herbivore  
Habitat: Taiga, Tundra

### Capability List

Overland 4, Swim 2, Jump 1/1, Power 1, Chilled, Freezer, Naturewalk (Tundra), Threaded, Underdog, Wallclimber

### Skill List

Athl 2d6, Acro 3d6, Combat 1d6, Stealth 4d6, Percep 3d6, Focus 2d6

### Move List

#### Level Up Move List

**1 Powder Snow - Ice**  
**1 Struggle Bug - Bug**

#### TM Move List

06 Toxic, 10 Hidden Power, 17 Protect, 21 Frustration, 27 Return, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, 87 Swagger, 88 Sleep Talk, 90 Substitute, 100 Confide

#### Egg Move List

**Bug Bite**, Fairy Wind, Mirror Coat

#### Tutor Move List

**Bug Bite**, Endure, Snore



## FROSMOTH



### Base Stats:

HP:	7
Attack:	7
Defense:	6
Special Attack:	13
Special Defense:	9
Speed:	7

### Basic Information

Type: Ice / Bug  
Basic Ability 1: Shield Dust  
Basic Ability 2: Ice Shield  
Adv Ability 1: Ice Scales  
Adv Ability 2: Permafrost  
High Ability: Frostbite

### Evolution:

- 1 - Snom
- 2 - Frosmoth Minimum 20

### Size Information

Height: 4' 3" / 1.3m (Medium)  
Weight: 92.6 lbs / 42kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Bug

Diet: Herbivore  
Habitat: Taiga, Tundra

### Capability List

Overland 3, Swim 2, Sky 7, Jump 2/2, Power 3,  
Chilled, Freezer, Naturewalk (Tundra), Threaded,  
Wallclimber

### Skill List

Athl 2d6, Acro 5d6, Combat 2d6, Stealth 4d6, Percep  
4d6, Focus 3d6

### Move List

#### Level Up Move List

#### **Evo Icy Wind - Ice**

4 Stun Spore - Grass

#### **8 Infestation - Bug**

12 Mist - Ice

16 Defog - Flying

20 Feather Dance - Flying

#### **24 Aurora Beam - Ice**

28 Hail - Ice

#### **32 Bug Buzz - Bug**

36 Aurora Veil - Ice

#### **40 Blizzard - Ice**

44 Tailwind - Flying

48 Wide Guard - Rock

52 Quiver Dance - Bug

### TM Move List

04 Calm Mind, 06 Toxic, 07 Hail, 10 Hidden Power,  
**13 Ice Beam**, **14 Blizzard**, 15 Hyper Beam, 16 Reflect,  
17 Protect, 20 Safeguard, 21 Frustration, 27 Return,  
**28 Leech Life**, 32 Double Team, 33 Reflect, 42  
Facade, 44 Rest, 45 Attract, 48 Round, 62 Acrobatics,  
68 Giga Impact, 70 Aurora Veil, **83 Infestation**, 87  
Swagger, 88 Sleep Talk, **89 U-Turn**, 90 Substitute,  
100 Confide

### Tutor Move List

Attract (N), **Avalanche**, **Bug Bite**, Defog, Endure, Giga  
Drain, Helping Hand (N), **Icy Wind (N)**, Snore,  
Tailwind

## STONJOURNER



### Base Stats:

HP:	10
Attack:	13
Defense:	14
Special Attack:	2
Special Defense:	2
Speed:	7

### Basic Information

Type: Rock  
Basic Ability 1: Power Spot  
Adv Ability 1: Sturdy  
Adv Ability 2: Inner Focus  
Adv Ability 3: Thrust  
High Ability: Magic Guard

### Evolution:

1 - Stonjourner

### Size Information

Height: 8' 2" / 2.5m (Large)  
Weight: 1146.4 lbs / 520kg (5)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Mineral  
Average Hatch Rate: 13 Days

Diet: Terravore

Habitat: Grassland, Mountain

### Capability List

Overland 8, Swim 3, Jump 2/2, Power 9,  
Groundshaper, Materializer, Naturewalk (Mountain),  
Telekinetic

### Skill List

Athl 5d6, Acro 2d6, Combat 4d6+2, Stealth 4d6+1,  
Percep 4d6, Focus 5d6+2

### Move List

#### Level Up Move List

#### **1 Rock Throw - Rock**

1 Block - Normal

6 Rock Polish - Rock

#### **12 Rock Tomb - Rock**

18 Gravity - Psychic

24 Stomp - Normal

30 Stealth Rock - Rock

#### **36 Rock Slide - Rock**

42 Body Slam - Normal

48 Wide Guard - Rock

54 Heavy Slam - Steel

#### **60 Stone Edge - Rock**

66 Mega Kick - Normal

### TM Move List

06 Toxic, 10 Hidden Power, 15 Hyper Beam, 17  
Protect, 20 Safeguard, 21 Frustration, 26  
Earthquake, 27 Return, 32 Double Team, 37  
Sandstorm, **39 Rock Tomb**, 42 Facade, 44 Rest, 45  
Attract, 48 Round, 59 Brutal Swing, 64 Explosion, 68  
Giga Impact, 69 Rock Polish, **71 Stone Edge**, **80 Rock  
Slide**, 87 Swagger, 88 Sleep Talk, 90 Substitute, 100  
Confide

### Egg Move List

**Ancient Power**, Curse

### Tutor Move List

**Ancient Power**, Block, Body Press, Body Slam, Earth  
Power, Endure, Gravity, Iron Defense, Mega Kick,  
Snore, Stealth Rock, Stomping Tantrum,  
Superpower, Wonder Room

## EISCUE Ice Face



### Base Stats:

HP:	8
Attack:	8
Defense:	11
Special Attack:	7
Special Defense:	9
Speed:	5

### Basic Information

Type: Ice  
Basic Ability 1: Ice Face  
Adv Ability 1: Snow Cloak  
Adv Ability 2: Dry Skin  
Adv Ability 3: Ice Body  
High Ability: Snow Warning

### Evolution:

1 - Eiscue

### Size Information

Height: 4' 7" / 1.4m (Medium)  
Weight: 196.2 lbs / 89kg (4)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Water 1 / Field  
Average Hatch Rate: 13 Days

Diet: Carnivore  
Habitat: Arctic

### Capability List

Overland 6, Swim 6, Jump 1/2, Power 4, Chilled, Forme Change, Naturewalk (Tundra)

### Skill List

Athl 4d6, Acro 4d6, Combat 3d6, Stealth 3d6, Percep 4d6, Focus 3d6

### Move List

#### Level Up Move List

#### **1 Powder Snow - Ice**

1 Tackle - Normal

6 Mist - Ice

12 Weather Ball - Normal

#### **18 Icy Wind - Ice**

24 Headbutt - Normal

30 Amnesia - Psychic

#### **36 Freeze-Dry - Ice**

42 Hail - Ice

48 Aurora Veil - Ice

54 Surf - Water

#### **60 Blizzard - Ice**

### TM Move List

06 Toxic, 10 Hidden Power, **13 Ice Beam**, **14 Blizzard**, 17 Protect, 21 Frustration, 27 Return, 32 Double Team, 33 Reflect, 42 Facade, 44 Rest, 45 Attract, 48 Round, 70 Aurora Veil, 87 Swagger, 88 Sleep Talk, 90 Substitute, 94 Surf, 98 Waterfall, 100 Confide

### Egg Move List

Aqua Ring, Belly Drum, Double-Edge, Head Smash, **Icicle Crash**, Soak

### Tutor Move List

**Avalanche**, Brine, Dive, Double-Edge, Endure, **Ice Punch**, **Icy Wind**, Iron Defense, Iron Head, Liquidation, Whirlpool, Zen Headbutt

## EISCUE Noice Face



### Base Stats:

HP:	8
Attack:	8
Defense:	7
Special Attack:	7
Special Defense:	5
Speed:	13

### Basic Information

Type: Ice  
Basic Ability 1: Ice Face  
Adv Ability 1: Snow Cloak  
Adv Ability 2: Dry Skin  
Adv Ability 3: Ice Body  
High Ability: Snow Warning

### Evolution:

1 - Eiscue

### Size Information

Height: 4' 7" / 1.4m (Medium)  
Weight: 196.2 lbs / 89kg (4)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Water 1 / Field  
Average Hatch Rate: 13 Days

Diet: Carnivore  
Habitat: Arctic

### Capability List

Overland 8, Swim 8, Jump 2/3, Power 4, Chilled, Forme Change, Naturewalk (Tundra)

### Skill List

Athl 4d6, Acro 4d6, Combat 3d6, Stealth 3d6, Percep 4d6, Focus 3d6

### Move List

#### Level Up Move List

#### **1 Powder Snow - Ice**

1 Tackle - Normal

6 Mist - Ice

12 Weather Ball - Normal

#### **18 Icy Wind - Ice**

24 Headbutt - Normal

30 Amnesia - Psychic

#### **36 Freeze-Dry - Ice**

42 Hail - Ice

48 Aurora Veil - Ice

54 Surf - Water

#### **60 Blizzard - Ice**

### TM Move List

06 Toxic, 10 Hidden Power, **13 Ice Beam**, **14 Blizzard**, 17 Protect, 21 Frustration, 27 Return, 32 Double Team, 33 Reflect, 42 Facade, 44 Rest, 45 Attract, 48 Round, 70 Aurora Veil, 87 Swagger, 88 Sleep Talk, 90 Substitute, 94 Surf, 98 Waterfall, 100 Confide

### Egg Move List

Aqua Ring, Belly Drum, Double-Edge, Head Smash, **Icicle Crash**, Soak

### Tutor Move List

**Avalanche**, Brine, Dive, Double-Edge, Endure, **Ice Punch**, **Icy Wind**, Iron Defense, Iron Head, Liquidation, Whirlpool, Zen Headbutt

## INDEEDEE Male



### Base Stats:

HP:	6
Attack:	7
Defense:	6
Special Attack:	11
Special Defense:	10
Speed:	10

### Basic Information

Type: Psychic / Normal  
Basic Ability 1: Inner Focus  
Basic Ability 2: Synchronize  
Adv Ability 1: Helper  
Adv Ability 2: Bodyguard  
High Ability: Psychic Surge

Evolution:  
1 - IndeeDee

### Size Information

Height: 2' 11" / 0.9m (Small)  
Weight: 61.7 lbs / 28kg (3)

### Breeding Information

Gender Ratio: 100% M / 0% F  
Egg Group: Fairy  
Average Hatch Rate: 13 Days

Diet: Herbivore  
Habitat: Forest, Urban

### Capability List

Overland 6, Swim 3, Jump 1/1, Power 3, Naturewalk (Forest), Telekinetic, Telepath

### Skill List

Athl 3d6, Acro 3d6, Combat 3d6, Stealth 3d6, Percep 4d6, Focus 5d6

### Move List

#### Level Up Move List

**1 Stored Power - Psychic**  
1 Play Nice - Normal  
5 Encore - Normal  
10 Disarming Voice - Fairy  
**15 Psybeam - Psychic**  
20 Helping Hand - Normal  
25 After You - Normal  
30 Aromatherapy - Grass  
**35 Psychic - Psychic**  
40 Calm Mind - Psychic  
45 Power Split - Psychic  
50 Psychic Terrain - Psychic  
**55 Last Resort - Normal**

#### TM Move List

**03 Psyshock**, 04 Calm Mind, 06 Toxic, 10 Hidden Power, 17 Protect, **21 Frustration**, **27 Return**, **29 Psychic**, 30 Shadow Ball, 32 Double Team, **42 Facade**, 44 Rest, 45 Attract, **48 Round**, 53 Energy Ball, 77 Psych Up, 87 Swagger, 88 Sleep Talk, 90 Substitute, 92 Trick Room, 99 Dazzling Gleam, 100 Confide

#### Egg Move List

**Extrasensory**, Fake Out

#### Tutor Move List

After You, Ally Switch, Endure, Drain Punch, Helping Hand, **Hyper Voice**, **Last Resort**, Magic Room, Metronome, **Snore**, **Swift**, Wonder Room, **Zen Headbutt**

## INDEEDEE Female



### Base Stats:

HP:	7
Attack:	6
Defense:	7
Special Attack:	10
Special Defense:	11
Speed:	9

### Basic Information

Type: Psychic / Normal  
Basic Ability 1: Own Tempo  
Basic Ability 2: Synchronize  
Adv Ability 1: Helper  
Adv Ability 2: Friend Guard  
High Ability: Psychic Surge

### Evolution:

1 - IndeeDee

### Size Information

Height: 2' 11" / 0.9m (Small)  
Weight: 61.7 lbs / 28kg (3)

### Breeding Information

Gender Ratio: 0% M / 100% F  
Egg Group: Fairy  
Average Hatch Rate: 13 Days

Diet: Herbivore

Habitat: Forest, Urban

### Capability List

Overland 6, Swim 3, Jump 1/1, Power 3, Naturewalk (Forest), Telekinetic, Telepath

### Skill List

Athl 3d6, Acro 3d6, Combat 3d6, Stealth 3d6, Percep 4d6, Focus 5d6

### Move List

#### Level Up Move List

#### **1 Stored Power - Psychic**

1 Play Nice - Normal

5 Baton Pass - Normal

10 Disarming Voice - Fairy

#### **15 Psybeam - Psychic**

20 Helping Hand - Normal

25 Follow Me - Normal

30 Aromatherapy - Grass

#### **35 Psychic - Psychic**

40 Calm Mind - Psychic

45 Guard Split - Psychic

50 Psychic Terrain - Psychic

55 Healing Wish - Psychic

### TM Move List

**03 Psyshock**, 04 Calm Mind, 06 Toxic, 10 Hidden Power, 16 Light Screen, 17 Protect, 20 Safeguard, **21 Frustration**, **27 Return**, **29 Psychic**, 30 Shadow Ball, 32 Double Team, 33 Reflect, **42 Facade**, 44 Rest, 45 Attract, **48 Round**, 53 Energy Ball, 77 Psych Up, 87 Swagger, 88 Sleep Talk, 90 Substitute, 99 Dazzling Gleam, 100 Confide

### Egg Move List

**Extrasensory**, Fake Out

### Tutor Move List

Ally Switch, Endure, Drain Punch, Helping Hand, **Hyper Voice**, Metronome, **Snore**, **Swift**, **Zen Headbutt**

## MORPEKO



### Base Stats:

HP:	6
Attack:	10
Defense:	6
Special Attack:	7
Special Defense:	6
Speed:	10

### Basic Information

Type: Electric / Dark  
Basic Ability 1: Hunger Switch  
Adv Ability 1: Static  
Adv Ability 2: Cruelty  
Adv Ability 3: Gluttony  
High Ability: Aura Storm

### Evolution:

1 - Morpeko

### Size Information

Height: 1' 0" / 0.3m (Small)  
Weight: 6.6 lbs / 3kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field / Fairy  
Average Hatch Rate: 13 Days

Diet: Omnivore  
Habitat: Forest

### Capability List

Overland 7, Swim 4, Jump 1/1, Power 4, Darkvision, Naturewalk (Forest), Underdog, Zapper

### Skill List

Athl 4d6, Acro 3d6, Combat 4d6+2, Stealth 4d6, Percep 3d6, Focus 4d6

### Move List

#### Level Up Move List

#### 1 Thunder Shock - Electric

1 Tail Whip - Normal

5 Leer - Normal

#### 10 Power Trip - Dark

15 Quick Attack - Normal

20 Flatter - Dark

#### 25 Bite - Dark

#### 30 Spark - Electric

35 Torment - Dark

40 Agility - Psychic

45 Bullet Seed - Grass

#### 50 Crunch - Dark

#### 55 Aura Wheel - Electric

60 Thrash - Normal

### TM Move List

06 Toxic, 10 Hidden Power, 12 Taunt, 17 Protect, 21 Frustration, **24 Thunderbolt**, **25 Thunder**, 27 Return, 31 Brick Break, 32 Double Team, 41 Torment, 42 Facade, 44 Rest, 45 Attract, **46 Thief**, 48 Round, **56 Fling**, 60 Quash, **66 Payback**, **72 Volt Switch**, 73 Thunder Wave, 87 Swagger, 88 Sleep Talk, 90 Substitute, **93 Wild Charge**, **95 Snarl**, **97 Dark Pulse**, 100 Confide

### Egg Move List

Charge, Fake Out, Parting Shot, Rapid Spin, Super Fang, Tickle

### Tutor Move List

**Aura Wheel (N)**, Bullet Seed, **Electroweb**, Endure, **Foul Play**, Outrage, Seed Bomb, Stomping Tantrum, Super Fang, Swift, **Thunder Punch**, Uproar

## CUFANT



### Base Stats:

HP:	7
Attack:	8
Defense:	5
Special Attack:	4
Special Defense:	5
Speed:	4

### Basic Information

Type: Steel  
Basic Ability 1: Guts  
Basic Ability 2: Battle Armor  
Adv Ability 1: Heavy Metal  
Adv Ability 2: Sheer Force  
High Ability: Heatproof

### Evolution:

1 - Cufant  
2 - Copperajah Minimum 30

### Size Information

Height: 3' 11" / 1.2m (Medium)  
Weight: 220.5 lbs / 100kg (5)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field / Mineral  
Average Hatch Rate: 10 Days

Diet: Terravore

Habitat: Grassland, Mountain

### Capability List

Overland 5, Swim 2, Jump 0/1, Power 8,  
Groundshaper, Mountable 1, Naturewalk  
(Mountain), Underdog

### Skill List

Athl 4d6+2, Acro 1d6, Combat 3d6, Stealth 2d6,  
Percep 3d6, Focus 4d6

### Move List

#### Level Up Move List

1 Tackle - Normal  
1 Growl - Normal  
5 Rollout - Rock  
10 Rock Smash - Fighting  
15 Bulldoze - Ground  
20 Stomp - Normal  
25 Iron Defense - Steel  
30 Dig - Ground  
35 Strength - Normal  
**40 Iron Head - Steel**  
45 Play Rough - Fairy  
50 High Horsepower - Ground  
55 Superpower - Fighting

#### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 17 Protect,  
21 Frustration, 27 Return, 31 Brick Break, 32 Double  
Team, 39 Rock Tomb, 42 Facade, 44 Rest, 45 Attract,  
48 Round, 56 Fling, 59 Brutal Swing, 78 Bulldoze, 80  
Rock Slide, 87 Swagger, 88 Sleep Talk, 90 Substitute,  
100 Confide

#### Egg Move List

Belch, Curse, Defense Curl, Double-Edge, Fissure,  
Slam, Whirlwind

#### Tutor Move List

Body Press, Body Slam, Defense Curl, Double-Edge,  
Earth Power, Iron Defense, **Iron Head**, Mega Kick,  
Rollout, Snore, Stealth Rock, **Steel Beam**, Stomping  
Tantrum, Superpower, Zen Headbutt



## COPPERAJAH



### Base Stats:

HP:	12
Attack:	13
Defense:	7
Special Attack:	8
Special Defense:	7
Speed:	3

### Basic Information

Type: Steel  
Basic Ability 1: Guts  
Basic Ability 2: Battle Armor  
Adv Ability 1: Heavy Metal  
Adv Ability 2: Sheer Force  
High Ability: Heatproof

### Evolution:

- 1 - Cufant
- 2 - Copperajah Minimum 30

### Size Information

Height: 9' 10" / 3m (Huge)  
Weight: 1433 lbs / 650kg (6)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field / Mineral

Diet: Terravore

Habitat: Grassland, Mountain

### Capability List

Overland 7, Swim 3, Jump 0/1, Power 12,  
Groundshaper, Mountable 2, Naturewalk (Mountain)

### Skill List

Athl 6d6+2, Acro 1d6, Combat 4d6, Stealth 1d6,  
Percep 3d6, Focus 5d6

### Move List

#### Level Up Move List

#### **Evo Heavy Slam - Steel**

- 5 Rollout - Rock
- 10 Rock Smash - Fighting
- 15 Bulldoze - Ground
- 20 Stomp - Normal
- 25 Iron Defense - Steel
- 30 Dig - Ground
- 37 Strength - Normal

#### **44 Iron Head - Steel**

- 51 Play Rough - Fairy
- 58 High Horsepower - Ground
- 65 Superpower - Fighting

### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 15 Hyper Beam, 17 Protect, 21 Frustration, 26 Earthquake, 27 Return, 31 Brick Break, 32 Double Team, 39 Rock Tomb, 42 Facade, 44 Rest, 45 Attract, 48 Round, 56 Fling, 59 Brutal Swing, 66 Payback, 68 Giga Impact, 71 Stone Edge, 78 Bulldoze, 80 Rock Slide, 87 Swagger, 88 Sleep Talk, 90 Substitute, 95 Snarl, 100 Confide

### Tutor Move List

Body Press, Body Slam, Defense Curl, Double-Edge, Earth Power, Endure, Iron Defense, **Iron Head**, Mega Kick, Outrage, Rollout, Snore, Stealth Rock, **Steel Beam**, Stomping Tantrum, Superpower, Zen Headbutt

## DRACOZOLT



### Base Stats:

HP:	9
Attack:	10
Defense:	9
Special Attack:	8
Special Defense:	7
Speed:	8

### Basic Information

Type: Electric / Dragon  
Basic Ability 1: Klutz  
Basic Ability 2: Volt Absorb  
Adv Ability 1: Sand Rush  
Adv Ability 2: Hustle  
High Ability: Moody

### Evolution:

1 - Dracozolt

### Size Information

Height: 5' 11" / 1.8m (Medium)  
Weight: 418.9 lbs / 190kg (5)

### Breeding Information

Gender Ratio: No Gender  
Egg Group: None  
Average Hatch Rate: 13 Days

Diet: Herbivore

Habitat: Forest, Grassland

### Capability List

Overland 8, Swim 3, Jump 2/2, Power 7, Mountable 1, Naturewalk (Forest, Grassland), Zapper

### Skill List

Athl 5d6, Acro 3d6, Combat 4d6, Stealth 2d6, Percep 3d6, Focus 2d6

### Move List

#### Level Up Move List

1 Tackle - Normal  
**1 Thunder Shock - Electric**  
7 Charge - Electric  
14 Aerial Ace - Flying  
21 Ancient Power - Rock  
28 Pluck - Flying  
**35 Dragon Tail - Dragon**  
42 Stomp - Normal  
49 Slam - Normal  
**56 Discharge - Electric**  
**63 Bolt Beak - Electric**  
**70 Dragon Pulse - Dragon**  
**77 Dragon Rush - Dragon**

#### TM Move List

06 Toxic, 10 Hidden Power, 11 Sunny Day, 12 Taunt, 15 Hyper Beam, 17 Protect, 18 Rain Dance, 21 Frustration, **24 Thunderbolt**, **25 Thunder**, 26 Earthquake, 27 Return, 32 Double Team, 35 Flamethrower, 38 Fire Blast, 39 Rock Tomb, 40 Aerial Ace, 42 Facade, 44 Rest, 48 Round, 59 Brutal Swing, 68 Giga Impact, 71 Stone Edge, 73 Thunder Wave, 78 Bulldoze, 80 Rock Slide, **82 Dragon Tail**, 87 Swagger, 88 Sleep Talk, 90 Substitute, **93 Wild Charge**, 100 Confide

#### Tutor Move List

Ancient Power, Body Slam, **Draco Meteor**, **Dragon Pulse**, Earth Power, Iron Tail, Low Kick, Mega Kick, Mega Punch, **Outrage**, Pluck, Stomping Tantrum, **Thunder Punch**

## ARCTOZOLT



### Base Stats:

HP:	9
Attack:	10
Defense:	9
Special Attack:	9
Special Defense:	8
Speed:	6

### Basic Information

Type: Electric / Ice  
Basic Ability 1: Klutz  
Basic Ability 2: Volt Absorb  
Adv Ability 1: Slush Rush  
Adv Ability 2: Static  
High Ability: Moody

### Evolution:

1 - Arctozolt

### Size Information

Height: 7' 7" / 2.3m (Large)  
Weight: 330.7 lbs / 150kg (5)

### Breeding Information

Gender Ratio: No Gender  
Egg Group: None  
Average Hatch Rate: 13 Days

Diet: Herbivore  
Habitat: Tundra

### Capability List

Overland 6, Swim 6, Jump 2/2, Power 6, Chilled, Freezer, Mountable 1, Naturewalk (Tundra), Zapper

### Skill List

Athl 4d6, Acro 2d6, Combat 4d6, Stealth 4d6, Percep 5d6, Focus 2d6

### Move List

#### Level Up Move List

1 Powder Snow - Ice  
**1 Thunder Shock - Electric**  
7 Charge - Electric  
14 Echoed Voice - Normal  
21 Ancient Power - Rock  
28 Pluck - Flying  
**35 Avalanche - Ice**  
**42 Freeze-Dry - Ice**  
49 Slam - Normal  
**56 Discharge - Electric**  
**63 Bolt Beak - Electric**  
**70 Icicle Crash - Ice**  
**77 Blizzard - Ice**

### TM Move List

06 Toxic, 09 Hail, 10 Hidden Power, 12 Taunt, **13 Ice Beam**, **14 Blizzard**, 15 Hyper Beam, 17 Protect, 18 Rain Dance, 21 Frustration, **24 Thunderbolt**, **25 Thunder**, 27 Return, 32 Double Team, 39 Rock Tomb, 42 Facade, 44 Rest, 48 Round, 49 Echoed Voice, 66 Payback, 68 Giga Impact, 71 Stone Edge, 73 Thunder Wave, 78 Bulldoze, 80 Rock Slide, 87 Swagger, 88 Sleep Talk, 90 Substitute, **93 Wild Charge**, 94 Surf, 100 Confide

### Tutor Move List

**Avalanche**, Ancient Power, Body Slam, Endure, Hyper Voice, **Icy Wind**, Iron Tail, Low Kick, Mega Kick, Mega Punch, Pluck, Stomping Tantrum, **Thunder Punch**

## DRACOVISH



### Base Stats:

HP:	9
Attack:	9
Defense:	10
Special Attack:	7
Special Defense:	8
Speed:	8

### Basic Information

Type: Water / Dragon  
Basic Ability 1: Klutz  
Basic Ability 2: Water Absorb  
Adv Ability 1: Sand Rush  
Adv Ability 2: Strong Jaw  
High Ability: Moody

Evolution:  
1 - Dracovish

### Size Information

Height: 7' 7" / 2.3m (Large)  
Weight: 418.9 lbs / 190kg (5)

### Breeding Information

Gender Ratio: No Gender  
Egg Group: None  
Average Hatch Rate: 13 Days

Diet: Carnivore  
Habitat: Forest, Grassland

### Capability List

Overland 8, Swim 5, Jump 2/2, Power 6, Fountain, Gilled, Mountable 1, Naturewalk (Ocean)

### Skill List

Athl 5d6, Acro 2d6, Combat 4d6, Stealth 3d6, Percep 3d6, Focus 2d6

### Move List

#### Level Up Move List

1 Tackle - Normal  
**1 Water Gun - Water**  
7 Protect - Normal  
14 Brutal Swing - Dark  
21 Ancient Power - Rock  
28 Bite - Dark  
**35 Dragon Breath - Dragon**  
42 Stomp - Normal  
49 Super Fang - Normal  
56 Crunch - Dark  
**63 Fishious Rend - Water**  
**70 Dragon Pulse - Dragon**  
**77 Dragon Rush - Dragon**

#### TM Move List

06 Toxic, 10 Hidden Power, 15 Hyper Beam, 17 Protect, 18 Rain Dance, 21 Frustration, 26 Earthquake, 27 Return, 28 Leech Life, 32 Double Team, 39 Rock Tomb, 42 Facade, 44 Rest, 48 Round, **55 Scald**, 59 Brutal Swing, 68 Giga Impact, 71 Stone Edge, 78 Bulldoze, 80 Rock Slide, 87 Swagger, 88 Sleep Talk, 90 Substitute, **94 Surf**, **98 Waterfall**, 100 Confide

#### Tutor Move List

Ancient Power, Body Slam, **Brine**, **Dive**, **Draco Meteor**, **Dragon Pulse**, Earth Power, Endure, Iron Head, **Liquidation**, Mega Kick, **Outrage**, Stomping Tantrum, Super Fang, **Whirlpool**, Zen Headbutt

## ARCTOVISH



### Base Stats:

HP:	9
Attack:	9
Defense:	10
Special Attack:	8
Special Defense:	9
Speed:	6

### Basic Information

Type: Water / Ice  
Basic Ability 1: Klutz  
Basic Ability 2: Water Absorb  
Adv Ability 1: Slush Rush  
Adv Ability 2: Ice Body  
High Ability: Moody

Evolution:  
1 - Arctovish

### Size Information

Height: 6' 7" / 2m (Large)  
Weight: 385.8 lbs / 175kg (5)

### Breeding Information

Gender Ratio: No Gender  
Egg Group: None  
Average Hatch Rate: 13 Days

Diet: Herbivore  
Habitat: Forest, Grassland

### Capability List

Overland 4, Swim 7, Jump 3/3, Power 7, Chilled, Freezer, Gilled, Mountable 2, Naturewalk (Tundra)

### Skill List

Athl 3d6, Acro 4d6, Combat 4d6, Stealth 4d6, Percep 3d6, Focus 2d6

### Move List

#### Level Up Move List

**1 Powder Snow - Ice**  
**1 Water Gun - Water**  
7 Protect - Normal  
**14 Icy Wind - Ice**  
21 Ancient Power - Rock  
28 Bite - Dark  
35 Aurora Veil - Ice  
**42 Freeze-Dry - Ice**  
49 Super Fang - Normal  
56 Crunch - Dark  
**63 Fishious Rend - Water**  
**70 Icicle Crash - Ice**  
**77 Blizzard - Ice**

#### TM Move List

06 Toxic, 09 Hail, 10 Hidden Power, **13 Ice Beam**, **14 Blizzard**, 15 Hyper Beam, 17 Protect, 18 Rain Dance, 21 Frustration, 27 Return, 32 Double Team, 39 Rock Tomb, 42 Facade, 44 Rest, 48 Round, 68 Giga Impact, 70 Aurora Veil, 71 Stone Edge, 80 Rock Slide, 87 Swagger, 88 Sleep Talk, 90 Substitute, **94 Surf**, **98 Waterfall**, 100 Confide

#### Tutor Move List

Ancient Power, **Avalanche**, Body Slam, **Brine**, **Dive**, Endure, **Icy Wind**, Iron Defense, Iron Head, **Liquidation**, Super Fang, **Whirlpool**, Zen Headbutt

## DURALUDON



### Base Stats:

HP:	7
Attack:	10
Defense:	12
Special Attack:	12
Special Defense:	5
Speed:	9

### Basic Information

Type: Steel / Dragon  
Basic Ability 1: Light Metal or Heavy Metal  
Adv Ability 1: Confidence  
Adv Ability 2: Stalwart  
Adv Ability 3: Battle Armor  
High Ability: Clear Body

### Evolution:

1 - Duraludon

### Size Information

Height: 5' 11" / 1.8m (Medium)  
Weight: 88.2 lbs / 40kg (2)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Mineral / Dragon  
Average Hatch Rate: 16 Days

Diet: Terravore

Habitat: Mountain

### Capability List

Overland 7, Swim 3, Jump 2/3, Power 8, Naturewalk (Mountain)

### Skill List

Athl 4d6+2, Acro 4d6, Combat 4d6+2, Stealth 2d6, Percep 4d6, Focus 4d6

### Move List

#### Level Up Move List

- 1 Metal Claw - Steel**
- 1 Leer - Normal
- 6 Rock Smash - Fighting
- 12 Hone Claws - Dark
- 18 Metal Sound - Steel
- 24 Breaking Swipe - Dragon**
- 30 Dragon Tail - Dragon**
- 36 Iron Defense - Steel
- 42 Laser Focus - Normal
- 48 Dragon Claw - Dragon**
- 54 Flash Cannon - Steel**
- 60 Metal Burst - Steel
- 66 Hyper Beam - Normal

### TM Move List

06 Toxic, 10 Hidden Power, 15 Hyper Beam, 16 Light Screen, 17 Protect, 21 Frustration, 22 Solar Beam, 24 Thunderbolt, 25 Thunder, 27 Return, 31 Brick Break, 32 Double Team, 33 Reflect, 39 Rock Tomb, 42 Facade, 44 Rest, 45 Attract, 48 Round, 68 Giga Impact, 71 Stone Edge, 73 Thunder Wave, **74 Gyro Ball**, 75 Swords Dance, 80 Rock Slide, **82 Dragon Tail**, 87 Swagger, 88 Sleep Talk, 90 Substitute, **91 Flash Cannon**, 95 Snarl, 97 Dark Pulse, 100 Confide

### Egg Move List

Mirror Coat, Night Slash, Slash

### Tutor Move List

Body Press, Body Slam, **Draco Meteor**, **Dragon Pulse**, Endure, Foul Play, Iron Defense, **Iron Head**, Laser Focus, **Outrage**, Snore, Stealth Rock, **Steel Beam**, Stomping Tantrum

## DREEPY



### Base Stats:

HP:	3
Attack:	6
Defense:	3
Special Attack:	4
Special Defense:	3
Speed:	8

### Basic Information

Type: Dragon / Ghost  
Basic Ability 1: Cursed Body  
Basic Ability 2: Rattled  
Adv Ability 1: Infiltrator  
Adv Ability 2: Clear Body  
High Ability: Pack Hunt

### Evolution:

1 - Dreepy  
2 - Drakloak Minimum 20  
3 - Dragapult Minimum 40

### Size Information

Height: 1' 8" / 0.5m (Small)  
Weight: 4.4 lbs / 2kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Indeterminate / Dragon  
Average Hatch Rate: 25 Days

Diet: Nullivore

Habitat: Forest, Mountain, Ocean

### Capability List

Overland 2, Swim 4, Sky 4, Jump 1/1, Power 1,  
Darkvision, Dead Silent, Invisibility, Phasing,  
Underdog

### Skill List

Athl 2d6, Acro 4d6, Combat 1d6, Stealth 4d6, Percep  
2d6, Focus 2d6

### Move List

#### Level Up Move List

**1 Astonish - Ghost**  
1 Infestation - Bug  
1 Quick Attack - Normal  
1 Bite - Dark

#### TM Move List

06 Toxic, 10 Hidden Power, 17 Protect, 21  
Frustration, 27 Return, 32 Double Team, 42 Facade,  
44 Rest, 45 Attract, 48 Round, 73 Thunder Wave, **82  
Dragon Tail**, 83 Infestation, 87 Swagger, 88 Sleep  
Talk, 90 Substitute, 100 Confide

#### Egg Move List

Confuse Ray, Curse, Disable, Grudge, Sucker Punch

#### Tutor Move List

**Draco Meteor**, Endure, Helping Hand, Snore, Sucker  
Punch, Swift



## DRAKLOAK



### Base Stats:

HP:	7
Attack:	8
Defense:	5
Special Attack:	6
Special Defense:	5
Speed:	10

### Basic Information

Type: Dragon / Ghost  
Basic Ability 1: Cursed Body  
Basic Ability 2: Friend Guard  
Adv Ability 1: Infiltrator  
Adv Ability 2: Clear Body  
High Ability: Fade Away

### Evolution:

1 - Dreepy  
2 - Drakloak Minimum 20  
3 - Dragapult Minimum 40

### Size Information

Height: 4' 7" / 1.4m (Medium)  
Weight: 24.3 lbs / 11kg (2)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Indeterminate / Dragon

Diet: Nullivore

Habitat: Forest, Mountain, Ocean

### Capability List

Overland 3, Swim 6, Sky 6, Jump 2/2, Power 3,  
Darkvision, Dead Silent, Invisibility, Phasing,  
Underdog

### Skill List

Athl 3d6, Acro 5d6, Combat 2d6, Stealth 5d6, Percep  
3d6, Focus 3d6

### Move List

#### Level Up Move List

#### **Evo Dragon Pulse - Dragon**

6 Lock-On - Normal

12 Assurance - Dark

#### **18 Hex - Ghost**

24 Agility - Psychic

30 Double-Hit - Normal

36 U-Turn - Bug

42 Dragon Dance - Dragon

#### **48 Phantom Force - Ghost**

54 Take Down - Normal

#### **60 Dragon Rush - Dragon**

66 Double-Edge - Normal

72 Last Resort - Normal

### TM Move List

06 Toxic, 10 Hidden Power, 17 Protect, 21  
Frustration, 24 Thunderbolt, 25 Thunder, 27 Return,  
**30 Shadow Ball**, 32 Double Team, 35 Flamethrower,  
35 Fire Blast, 42 Facade, 44 Rest, 45 Attract, 46 Thief,  
48 Round, 51 Steel Wing, 55 Scald, 61 Will-O-Wisp,  
62 Acrobatics, 73 Thunder Wave, **82 Dragon Tail**, 83  
Infestation, 87 Swagger, 88 Sleep Talk, 89 U-Turn, 90  
Substitute, 94 Surf, 100 Confide

### Tutor Move List

Ally Switch, Brine, Dive, Double-Edge, **Draco Meteor**,  
**Dragon Pulse (N)**, Endure, Helping Hand, Last Resort,  
Outrage, Snore, Sucker Punch, Swift



## DRAGAPULT



### Base Stats:

HP:	9
Attack:	12
Defense:	8
Special Attack:	10
Special Defense:	8
Speed:	14

### Basic Information

Type: Dragon / Ghost  
Basic Ability 1: Cursed Body  
Basic Ability 2: Friend Guard  
Adv Ability 1: Infiltrator  
Adv Ability 2: Clear Body  
High Ability: Missile Launch

### Evolution:

1 - Dreepy  
2 - Drakloak Minimum 20  
3 - Dragapult Minimum 40

### Size Information

Height: 9' 10" / 3m (Huge)  
Weight: 110.2 lbs / 50kg (4)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Indeterminate / Dragon

Diet: Nullivore

Habitat: Forest, Mountain, Ocean

### Capability List

Overland 3, Swim 8, Sky 8, Jump 3/3, Power 6,  
Darkvision, Dead Silent, Invisibility, Mountable 3,  
Phasing

### Skill List

Athl 4d6, Acro 6d6, Combat 4d6, Stealth 6d6, Percep  
4d6, Focus 4d6

### Move List

#### Level Up Move List

#### **Evo Dragon Darts - Dragon**

6 Lock-On - Normal

12 Assurance - Dark

#### **18 Hex - Ghost**

24 Agility - Psychic

30 Double-Hit - Normal

36 U-Turn - Bug

42 Dragon Dance - Dragon

#### **48 Phantom Force - Ghost**

54 Take Down - Normal

#### **63 Dragon Rush - Dragon**

70 Double-Edge - Normal

78 Last Resort - Normal

### TM Move List

06 Toxic, 10 Hidden Power, 15 Hyper Beam, 16 Light  
Screen, 17 Protect, 21 Frustration, 22 Solar Beam, 24  
Thunderbolt, 25 Thunder, 27 Return, **30 Shadow  
Ball**, 32 Double Team, 33 Reflect, 35 Flamethrower,  
35 Fire Blast, 42 Facade, 44 Rest, 45 Attract, 46 Thief,  
48 Round, 51 Steel Wing, 55 Scald, 61 Will-O-Wisp,  
62 Acrobatics, 68 Giga Impact, 73 Thunder Wave, 76  
Fly, **82 Dragon Tail**, 83 Infestation, 87 Swagger, 88  
Sleep Talk, 89 U-Turn, 90 Substitute, 94 Surf, 100  
Confide

### Tutor Move List

Ally Switch, Body Slam, Brine, Dive, Double-Edge,  
**Draco Meteor, Dragon Breath (N), Dragon Pulse (N)**,  
Endure, Helping Hand, Last Resort, Outrage, Snore,  
Sucker Punch (N), Swift

## MEOOWTH Galar



### Base Stats:

HP:	5
Attack:	7
Defense:	6
Special Attack:	4
Special Defense:	4
Speed:	4

### Basic Information

Type: Steel  
Basic Ability 1: Pickup  
Basic Ability 2: Limber  
Adv Ability 1: Tough Claws  
Adv Ability 2: Unnerve  
High Ability: Defiant

### Evolution:

1 - Meowth (G)  
2 - Perrserker Minimum 20

### Size Information

Height: 1' 4" / 0.4m (Small)  
Weight: 9.3 lbs / 4.2kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field  
Average Hatch Rate: 10 Days

Diet: Carnivore  
Habitat: Forest, Grassland

### Capability List

Overland 5, Swim 2, Jump 1/1, Power 2, Fortune, Naturewalk (Forest), Tracker, Underdog

### Skill List

Athl 2d6, Acro 3d6, Combat 4d6, Stealth 2d6, Percep 4d6, Focus 3d6

### Move List

#### Level Up Move List

1 Growl - Normal  
1 Fake Out - Normal  
4 Hone Claws - Dark  
8 Scratch - Normal  
12 Pay Day - Normal  
**16 Metal Claw - Steel**  
20 Taunt - Dark  
24 Swagger - Normal  
29 Fury Swipes - Normal  
32 Screech - Normal  
36 Slash - Normal  
40 Metal Sound - Steel  
44 Thrash - Normal

#### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 11 Sunny Day, 12 Taunt, 17 Protect, 18 Rain Dance, 21 Frustration, 24 Thunderbolt, 25 Thunder, 27 Return, 30 Shadow Ball, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 46 Thief, 48 Round, 65 Shadow Claw, 66 Payback, **74 Gyro Ball**, 75 Swords Dance, 87 Swagger, 88 Sleep Talk, 89 U-Turn, 90 Substitute, 97 Dark Pulse, 100 Confide

#### Egg Move List

Covet, Curse, Double-Edge, Flail, Night Slash, Spite

#### Tutor Move List

Body Slam, Covet, Double-Edge, Endure, Foul Play, Gunk Shot, Hyper Voice, Iron Defense, **Iron Head**, **Iron Tail**, Seed Bomb, Snore, Spite, **Steel Beam**, Throat Chop, Uproar

## PERRSERKER



### Base Stats:

HP:	7
Attack:	11
Defense:	10
Special Attack:	5
Special Defense:	6
Speed:	5

### Basic Information

Type: Steel  
Basic Ability 1: Battle Armor  
Basic Ability 2: Limber  
Adv Ability 1: Tough Claws  
Adv Ability 2: Type Aura (Steel)  
High Ability: Defiant

### Evolution:

1 - Meowth (G)  
2 - Perrserker Minimum 20

### Size Information

Height: 2' 7" / 0.8m (Small)  
Weight: 61.7 lbs / 28kg (3)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field

Diet: Carnivore  
Habitat: Forest, Grassland

### Capability List

Overland 7, Swim 3, Jump 1/1, Power 4, Fortune, Naturewalk (Forest), Tracker, Underdog

### Skill List

Athl 4d6, Acro 3d6, Combat 5d6+1, Stealth 1d6, Percep 4d6, Focus 5d6

### Move List

#### Level Up Move List

#### Evo Iron Head - Steel

4 Hone Claws - Dark

8 Scratch - Normal

12 Pay Day - Normal

#### 16 Metal Claw - Steel

20 Taunt - Dark

24 Swagger - Normal

31 Fury Swipes - Normal

36 Screech - Normal

42 Slash - Normal

48 Metal Sound - Steel

54 Thrash - Normal

### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 11 Sunny Day, 12 Taunt, 15 Hyper Beam, 17 Protect, 18 Rain Dance, 21 Frustration, 24 Thunderbolt, 25 Thunder, 27 Return, 30 Shadow Ball, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 46 Thief, 48 Round, 65 Shadow Claw, 66 Payback, 68 Giga Impact, **74 Gyro Ball**, 75 Swords Dance, 87 Swagger, 88 Sleep Talk, 89 U-Turn, 90 Substitute, 97 Dark Pulse, 100 Confide

### Tutor Move List

Body Slam, Covet, Double-Edge, Endure, Foul Play, Gunk Shot, Hyper Voice, Iron Defense (N), **Iron Head (N)**, **Iron Tail**, Metal Burst (N), Seed Bomb, Snore, Spite, **Steel Beam**, Throat Chop, Up roar

## PONYTA Galar



### Base Stats:

HP:	5
Attack:	9
Defense:	6
Special Attack:	7
Special Defense:	7
Speed:	9

### Basic Information

Type: Psychic  
Basic Ability 1: Pastel Veil  
Basic Ability 2: Run Away  
Adv Ability 1: Anticipation  
Adv Ability 2: Healer  
High Ability: Blessed Touch

### Evolution:

1 - Ponyta (G)  
2 - Rapidash (G) Minimum 30

### Size Information

Height: 2' 7" / 0.8m (Small)  
Weight: 52.9 lbs / 24kg (2)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field  
Average Hatch Rate: 10 Days

Diet: Herbivore  
Habitat: Forest

### Capability List

Overland 6, Swim 2, Jump 1/2, Power 3, Naturewalk (Forest), Telekinetic, Telepath, Underdog

### Skill List

Athl 2d6+2, Acro 3d6+1, Combat 2d6, Stealth 2d6, Percep 3d6+1, Focus 3d6+1

### Move List

#### Level Up Move List

1 Tackle - Normal  
1 Growl - Normal  
5 Tail Whip - Normal  
**10 Confusion - Psychic**  
15 *Fairy Wind - Fairy*  
20 Agility - Psychic  
**25 Psybeam - Psychic**  
30 Stomp - Normal  
35 Heal Pulse - Psychic  
40 Take Down - Normal  
45 *Dazzling Gleam - Fairy*  
**50 Psychic - Psychic**  
55 Healing Wish - Psychic

#### TM Move List

04 Calm Mind, 06 Toxic, 10 Hidden Power, 17 Protect, 21 Frustration, 27 Return, **29 Psychic**, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, 87 Swagger, 88 Sleep Talk, 90 Substitute, 93 Wild Charge, *99 Dazzling Gleam*, 100 Confide

#### Egg Move List

Double Kick, Double-Edge, Horn Drill, Hypnosis, Morning Sun, Thrash

#### Tutor Move List

Ally Switch, Body Slam, Bounce, Double-Edge, Endure, Iron Tail, Low Kick, Snore, Swift, **Zen Headbutt**

## RAPIDASH Galar



### Base Stats:

HP:	7
Attack:	10
Defense:	7
Special Attack:	8
Special Defense:	8
Speed:	11

### Basic Information

Type: Psychic / Fairy  
Basic Ability 1: Pastel Veil  
Basic Ability 2: Run Away  
Adv Ability 1: Anticipation  
Adv Ability 2: Healer  
High Ability: Blessed Touch

### Evolution:

1 - Ponyta (G)  
2 - Rapidash (G) Minimum 30

### Size Information

Height: 5' 7" / 1.7m (Medium)  
Weight: 176.4 lbs / 80kg (4)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field

Diet: Herbivore  
Habitat: Forest

### Capability List

Overland 10, Swim 4, Jump 2/3, Power 6, Mountable 2, Naturewalk (Forest), Telekinetic, Telepath

### Skill List

Athl 4d6+4, Acro 4d6+2, Combat 2d6, Stealth 2d6, Percep 5d6+2, Focus 6d6+2

### Move List

#### Level Up Move List

#### **Evo Psycho Cut - Psychic**

5 Tail Whip - Normal

#### **10 Confusion - Psychic**

#### **15 Fairy Wind - Fairy**

20 Agility - Psychic

#### **25 Psybeam - Psychic**

30 Stomp - Normal

35 Heal Pulse - Psychic

43 Take Down - Normal

#### **49 Dazzling Gleam - Fairy**

#### **56 Psychic - Psychic**

63 Healing Wish - Psychic

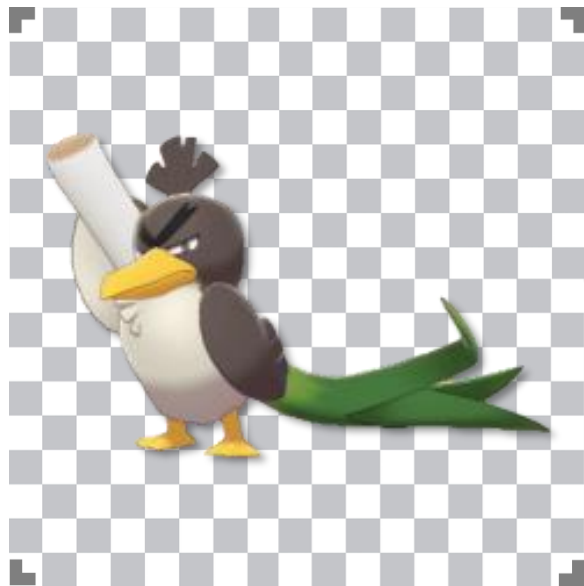
### TM Move List

04 Calm Mind, 06 Toxic, 10 Hidden Power, 15 Hyper Beam, 17 Protect, 21 Frustration, 27 Return, **29 Psychic**, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, 67 Smart Strike, 68 Giga Impact, 75 Swords Dance, 87 Swagger, 88 Sleep Talk, 90 Substitute, 92 Trick Room, 93 Wild Charge, **99 Dazzling Gleam**, 100 Confide

### Tutor Move List

Ally Switch, Body Slam, Bounce, Double-Edge, Drill Run, Endure, Iron Tail, Low Kick, Magic Room, Megahorn (N), Snore, Swift, Throat Chop, Wonder Room, **Zen Headbutt**

## FARFETCH'D Galar



### Base Stats:

HP:	5
Attack:	10
Defense:	6
Special Attack:	6
Special Defense:	6
Speed:	6

### Basic Information

Type: Fighting  
Basic Ability 1: Scrappy  
Basic Ability 2: Steadfast  
Adv Ability 1: Defiant  
Adv Ability 2: Super Luck  
High Ability: Thrust

### Evolution:

1 - Farfetch'd (G)  
2 - Sirfetch'd Minimum 25

### Size Information

Height: 2' 7" / 0.8m (Small)  
Weight: 92.6 lbs / 42kg (3)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Flying / Field  
Average Hatch Rate: 10 Days

Diet: Herbivore  
Habitat: Grassland

### Capability List

Overland 6, Swim 2, Sky 2, Jump 2/2, Power 5,  
Underdog, Wielder

### Skill List

Athl 4d6+1, Acro 3d6, Combat 4d6+2, Stealth 4d6+2,  
Percep 4d6, Focus 4d6+2

### Move List

#### Level Up Move List

1 Peck - Flying  
1 Sand Attack - Ground  
5 Leer - Normal  
10 Fury Cutter - Bug  
**15 Rock Smash - Fighting**  
20 Brutal Swing - Dark  
25 Detect - Fighting  
30 Knock Off - Dark  
35 Defog - Flying  
**40 Brick Break - Fighting**  
45 Swords Dance - Normal  
50 Slam - Normal  
55 Leaf Blade - Grass  
60 Final Gambit - Fighting  
65 Brave Bird - Flying

#### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 17 Protect,  
18 Sunny Day, 21 Frustration, 27 Return, **31 Brick  
Break**, 32 Double Team, 42 Facade, 44 Rest, 45  
Attract, 48 Round, 51 Steel Wing, 59 Brutal Swing, 75  
Swords Dance, 84 Poison Jab, 87 Swagger, 88 Sleep  
Talk, 90 Substitute, 100 Confide

#### Egg Move List

Counter, Covet, Curse, Double-Edge, Feint, Flail,  
Night Slash, Quick Attack, Quick Guard, Simple  
Beam, Sky Attack

#### Tutor Move List

Body Slam, Covet, Defog, Double-Edge, Endure,  
Helping Hand, Knock Off, Sky Attack, Snore,  
**Superpower**, Throat Chop

## SIRFETCH'D



### Base Stats:

HP:	6
Attack:	14
Defense:	10
Special Attack:	7
Special Defense:	8
Speed:	7

### Basic Information

Type: Fighting  
Basic Ability 1: Scrappy  
Basic Ability 2: Steadfast  
Adv Ability 1: Lancer  
Adv Ability 2: Super Luck  
High Ability: Parry

### Evolution:

- 1 - Farfetch'd (G)
- 2 - Sirfetch'd Minimum 25

### Size Information

Height: 2' 7" / 0.8m (Small)  
Weight: 257.9 lbs / 117kg (5)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Flying / Field

Diet: Herbivore  
Habitat: Grassland

### Capability List

Overland 8, Swim 3, Sky 2, Jump 3/3, Power 7, Wielder

### Skill List

Athl 5d6+1, Acro 3d6, Combat 6d6+1, Stealth 4d6, Percep 5d6, Focus 5d6+2

### Move List

#### Level Up Move List

- Evo Iron Defense - Steel
- 5 Leer - Normal
- 10 Fury Cutter - Bug
- 15 Rock Smash - Fighting**
- 20 Brutal Swing - Dark
- 25 Detect - Fighting
- 30 Knock Off - Dark
- 35 Defog - Flying
- 40 Brick Break - Fighting**
- 45 Swords Dance - Normal
- 50 Slam - Normal
- 55 Leaf Blade - Grass
- 60 Final Gambit - Fighting
- 65 Brave Bird - Flying
- 70 Meteor Assault - Fighting**

#### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 17 Protect, 18 Sunny Day, 21 Frustration, 27 Return, **31 Brick Break**, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, 51 Steel Wing, 59 Brutal Swing, 75 Swords Dance, 84 Poison Jab, 87 Swagger, 88 Sleep Talk, 90 Substitute, 100 Confide

#### Tutor Move List

Body Slam, Covet, Defog, Double-Edge, Endure, First Impression (N), Helping Hand, Iron Defense (N), Knock Off, **Meteor Assault (N)**, Sky Attack, Snore, **Superpower**, Throat Chop

## WEEZING Galar



### Base Stats:

HP:	7
Attack:	9
Defense:	12
Special Attack:	9
Special Defense:	7
Speed:	6

### Basic Information

Type: Poison / Fairy  
Basic Ability 1: Levitate  
Adv Ability 1: Sticky Smoke  
Adv Ability 2: Aftermath  
Adv Ability 3: Misty Surge  
High Ability: Neutralizing Gas

### Evolution:

1 - Koffing  
2 - Weezing (G) Minimum 30

### Size Information

Height: 9' 10" / 3m (Huge)  
Weight: 35.3 lbs / 16kg (2)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Indeterminate

Diet: Nullivore

Habitat: Forest, Urban

### Capability List

Overland 2, Swim 1, Levitate 4, Jump 1/1, Power 4, Volatile Bomb

### Skill List

Athl 3d6+1, Acro 2d6, Combat 2d6, Stealth 1d6, Percep 2d6, Focus 3d6

### Move List

#### Level Up Move List

Evo Double Hit - Normal

**4 Fairy Wind - Fairy**

8 Aromatic Mist - Fairy

**12 Clear Smog - Poison**

16 Assurance - Dark

**20 Sludge - Poison**

24 Aromatherapy - Grass

28 Self-Destruct - Normal

**32 Sludge Bomb - Poison**

38 Toxic - Poison

**44 Belch - Poison**

50 Explosion - Normal

56 Memento - Dark

62 Destiny Bond - Ghost

68 Misty Terrain - Fairy

#### TM Move List

06 Toxic, **09 Venoshock**, 10 Hidden Power, 11 Sunny Day, 12 Taunt, 15 Hyper Beam, 17 Protect, 18 Rain Dance, 21 Frustration, 24 Thunderbolt, 25 Thunder, 27 Return, 30 Shadow Ball, 32 Double Team, **34 Sludge Wave**, 35 Flamethrower, **36 Sludge Bomb**, 38 Fire Blast, 42 Facade, 44 Rest, 45 Attract, 46 Thief, 48 Round, 50 Overheat, 59 Brutal Swing, 61 Will-O-Wisp, 64 Explosion, 66 Payback, 68 Giga Impact, 74 Gyro Ball, 87 Swagger, 88 Sleep Talk, 90 Substitute, 97 Dark Pulse, **99 Dazzling Gleam**, 100 Confide

#### Tutor Move List

Defog (N), Endure, Haze (N), Heat Wave (N), Pain Split, Spite, **Strange Steam (N)**, Up roar, Wonder Room



## MR. MIME Galar



### Base Stats:

HP:	5
Attack:	7
Defense:	7
Special Attack:	9
Special Defense:	9
Speed:	10

### Basic Information

Type: Ice / Psychic  
Basic Ability 1: Vital Spirit  
Basic Ability 2: Filter  
Adv Ability 1: Ice Body  
Adv Ability 2: Ice Shield  
High Ability: Screen Cleaner

### Evolution:

- 1 - Mime Jr.
- 2 - Mr. Mime (G) Minimum 20
- 3 - Mr. Rime Minimum 30

### Size Information

Height: 4' 7" / 1.4m (Medium)  
Weight: 125.2 lbs / 56.8kg (4)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Humanshape

Diet: Omnivore  
Habitat: Tundra

### Capability List

Overland 6, Swim 3, Jump 1/1, Power 5, Chilled, Freezer, Naturewalk (Tundra), Telekinetic, Telepath

### Skill List

Athl 2d6+2, Acro 4d6+1, Combat 2d6, Stealth 3d6+2, Percep 3d6+2, Focus 5d6+3

### Move List

#### Level Up Move List

- 4 Baton Pass - Normal
- 8 Ice Shard - Ice**
- 12 Confusion - Psychic**
- 16 Ally Switch - Psychic
- 20 Icy Wind - Ice**
- 24 Double Kick - Fighting
- 28 Psybeam - Psychic**
- 32 Hypnosis - Psychic
- 36 Mirror Coat - Psychic
- 40 Sucker Punch - Dark
- 44 Freeze-Dry - Ice**
- 48 Psychic - Psychic**
- 52 Teeter Dance - Normal

#### TM Move List

**03 Psyshock**, 04 Calm Mind, 06 Toxic, 09 Hail, 10 Hidden Power, 11 Sunny Day, 12 Taunt, **13 Ice Beam**, **14 Blizzard**, 15 Hyper Beam, 16 Light Screen, 17 Protect, 18 Rain Dance, 20 Safeguard, 21 Frustration, 22 Solar Beam, 24 Thunderbolt, 25 Thunder, 27 Return, **29 Psychic**, 30 Shadow Ball, 31 Brick Break, 32 Double Team, 33 Reflect, 42 Facade, 44 Rest, 45 Attract, 46 Thief, 48 Round, 52 Focus Blast, 53 Energy Ball, 56 Fling, 66 Payback, 68 Giga Impact, 73 Thunder Wave, 86 Grass Knot, 87 Swagger, 88 Sleep Talk, 90 Substitute, 92 Trick Room, **99 Dazzling Gleam**, 100 Confide

#### Tutor Move List

Ally Switch, **Avalanche**, Body Slam, **Dazzling Gleam (N)**, Drain Punch, Encore (N), Endure, Foul Play, Helping Hand, **Ice Punch**, **Icy Wind**, Iron Defense, Light Screen (N), Magic Room, Mega Kick, Mega Punch, Metronome, Mimic (N), Misty Terrain (N), Protect (N), Recycle (N), Reflect (N), Role Play (N), Safeguard (N), Skill Swap, Snore, Stomping Tantrum, Sucker Punch, Trick, Uproar, Wonder Room, **Zen Headbutt**

## MR. RIME



### Base Stats:

HP:	8
Attack:	9
Defense:	8
Special Attack:	11
Special Defense:	10
Speed:	7

### Basic Information

Type: Ice / Psychic  
Basic Ability 1: Vital Spirit  
Basic Ability 2: Filter  
Adv Ability 1: Ice Body  
Adv Ability 2: Ice Shield  
High Ability: Screen Cleaner

### Evolution:

- 1 - Mime Jr.
- 2 - Mr. Mime (G) Minimum 20
- 3 - Mr. Rime Minimum 30

### Size Information

Height: 4' 11" / 1.5m (Medium)  
Weight: 128.3 lbs / 58.2kg (4)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Humanshape

Diet: Omnivore  
Habitat: Tundra

### Capability List

Overland 8, Swim 4, Jump 2/2, Power 6, Chilled, Freezer, Naturewalk (Tundra), Telekinetic, Telepath

### Skill List

Athl 3d6+2, Acro 5d6+1, Combat 3d6, Stealth 3d6+2, Percep 4d6+2, Focus 5d6+3

### Move List

#### Level Up Move List

- 4 Baton Pass - Normal
- 8 Ice Shard - Ice**
- 12 Confusion - Psychic**
- 16 Ally Switch - Psychic
- 20 Icy Wind - Ice**
- 24 Double Kick - Fighting
- 28 Psybeam - Psychic**
- 32 Hypnosis - Psychic
- 36 Mirror Coat - Psychic
- 40 Sucker Punch - Dark
- 44 Freeze-Dry - Ice**
- 48 Psychic - Psychic**
- 52 Teeter Dance - Normal

#### TM Move List

**03 Psyshock**, 04 Calm Mind, 06 Toxic, 09 Hail, 10 Hidden Power, 11 Sunny Day, 12 Taunt, **13 Ice Beam**, **14 Blizzard**, 15 Hyper Beam, 16 Light Screen, 17 Protect, 18 Rain Dance, 20 Safeguard, 21 Frustration, 22 Solar Beam, 24 Thunderbolt, 25 Thunder, 27 Return, **29 Psychic**, 30 Shadow Ball, 31 Brick Break, 32 Double Team, 33 Reflect, 42 Facade, 44 Rest, 45 Attract, 46 Thief, 48 Round, 52 Focus Blast, 53 Energy Ball, 56 Fling, 66 Payback, 68 Giga Impact, 73 Thunder Wave, 86 Grass Knot, 87 Swagger, 88 Sleep Talk, 90 Substitute, 92 Trick Room, **99 Dazzling Gleam**, 100 Confide

#### Tutor Move List

After You (N), Ally Switch, **Avalanche**, Block (N), Slam, **Dazzling Gleam (N)**, Drain Punch, Encore (N), Endure, Fake Tears (N), Foul Play, Helping Hand, **Ice Punch**, **Icy Wind**, Iron Defense, Light Screen (N), Magic Room, Mega Kick, Mega Punch, Metronome, Mimic (N), Misty Terrain (N), Protect (N), Recycle (N), Reflect (N), Role Play (N), Safeguard (N), Skill Swap, Slack Off (N), Snore, Stomping Tantrum, Sucker Punch, Trick, Uproar, Wonder Room, **Zen Headbutt**

## CORSOLA Galar



### Base Stats:

HP:	6
Attack:	6
Defense:	10
Special Attack:	7
Special Defense:	10
Speed:	3

### Basic Information

Type: Ghost  
Basic Ability 1: Weak Armor  
Basic Ability 2: Cursed Body  
Adv Ability 1: Spiteful Intervention  
Adv Ability 2: Omen  
High Ability: Perish Body

### Evolution:

1 - Corsola (G)  
2 - Corsola Minimum 30

### Size Information

Height: 2' 0" / 0.6m (Small)  
Weight: 1.1 lbs / 0.5kg (1)

### Breeding Information

Gender Ratio: 25% M / 75% F  
Egg Group: Water 1 / Water 3  
Average Hatch Rate: 10 Days

Diet: Nullivore

Habitat: Ocean

### Capability List

Overland 3, Swim 4, Levitate 4, Jump 1/1, Power 1, Darkvision, Dead Silent, Gilled, Naturewalk (Ocean), Invisibility, Phasing, Underdog

### Skill List

Athl 2d6+2, Acro 2d6, Combat 2d6, Stealth 4d6+1, Percep 3d6+1, Focus 4d6+2

### Move List

#### Level Up Move List

1 Tackle - Normal  
1 Harden - Normal  
**5 Astonish - Ghost**  
10 Disable - Normal  
15 Spite - Ghost  
20 Ancient Power - Rock  
**25 Hex - Ghost**  
30 Curse - Ghost  
35 Strength Sap - Grass  
40 Power Gem - Rock  
45 Night Shade - Ghost  
50 Grudge - Ghost  
55 Mirror Coat - Psychic

#### TM Move List

04 Calm Mind, 06 Toxic, 09 Hail, 10 Hidden Power, 11 Sunny Day, 13 Ice Beam, 14 Blizzard, 16 Light Screen, 17 Protect, 18 Rain Dance, 20 Safeguard, 21 Frustration, 26 Earthquake, 27 Return, 29 Psychic, **30 Shadow Ball**, 32 Double Team, 33 Reflect, 37 Sandstorm, 39 Rock Tomb, 42 Facade, 44 Rest, 45 Attract, 48 Round, 55 Scald, 61 Will-O-Wisp, 64 Explosion, 71 Stone Edge, 78 Bulldoze, 80 Rock Slide, 87 Swagger, 88 Sleep Talk, 90 Substitute, 94 Surf, 96 Nature Power, 100 Confide

#### Egg Move List

Confuse Ray, Destiny Bond, Haze, Head Smash, Water Pulse

#### Tutor Move List

Ancient Power, Body Slam, Brine, Earth Power, Endure, Giga Drain, Icy Wind, Iron Defense, Liquidation, Snore, Spite, Stealth Rock, Stomping Tantrum, Throat Chop, Water Pulse, Whirlpool

## CURSOLA



### Base Stats:

HP:	6
Attack:	10
Defense:	5
Special Attack:	14
Special Defense:	13
Speed:	3

### Basic Information

Type: Ghost  
Basic Ability 1: Weak Armor  
Basic Ability 2: Cursed Body  
Adv Ability 1: Spiteful Intervention  
Adv Ability 2: Omen  
High Ability: Perish Body

### Evolution:

1 - Corsola (G)  
2 - Corsola Minimum 30

### Size Information

Height: 3' 3" / 1m (Medium)  
Weight: 0.9 lbs / 0.4kg (1)

### Breeding Information

Gender Ratio: 25% M / 75% F  
Egg Group: Water 1 / Water 3

Diet: Nullivore  
Habitat: Ocean

### Capability List

Overland 3, Swim 6, Levitate 6, Jump 1/1, Power 1, Darkvision, Dead Silent, Gilled, Naturewalk (Ocean), Invisibility, Phasing

### Skill List

Athl 3d6+2, Acro 3d6, Combat 3d6, Stealth 5d6+1, Percep 4d6+1, Focus 4d6+2

### Move List

#### Level Up Move List

1 Tackle - Normal  
1 Harden - Normal  
**5 Astonish - Ghost**  
10 Disable - Normal  
15 Spite - Ghost  
20 Ancient Power - Rock  
**25 Hex - Ghost**  
30 Curse - Ghost  
35 Strength Sap - Grass  
40 Power Gem - Rock  
45 Night Shade - Ghost  
50 Grudge - Ghost  
55 Mirror Coat - Psychic

#### TM Move List

04 Calm Mind, 06 Toxic, 09 Hail, 10 Hidden Power, 11 Sunny Day, 13 Ice Beam, 14 Blizzard, 15 Hyper Beam, 16 Light Screen, 17 Protect, 18 Rain Dance, 20 Safeguard, 21 Frustration, 26 Earthquake, 27 Return, 28 Leech Life, 29 Psychic, **30 Shadow Ball**, 32 Double Team, 33 Reflect, 37 Sandstorm, 39 Rock Tomb, 42 Facade, 44 Rest, 45 Attract, 48 Round, 55 Scald, 61 Will-O-Wisp, 64 Explosion, 68 Giga Impact, 71 Stone Edge, 78 Bulldoze, 80 Rock Slide, 87 Swagger, 88 Sleep Talk, 90 Substitute, 94 Surf, 96 Nature Power, 100 Confide

#### Tutor Move List

Ancient Power, Body Slam, Brine, Earth Power, Endure, Giga Drain, Icy Wind, Iron Defense, Liquidation, Perish Song (N), Snore, Spite, Stealth Rock, Stomping Tantrum, Throat Chop, Water Pulse, Whirlpool

## ZIGZAGOON Galar



### Base Stats:

HP:	4
Attack:	3
Defense:	4
Special Attack:	3
Special Defense:	4
Speed:	6

### Basic Information

Type: Dark / Normal  
Basic Ability 1: Pickup  
Basic Ability 2: Gluttony  
Adv Ability 1: Quick Feet  
Adv Ability 2: Sprint  
High Ability: Tough Claws

### Evolution:

- 1 - Zigzagoon (G)
- 2 - Linoone (G) Minimum 15
- 3 - Obstagoon Minimum 30

### Size Information

Height: 1' 4" / 0.4m (Small)  
Weight: 38.6 lbs / 17.5kg (2)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field  
Average Hatch Rate: 7 Days

Diet: Herbivore

Habitat: Forest, Grassland

### Capability List

Overland 5, Swim 3, Jump 2/3, Power 1, Darkvision, Naturewalk (Forest, Grassland), Underdog

### Skill List

Athl 1d6, Acro 3d6, Combat 1d6, Stealth 3d6, Percep 3d6, Focus 2d6

### Move List

#### Level Up Move List

#### **1 Tackle - Normal**

1 Leer - Normal

3 Sand Attack - Ground

6 Lick - Ghost

#### **9 Snarl - Dark**

#### **12 Headbutt - Normal**

15 Baby-Doll Eyes - Fairy

18 Pin Missile - Bug

21 Rest - Psychic

#### **24 Take Down - Normal**

27 Scary Face - Normal

30 Counter - Fighting

33 Taunt - Dark

#### **36 Double-Edge - Normal**

### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 11 Sunny Day, 12 Taunt, 13 Ice Beam, 14 Blizzard, 17 Protect, 18 Rain Dance, **21 Frustration**, 24 Thunderbolt, 25 Thunder, **27 Return**, 30 Shadow Ball, 32 Double Team, **42 Facade**, 44 Rest, 45 Attract, **46 Thief**, **48 Round**, **56 Fling**, **66 Payback**, 73 Thunder Wave, 86 Grass Knot, 87 Swagger, 88 Sleep Talk, 90 Substitute, 94 Surf, **95 Snarl**, 100 Confide

### Egg Move List

**Knock Off**, Parting Shot, Quick Guard

### Tutor Move List

**Body Slam**, **Double-Edge**, Endure, Gunk Shot, Helping Hand, **Hyper Voice**, Icy Wind, Iron Tail, **Knock Off**, Seed Bomb, Swift, Trick, Whirlpool

## LINOONE Galar



### Base Stats:

HP:	8
Attack:	7
Defense:	6
Special Attack:	5
Special Defense:	6
Speed:	10

### Basic Information

Type: Dark / Normal  
Basic Ability 1: Pickup  
Basic Ability 2: Gluttony  
Adv Ability 1: Quick Feet  
Adv Ability 2: Sprint  
High Ability: Tough Claws

### Evolution:

- 1 - Zigzagoon (G)
- 2 - Linoone (G) Minimum 15
- 3 - Obstagoon Minimum 30

### Size Information

Height: 1' 8" / 0.5m (Small)  
Weight: 71.7 lbs / 32.5kg (3)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field

Diet: Herbivore  
Habitat: Forest, Grassland

### Capability List

Overland 7, Swim 4, Jump 2/3, Power 3, Darkvision, Naturewalk (Forest, Grassland), Tracker, Underdog

### Skill List

Athl 3d6, Acro 4d6, Combat 3d6, Stealth 4d6, Percep 5d6, Focus 3d6

### Move List

#### Level Up Move List

- Evo Night Slash - Dark**
- 3 Sand Attack - Ground
- 6 Lick - Ghost
- 9 Snarl - Dark**
- 12 Headbutt - Normal**
- 15 Hone Claws - Dark
- 18 Fury Swipes - Normal**
- 23 Rest - Psychic
- 28 Take Down - Normal**
- 33 Scary Face - Normal
- 38 Counter - Fighting
- 43 Taunt - Dark
- 48 Double-Edge - Normal**

#### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 11 Sunny Day, 12 Taunt, 13 Ice Beam, 14 Blizzard, **15 Hyper Beam**, 17 Protect, 18 Rain Dance, **21 Frustration**, 24 Thunderbolt, 25 Thunder, **27 Return**, 30 Shadow Ball, 32 Double Team, **42 Facade**, 44 Rest, 45 Attract, **46 Thief**, **48 Round**, **56 Fling**, 65 Shadow Claw, **66 Payback**, **68 Giga Impact**, 73 Thunder Wave, 86 Grass Knot, 87 Swagger, 88 Sleep Talk, 90 Substitute, 94 Surf, **95 Snarl**, 100 Confide

#### Tutor Move List

Baby-Doll Eyes (N), Body Press, **Body Slam**, **Double-Edge**, Endure, Gunk Shot, Helping Hand, **Hyper Voice**, Icy Wind, Iron Tail, **Knock Off**, Pin Missile (N), Seed Bomb, Stomping Tantrum, Swift, Switcheroo (N), **Throat Chop**, Trick, Whirlpool

## OBSTAGOON



### Base Stats:

HP:	9
Attack:	9
Defense:	10
Special Attack:	6
Special Defense:	8
Speed:	10

### Basic Information

Type: Dark / Normal  
Basic Ability 1: Reckless  
Basic Ability 2: Guts  
Adv Ability 1: Defiant  
Adv Ability 2: Sprint  
High Ability: Tough Claws

### Evolution:

1 - Zigzagoon (G)  
2 - Linoone (G) Minimum 15  
3 - Obstagoon Minimum 30

### Size Information

Height: 5' 3" / 1.6m (Medium)  
Weight: 101.4 lbs / 46kg (3)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field

Diet: Herbivore

Habitat: Forest, Grassland

### Capability List

Overland 9, Swim 5, Jump 2/4, Power 6, Darkvision, Naturewalk (Forest, Grassland), Tracker

### Skill List

Athl 5d6+1, Acro 3d6, Combat 5d6, Stealth 4d6+2, Percep 5d6, Focus 5d6

### Move List

#### Level Up Move List

Evo Obstruct - Dark  
3 Sand Attack - Ground  
6 Lick - Ghost  
**9 Snarl - Dark**  
**12 Headbutt - Normal**  
15 Hone Claws - Dark  
**18 Fury Swipes - Normal**  
23 Rest - Psychic  
**28 Take Down - Normal**  
35 Scary Face - Normal  
42 Counter - Fighting  
49 Taunt - Dark  
**56 Double-Edge - Normal**

#### TM Move List

01 Work Up, 06 Toxic, 08 Bulk Up, 10 Hidden Power, 11 Sunny Day, 12 Taunt, 13 Ice Beam, 14 Blizzard, **15 Hyper Beam**, 17 Protect, 18 Rain Dance, **21 Frustration**, 24 Thunderbolt, 25 Thunder, **27 Return**, 30 Shadow Ball, 31 Brick Break, 32 Double Team, **42 Facade**, 44 Rest, 45 Attract, **46 Thief**, **48 Round**, **56 Fling**, 65 Shadow Claw, **66 Payback**, **68 Giga Impact**, 73 Thunder Wave, 81 X-Scissor, 86 Grass Knot, 87 Swagger, 88 Sleep Talk, 90 Substitute, 94 Surf, **95 Snarl**, 100 Confide

#### Tutor Move List

Baby-Doll Eyes (N), Body Press, **Body Slam**, Cross Chop (N), **Double-Edge**, Endure, Fire Punch, Gunk Shot, Helping Hand, **Hyper Voice**, Ice Punch, Icy Wind, Iron Tail, **Knock Off**, **Mega Kick**, **Mega Punch**, **Night Slash (N)**, Pin Missile (N), Seed Bomb, Stomping Tantrum, Submission (N), Swift, Switcheroo (N), **Throat Chop**, Thunder Punch, Trick, Whirlpool



## DARUMAKA Galar



### Base Stats:

HP:	7
Attack:	9
Defense:	5
Special Attack:	2
Special Defense:	5
Speed:	5

### Basic Information

Type: Ice  
Basic Ability 1: Hustle  
Basic Ability 2: Ice Body  
Adv Ability 1: Inner Focus  
Adv Ability 2: Winter's Kiss  
High Ability: Celebrate

### Evolution:

1 - Darumaka (G)  
2 - Darmanitan (G) Minimum 30, Ice Stone

### Size Information

Height: 2' 4" / 0.7m (Small)  
Weight: 88.2 lbs / 40kg (3)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field  
Average Hatch Rate: 10 Days

Diet: Herbivore

Habitat: Mountain, Tundra

### Capability List

Overland 4, Swim 2, Jump 1/1, Power 4, Chilled, Freezer, Naturewalk (Tundra), Underdog

### Skill List

Athl 2d6+1, Acro 2d6+1, Combat 2d6, Stealth 3d6+1, Percep 2d6, Focus 2d6

### Move List

#### Level Up Move List

#### 1 Powder Snow - Ice

1 Tackle - Normal

4 Taunt - Dark

8 Bite - Dark

#### 12 Avalanche - Ice

16 Work Up - Normal

#### 20 Ice Fang - Ice

24 Headbutt - Normal

#### 28 Ice Punch - Ice

32 Uproar - Normal

36 Belly Drum - Normal

#### 40 Blizzard - Ice

44 Thrash - Normal

48 Superpower - Fighting

### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 11 Sunny Day, 12 Taunt, **13 Ice Beam**, **14 Blizzard**, 17 Protect, 21 Frustration, 22 Solar Beam, 27 Return, 31 Brick Break, 32 Double Team, 35 Flamethrower, 38 Fire Blast, 39 Rock Tomb, 42 Facade, 44 Rest, 45 Attract, 46 Thief, 48 Round, 50 Overheat, 56 Fling, 61 Will-O-Wisp, 74 Gyro Ball, 80 Rock Slide, 86 Grass Knot, 87 Swagger, 88 Sleep Talk, 89 U-Turn, 90 Substitute, 100 Confide

### Egg Move List

Flame Wheel, Focus Punch, **Freeze-Dry**, Hammer Arm, Incinerate, Power-Up Punch, Take Down, Yawn

### Tutor Move List

**Avalanche**, Endure, Fire Punch, Focus Punch, Heat Wave, **Ice Punch**, Mega Kick, Mega Punch, Snore, Superpower, Uproar, Zen Headbutt



## DARMANITAN Galar, Standard Mode



### Base Stats:

HP:	11
Attack:	14
Defense:	6
Special Attack:	3
Special Defense:	6
Speed:	10

### Basic Information

Type: Ice  
Basic Ability 1: Gorilla Tactics  
Basic Ability 2: Ice Body  
Adv Ability 1: Inner Focus  
Adv Ability 2: Winter's Kiss  
High Ability: Zen Snowed

### Evolution:

- 1 - Darumaka (G)
- 2 - Darmanitan (G) Minimum 30, Ice Stone

### Size Information

Height: 5' 7" / 1.7m (Medium)  
Weight: 264.6 lbs / 120kg (5)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Field

Diet: Omnivore  
Habitat: Mountain, Tundra

### Capability List

Overland 7, Swim 3, Jump 1/2, Power 8, Chilled, Forme Change, Freezer, Naturewalk (Tundra, Mountain)

### Skill List

Athl 5d6+2, Acro 3d6+1, Combat 4d6, Stealth 3d6+2, Percep 3d6, Focus 4d6+1

### Move List

#### Level Up Move List

#### Evo Icicle Crash - Ice

4 Taunt - Dark

8 Bite - Dark

#### 12 Avalanche - Ice

16 Work Up - Normal

#### 20 Ice Fang - Ice

24 Headbutt - Normal

#### 28 Ice Punch - Ice

32 Uproar - Normal

38 Belly Drum - Normal

#### 44 Blizzard - Ice

50 Thrash - Normal

56 Superpower - Fighting

### TM Move List

01 Work Up, 06 Toxic, 08 Bulk Up, 10 Hidden Power, 11 Sunny Day, 12 Taunt, **13 Ice Beam**, **14 Blizzard**, 15 Hyper Beam, 17 Protect, 21 Frustration, 22 Solar Beam, 26 Earthquake, 27 Return, 29 Psychic, 31 Brick Break, 32 Double Team, 35 Flamethrower, 38 Fire Blast, 39 Rock Tomb, 42 Facade, 44 Rest, 45 Attract, 46 Thief, 48 Round, 50 Overheat, 52 Focus Blast, 56 Fling, 61 Will-O-Wisp, 68 Giga Impact, 71 Rock Slide, 74 Gyro Ball, 78 Bulldoze, 80 Rock Slide, 86 Grass Knot, 87 Swagger, 88 Sleep Talk, 89 U-Turn, 90 Substitute, 100 Confide

### Tutor Move List

**Avalanche**, Body Press, Body Slam, Endure, Fire Punch, Focus Punch, Heat Wave, **Ice Punch**, Iron Defense, Iron Head, Mega Kick, Mega Punch, Snore, Superpower, Uproar, Zen Headbutt

## DARMANITAN Galar, Zen Mode



### Base Stats:

HP:	11
Attack:	16
Defense:	6
Special Attack:	3
Special Defense:	6
Speed:	14

### Basic Information

Type: Ice / Fire

Basic Ability 1: Gorilla Tactics

Basic Ability 2: Ice Body

Adv Ability 1: Inner Focus

Adv Ability 2: Winter's Kiss

High Ability: Zen Snowed

Evolution:

1 - Darumaka (G)

2 - Darmanitan (G) Minimum 30, Ice Stone

### Size Information

Height: 5' 7" / 1.7m (Medium)

Weight: 264.6 lbs / 120kg (5)

### Breeding Information

Gender Ratio: 50% M / 50% F

Egg Group: Field

Diet: Omnivore

Habitat: Mountain, Tundra

### Capability List

Overland 9, Swim 3, Jump 1/2, Power 8, Chilled, Firestarter, Forme Change, Freezer, Naturewalk (Tundra, Mountain)

### Skill List

Athl 5d6+2, Acro 3d6+1, Combat 5d6+2, Stealth 3d6+2, Percep 3d6, Focus 4d6+1

### Move List

#### Level Up Move List

#### **Evo Icicle Crash - Ice**

4 Taunt - Dark

8 Bite - Dark

#### **12 Avalanche - Ice**

16 Work Up - Normal

#### **20 Ice Fang - Ice**

24 Headbutt - Normal

#### **28 Ice Punch - Ice**

32 Uproar - Normal

38 Belly Drum - Normal

#### **44 Blizzard - Ice**

50 Thrash - Normal

56 Superpower - Fighting

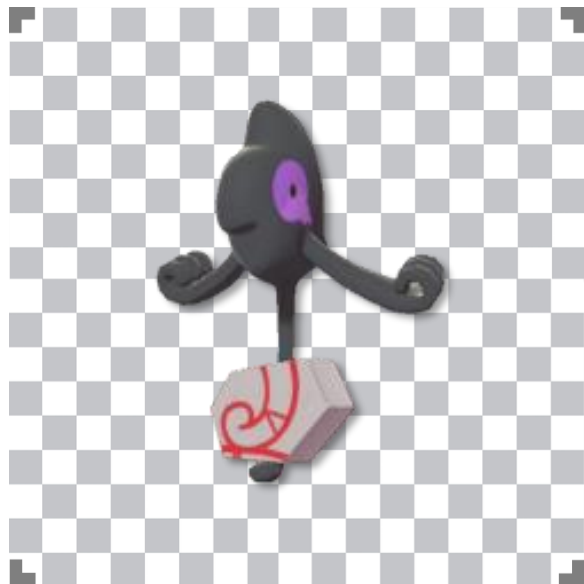
#### TM Move List

01 Work Up, 06 Toxic, 08 Bulk Up, 10 Hidden Power, 11 Sunny Day, 12 Taunt, **13 Ice Beam**, **14 Blizzard**, 15 Hyper Beam, 17 Protect, 21 Frustration, 22 Solar Beam, 26 Earthquake, 27 Return, 29 Psychic, 31 Brick Break, 32 Double Team, **35 Flamethrower**, **38 Fire Blast**, 39 Rock Tomb, 42 Facade, 44 Rest, 45 Attract, 46 Thief, 48 Round, **50 Overheat**, 52 Focus Blast, 56 Fling, 61 Will-O-Wisp, 68 Giga Impact, 71 Rock Slide, 74 Gyro Ball, 78 Bulldoze, 80 Rock Slide, 86 Grass Knot, 87 Swagger, 88 Sleep Talk, 89 U-Turn, 90 Substitute, 100 Confide

#### Tutor Move List

**Avalanche**, Body Press, Body Slam, Endure, **Fire Punch**, Focus Punch, Heat Wave, **Ice Punch**, Iron Defense, Iron Head, Mega Kick, Mega Punch, Snore, Superpower, Uproar, Zen Headbutt

## YAMASK Galar



### Base Stats:

HP:	4
Attack:	6
Defense:	9
Special Attack:	3
Special Defense:	7
Speed:	3

### Basic Information

Type: Ground / Ghost

Basic Ability 1: Wandering Spirit

Adv Ability 1: Sand Force

Adv Ability 2: Interference

Adv Ability 3: Sturdy

High Ability: Cursed Body

Evolution:

1 - Yamask (G)

2 - Runerigus Minimum 30

### Size Information

Height: 1' 8" / 0.5m (Small)

Weight: 3.3 lbs / 1.5kg (1)

### Breeding Information

Gender Ratio: 50% M / 50% F

Egg Group: Mineral / Indeterminate

Average Hatch Rate: 10 Days

Diet: Terravore

Habitat: Desert

### Capability List

Overland 5, Swim 2, Levitate 5, Jump 2/2, Power 2, Darkvision, Dead Silent, Phasing, Invisibility, Underdog

### Skill List

Athl 2d6, Acro 3d6, Combat 2d6, Stealth 3d6, Percep 3d6+2, Focus 3d6

### Move List

#### Level Up Move List

**1 Astonish - Ghost**

1 Protect - Normal

4 Haze - Ice

8 Night Shade - Ghost

12 Disable - Normal

16 Brutal Swing - Dark

20 Crafty Shield - Fairy

**24 Hex - Ghost**

28 Mean Look - Normal

32 Slam - Normal

36 Curse - Ghost

**40 Shadow Ball - Ghost**

**44 Earthquake - Ground**

48 Power Split - Psychic

48 Guard Split - Psychic

52 Destiny Bond - Ghost

### TM Move List

04 Calm Mind, 06 Toxic, 10 Hidden Power, 17 Protect, 18 Rain Dance, 20 Safeguard, 21 Frustration, **26 Earthquake**, 27 Return, 29 Psychic, **30 Shadow Ball**, 32 Double Team, 37 Sandstorm, 39 Rock Tomb, 42 Facade, 44 Rest, 45 Attract, 46 Thief, 48 Round, 53 Energy Ball, 59 Brutal Swing, 61 Will-O-Wisp, 66 Payback, 80 Rock Slide, 87 Swagger, 88 Sleep Talk, 90 Substitute, 92 Trick Room, 97 Dark Pulse, 100 Confide

### Egg Move List

Memento

### Tutor Move List

Ally Switch, **Earth Power**, Endure, Iron Defense, Skill Swap, Snore, Trick, Wonder Room, Zen Headbutt

## RUNERIGUS



### Base Stats:

HP:	6
Attack:	10
Defense:	15
Special Attack:	5
Special Defense:	11
Speed:	3

### Basic Information

Type: Ground / Ghost  
Basic Ability 1: Wandering Spirit  
Adv Ability 1: Sand Force  
Adv Ability 2: Interference  
Adv Ability 3: Sturdy  
High Ability: Cursed Body

### Evolution:

1 - Yamask (G)  
2 - Runerigus Minimum 30

### Size Information

Height: 5' 3" / 1.6m (Medium)  
Weight: 146.8 lbs / 66.6kg (4)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Mineral / Indeterminate

Diet: Terravore  
Habitat: Desert

### Capability List

Overland 3, Swim 2, Levitate 5, Jump 1/1, Power 7, Darkvision, Dead Silent, Phasing, Invisibility

### Skill List

Athl 3d6+1, Acro 2d6+2, Combat 3d6+3, Stealth 4d6+2, Percep 4d6+1, Focus 5d6+2

### Move List

#### Level Up Move List

#### **Evo Shadow Claw - Ghost**

4 Haze - Ice  
8 Night Shade - Ghost  
12 Disable - Normal  
16 Brutal Swing - Dark  
20 Crafty Shield - Fairy  
**24 Hex - Ghost**  
28 Mean Look - Normal  
32 Slam - Normal  
38 Curse - Ghost

#### **44 Shadow Ball - Ghost**

**50 Earthquake - Ground**  
56 Power Split - Psychic  
58 Guard Split - Psychic  
62 Destiny Bond - Ghost

### TM Move List

04 Calm Mind, 06 Toxic, 10 Hidden Power, 15 Hyper Beam, 17 Protect, 18 Rain Dance, 20 Safeguard, 21 Frustration, **26 Earthquake**, 27 Return, 29 Psychic, **30 Shadow Ball**, 32 Double Team, 37 Sandstorm, 39 Rock Tomb, 42 Facade, 44 Rest, 45 Attract, 46 Thief, 48 Round, 53 Energy Ball, 59 Brutal Swing, 61 Will-O-Wisp, **65 Shadow Claw**, 66 Payback, 68 Giga Impact, 71 Stone Edge, **78 Bulldoze**, 80 Rock Slide, 86 Grass Knot, 87 Swagger, 88 Sleep Talk, 90 Substitute, 92 Trick Room, 97 Dark Pulse, 100 Confide

### Tutor Move List

Ally Switch, Body Press, Dragon Pulse, **Earth Power**, Endure, Iron Defense, Scary Face (N), Skill Swap, Snore, Stealth Rock, Trick, Wonder Room, Zen Headbutt

## STUNFISK Galar



### Base Stats:

HP:	11
Attack:	8
Defense:	10
Special Attack:	7
Special Defense:	8
Speed:	3

### Basic Information

Type: Ground / Steel  
Basic Ability 1: Mimicry  
Adv Ability 1: Mud Dweller  
Adv Ability 2: Limber  
Adv Ability 3: Decoy  
High Ability: Arena Trap

### Evolution:

1 - Stunfisk (G)

### Size Information

Height: 2' 4" / 0.7m (Small)  
Weight: 45.2 lbs / 20.5kg (2)

### Breeding Information

Gender Ratio: 50% M / 50% F  
Egg Group: Water 1 / Indeterminate  
Average Hatch Rate: 10 Days

Diet: Carnivore  
Habitat: Cave

### Capability List

Overland 4, Swim 3, Burrow 3, Jump 1/1, Power 5, Tremorsense

### Skill List

Athl 4d6+2, Acro 2d6, Combat 1d6, Stealth 4d6+2, Percep 3d6+1, Focus 4d6+1

### Move List

#### Level Up Move List

#### 1 Mud-Slap - Ground

1 Tackle - Normal  
1 Water Gun - Water

#### 1 Metal Claw - Steel

5 Endure - Normal

#### 10 Mud Shot - Ground

15 Revenge - Fighting  
20 Metal Sound - Steel  
25 Sucker Punch - Dark  
30 Iron Defense - Steel  
35 Bounce - Flying  
40 Muddy Water - Water  
45 Snap Trap - Grass  
50 Flail - Normal  
55 Fissure - Ground

### TM Move List

06 Toxic, 10 Hidden Power, 17 Protect, 18 Rain Dance, 21 Frustration, **26 Earthquake**, 27 Return, 32 Double Team, 34 Sludge Wave, 36 Sludge Bomb, 37 Sandstorm, 39 Rock Tomb, 42 Facade, 44 Rest, 45 Attract, 48 Round, 55 Scald, 66 Payback, 71 Stone Edge, 73 Thunder Wave, **78 Bulldoze**, 80 Rock Slide, 87 Swagger, 88 Sleep Talk, 90 Substitute, **91 Flash Cannon**, 94 Surf, 100 Confide

### Egg Move List

Astonish, Bind, Counter, Curse, Pain Split, Reflect Type, Spite, Yawn

### Tutor Move List

Bind, Bounce, **Earth Power**, Endure, Foul Play, Iron Defense, Pain Split, Snore, Spite, Stealth Rock, **Stomping Tantrum**, Sucker Punch, Uproar

## ZACIAN Hero of Many Battles Forme



### Base Stats:

HP:	9
Attack:	13
Defense:	12
Special Attack:	8
Special Defense:	12
Speed:	14

### Basic Information

Type: Fairy  
Basic Ability 1: Intrepid Sword  
Adv Ability 1: Defiant  
Adv Ability 2: Mold Breaker  
Adv Ability 3: Fade Away  
High Ability: Tough Claws

Evolution:  
1 - Zacian

### Size Information

Height: 9' 2" / 2.8m (Huge)  
Weight: 242.5 lbs / 110kg (5)

### Breeding Information

Gender Ratio: No Gender  
Egg Group: None  
Average Hatch Rate: 75 Days

Diet: Omnivore  
Habitat: Forest

### Capability List

Overland 10, Swim 5, Jump 3/3, Power 8, Aura Reader, Forme Change, Invisibility, Mountable 2, Phasing, Weapon Bond

### Skill List

Athl 5d6, Acro 4d6+2, Combat 5d6, Stealth 5d6, Percep 4d6+2, Focus 4d6

### Move List

#### Level Up Move List

1 Metal Claw - Steel  
1 Howl - Normal  
1 Quick Attack - Normal  
1 Bite - Dark  
11 Slash - Normal  
§22 Swords Dance - Normal  
§33 Iron Head - Steel  
44 Laser Focus - Normal  
55 Crunch - Dark  
**§66 Moonblast - Fairy**  
77 Close Combat - Fighting  
88 Giga Impact - Normal

#### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 15 Hyper Beam, 17 Protect, 21 Frustration, 27 Return, 31 Brick Break, 32 Double Team, 42 Facade, 44 Rest, 48 Round, 52 Focus Blast, 54 False Swipe, 59 Brutal Swing, 68 Giga Impact, 75 Swords Dance, 87 Swagger, 88 Sleep Talk, 90 Substitute, 93 Wild Charge, 95 Snarl, 100 Confide

#### Tutor Move List

Endure, Helping Hand, Hyper Voice, Iron Head, Iron Tail, Laser Focus, Quick Guard, **§ Sacred Sword (N)**, Snore, Steel Beam, Swift

## ZACIAN Crowned Sword Forme



### Base Stats:

HP: 9  
Attack: 17  
Defense: 12  
Special Attack: 8  
Special Defense: 12  
Speed: 15

### Basic Information

Type: Fairy / Steel  
Basic Ability 1: Intrepid Sword  
Adv Ability 1: Defiant  
Adv Ability 2: Mold Breaker  
Adv Ability 3: Sprint  
High Ability: Tough Claws

Evolution:  
1 - Zacian

### Size Information

Height: 9' 2" / 2.8m (Huge)  
Weight: 242.5 lbs / 110kg (5)

### Breeding Information

Gender Ratio: No Gender  
Egg Group: None  
Average Hatch Rate: 75 Days

Diet: Omnivore  
Habitat: Forest

### Capability List

Overland 10, Swim 5, Jump 3/3, Power 10, Aura Pulse, Aura Reader, Forme Change, Mountable 2, Weapon Bond

### Skill List

Athl 6d6, Acro 4d6+2, Combat 6d6, Stealth 3d6, Percep 4d6+2, Focus 4d6

### Move List

#### Level Up Move List

**1 Metal Claw - Steel**  
1 Howl - Normal  
1 Quick Attack - Normal  
1 Bite - Dark  
11 Slash - Normal  
§22 Swords Dance - Normal  
**§ 33 Iron Head - Steel**  
44 Laser Focus - Normal  
55 Crunch - Dark  
**§ 66 Moonblast - Fairy**  
77 Close Combat - Fighting  
88 Giga Impact - Normal

#### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 15 Hyper Beam, 17 Protect, 21 Frustration, 27 Return, 31 Brick Break, 32 Double Team, 42 Facade, 44 Rest, 48 Round, 52 Focus Blast, 54 False Swipe, 59 Brutal Swing, 68 Giga Impact, 75 Swords Dance, 87 Swagger, 88 Sleep Talk, 90 Substitute, 93 Wild Charge, 95 Snarl, 100 Confide

#### Tutor Move List

Endure, Helping Hand, Hyper Voice, **Iron Head**, **Iron Tail**, Laser Focus, Quick Guard, **§ Sacred Sword (N)**, Snore, **Steel Beam**, Swift



## ZAMAZENTA Hero of Many Battles Forme



### Base Stats:

HP:	9
Attack:	13
Defense:	12
Special Attack:	8
Special Defense:	12
Speed:	14

### Basic Information

Type: Fighting  
Basic Ability 1: Dauntless Shield  
Adv Ability 1: Stamina  
Adv Ability 2: Friend Guard  
Adv Ability 3: Fade Away  
High Ability: Bulletproof

Evolution:  
1 - Zamazenta

### Size Information

Height: 9' 6" / 2.9m (Huge)  
Weight: 463 lbs / 210kg (6)

### Breeding Information

Gender Ratio: No Gender  
Egg Group: None  
Average Hatch Rate: 75 Days

Diet: Omnivore  
Habitat: Forest

### Capability List

Overland 9, Swim 5, Jump 3/3, Power 9, Aura Reader, Forme Change, Invisibility, Mountable 2, Phasing, Weapon Bond

### Skill List

Athl 5d6+2, Acro 4d6, Combat 5d6, Stealth 5d6, Percep 4d6, Focus 4d6+2

### Move List

#### Level Up Move List

- 1 Metal Claw - Steel
- 1 Howl - Normal
- 1 Quick Attack - Normal
- 1 Bite - Dark
- 11 Slash - Normal
- §22 Iron Defense - Steel
- §33 Iron Head - Steel
- 44 Laser Focus - Normal
- 55 Crunch - Dark
- 66 Moonblast - Fairy
- §77 Close Combat - Fighting**
- 88 Giga Impact - Normal

#### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 15 Hyper Beam, 16 Light Screen, 17 Protect, 20 Safeguard, 21 Frustration, 22 Solar Beam, 27 Return, 32 Double Team, 33 Reflect, 42 Facade, 44 Rest, 48 Round, **52 Focus Blast**, 66 Payback, 68 Giga Impact, 87 Swagger, 88 Sleep Talk, 90 Substitute, 91 Flash Cannon, 93 Wild Charge, 95 Snarl, 99 Dazzling Gleam, 100 Confide

#### Tutor Move List

Endure, Helping Hand, Hyper Voice, Iron Defense, Iron Head, Iron Tail, Laser Focus, § Metal Burst (N), Snore, Steel Beam, Swift, Wide Guard (N)



## ZAMAZENTA Crowned Shield Forme



### Base Stats:

HP:	9
Attack:	13
Defense:	15
Special Attack:	8
Special Defense:	15
Speed:	14

### Basic Information

Type: Fighting / Steel  
Basic Ability 1: Dauntless Shield  
Adv Ability 1: Stamina  
Adv Ability 2: Friend Guard  
Adv Ability 3: Sprint  
High Ability: Bulletproof

### Evolution:

1 - Zamazenta

### Size Information

Height: 9' 6" / 2.9m (Huge)  
Weight: 463 lbs / 210kg (6)

### Breeding Information

Gender Ratio: No Gender  
Egg Group: None  
Average Hatch Rate: 75 Days

Diet: Omnivore  
Habitat: Forest

### Capability List

Overland 9, Swim 5, Jump 3/3, Power 11, Aura Pulse, Aura Reader, Forme Change, Mountable 2, Weapon Bond

### Skill List

Athl 6d6+2, Acro 4d6, Combat 6d6, Stealth 3d6, Percep 4d6, Focus 4d6+2

### Move List

#### Level Up Move List

#### **1 Metal Claw - Steel**

1 Howl - Normal

1 Quick Attack - Normal

1 Bite - Dark

11 Slash - Normal

§ 22 Iron Defense - Steel

#### **§ 33 Iron Head - Steel**

44 Laser Focus - Normal

55 Crunch - Dark

66 Moonblast - Fairy

#### **§ 77 Close Combat - Fighting**

88 Giga Impact - Normal

### TM Move List

01 Work Up, 06 Toxic, 10 Hidden Power, 15 Hyper Beam, 16 Light Screen, 17 Protect, 20 Safeguard, 21 Frustration, 22 Solar Beam, 27 Return, 32 Double Team, 33 Reflect, 42 Facade, 44 Rest, 48 Round, **52 Focus Blast**, 66 Payback, 68 Giga Impact, 87 Swagger, 88 Sleep Talk, 90 Substitute, **91 Flash Cannon**, 93 Wild Charge, 95 Snarl, 99 Dazzling Gleam, 100 Confide

### Tutor Move List

Endure, Helping Hand, Hyper Voice, Iron Defense, **Iron Head**, **Iron Tail**, Laser Focus, § Metal Burst (N), Snore, **Steel Beam**, Swift, Wide Guard (N)

## ETERNATUS



### Base Stats:

HP:	14
Attack:	9
Defense:	10
Special Attack:	15
Special Defense:	10
Speed:	13

### Basic Information

Type: Poison / Dragon  
Basic Ability 1: Pressure  
Adv Ability 1: Razor Edge  
Adv Ability 2: Life Force  
Adv Ability 3: Regal Challenge  
High Ability: Aura Break

Evolution:  
1 - Eternatus

### Size Information

Height: 65' 7" / 20m (Gigantic)  
Weight: 2094.4 lbs / 950kg (6)

### Breeding Information

Gender Ratio: No Gender  
Egg Group: None  
Average Hatch Rate: 75 Days

Diet: Nullivore  
Habitat: Space

### Capability List

Overland 6, Swim 8, Sky 12, Jump 4/4, Power 15,  
Aura Reader, Dead Silent, Glow, Mountable 10,  
Reach, Telepath

### Skill List

Athl 5d6, Acro 6d6, Combat 4d6, Stealth 4d6+2,  
Percep 5d6, Focus 6d6

### Move List

#### Level Up Move List

**1 Poison Tail - Poison**  
1 Confuse Ray - Ghost  
**1 Dragon Tail - Dragon**  
1 Agility - Psychic  
8 Toxic - Poison  
**16 Venoshock - Poison**  
24 Dragon Dance - Dragon  
**32 Cross Poison - Poison**  
**40 Dragon Pulse - Dragon**  
48 Flamethrower - Fire  
**§ 56 Dynamax Cannon - Dragon**  
§ 64 Cosmic Power - Psychic  
72 Recover - Normal  
80 Hyper Beam - Normal  
**§ 88 Eternabeam - Dragon**

#### TM Move List

06 Toxic, **09 Venoshock**, 10 Hidden Power, 15 Hyper Beam, 16 Light Screen, 17 Protect, 21 Frustration, 22 Solar Beam, 27 Return, 30 Shadow Ball, 32 Double Team, 33 Reflect, **34 Sludge Wave**, 35 Flamethrower, **36 Sludge Bomb**, 42 Facade, 44 Rest, 45 Attract, 48 Round, 59 Brutal Swing, 66 Payback, 68 Giga Impact, 76 Fly, **82 Dragon Tail**, **84 Poison Jab**, 87 Swagger, 88 Sleep Talk, 90 Substitute, 91 Flash Cannon

#### Tutor Move List

**Draco Meteor**, **Dragon Pulse**, Endure, Snore

## MELTAN



### Base Stats:

HP:	5
Attack:	7
Defense:	7
Special Attack:	6
Special Defense:	4
Speed:	3

### Basic Information

Type: Steel  
Basic Ability 1: Magnet Pull  
Adv Ability 1: Frisk  
Adv Ability 2: Keen Eye  
Adv Ability 3: Light Metal  
High Ability: Absorb Force

### Evolution:

1 - Moltan  
2 - Melmetal Minimum 30

### Size Information

Height: 0' 8" / 0.2m (Small)  
Weight: 17.6 lbs / 8kg (1)

### Breeding Information

Gender Ratio: Genderless  
Egg Group: None  
Average Hatch Rate: 75 Days

Diet: Terravore  
Habitat: Urban

### Capability List

Overland 4, Swim 1, Burrow 2, Jump 1/1, Power 2, Amorphous, Dead Silent, Magnetic, Sticky Hold, Underdog, Wallclimber, Zapper

### Skill List

Athl 2d6, Acro 3d6, Combat 2d6, Stealth 4d6, Percep 3d6, Focus 3d6

### Move List

#### Level Up Move List

1 Thunder Shock - Electric  
1 Harden - Normal  
8 Tail Whip - Normal  
16 Headbutt - Normal  
24 Thunder Wave - Electric  
32 Acid Armor - Poison  
**40 Flash Cannon - Steel**

### TM Move List

06 Toxic, 10 Hidden Power, 17 Protect, 21 Frustration, 24 Thunderbolt, 27 Return, 32 Double Team, 42 Facade, 44 Rest, 45 Attract, 48 Round, 73 Thunder Wave, **74 Gyro Ball**, 87 Swagger, 88 Sleep Talk, 90 Substitute, **91 Flash Cannon**, 100 Confide

### Tutor Move List

Endure, Iron Defense, Snore, **Steel Beam**

## MELMETAL



### Base Stats:

HP:	14
Attack:	14
Defense:	14
Special Attack:	8
Special Defense:	7
Speed:	3

### Basic Information

Type: Steel  
Basic Ability 1: Iron Fist  
Adv Ability 1: Mold Breaker  
Adv Ability 2: Keen Eye  
Adv Ability 3: Heavy Metal  
High Ability: Absorb Force

### Evolution:

1 - Meltan  
2 - Melmetal Minimum 30

### Size Information

Height: 8' 2" / 2.5m (Large)  
Weight: 1763.7 lbs / 800kg (6)

### Breeding Information

Gender Ratio: Genderless  
Egg Group: None

Diet: Terravore  
Habitat: Urban

### Capability List

Overland 8, Swim 3, Burrow 4, Jump 2/2, Power 11,  
Amorphous, Dead Silent, Magnetic, Materializer,  
Sticky Hold, Wallclimber, Zapper

### Skill List

Athl 5d6, Acro 2d6, Combat 4d6, Stealth 2d6, Percep  
4d6, Focus 4d6

### Move List

#### Level Up Move List

Evo Thunder Punch - Electric  
8 Tail Whip - Normal  
16 Headbutt - Normal  
24 Thunder Wave - Electric  
32 Acid Armor - Poison  
**40 Flash Cannon - Steel**  
48 Mega Punch - Normal  
56 Protect - Normal  
64 Discharge - Electric  
72 Dynamic Punch - Fighting  
80 Superpower - Fighting  
**§ 88 Double Iron Bash - Steel**  
96 Hyper Beam - Normal

#### TM Move List

06 Toxic, 10 Hidden Power, 13 Ice Beam, 15 Hyper  
Beam, 17 Protect, 21 Frustration, 22 Solar Beam, 24  
Thunderbolt, 25 Thunder, 27 Return, 31 Brick Break,  
32 Double Team, 39 Rock Tomb, 42 Facade, 44 Rest,  
45 Attract, 48 Round, 59 Brutal Swing, 64 Explosion,  
68 Giga Impact, 73 Thunder Wave, **74 Gyro Ball**, 80  
Rock Slide, 87 Swagger, 88 Sleep Talk, 90 Substitute,  
**91 Flash Cannon**, 100 Confide

#### Tutor Move List

Body Press, Body Slam, Dynamic Punch, Endure, Ice  
Punch, Iron Defense, **Iron Head**, Mega Kick, Mega  
Punch, Snore, **Steel Beam**, Thunder Punch (N)