

Charmeleon



Fire

► Charizard at :L6

HP: ○ ○ ○ ○ ○ ○
6

Abilities: Cut, Strength, Flash

Size: Small

No. 005

Attack d8
Defence 3
Speed 3
Special d8

Weaknesses & Resistances:

Normal	Fire -1	Water x2	Electric	Grass -1
Ice	Fighting	Poison	Ground x2	Flying
Psychic	Bug -1	Rock x2	Ghost	Dragon

Scratch

Normal d4



Ember

Fire d4



Deals 2 hits.
1: Poison.

PP: ○ ○ ○ ○

Smoke Screen

Normal d4



Darkens the field for the rest of the battle.

PP: ○ ○ ○ ○

Rage

Normal d6 !2



If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,

PP: ○ ○ ○ ○

Heat Tackle

Fire d10 !1



Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○

Slash

Normal d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ○ ○ ○ ○

Flamethrower

Fire d6



Deals 3 hits.
1: Poison.

PP: ○ ○ ○

Fire Spin

Fire d12



Deals 1 hit. The targets can't take actions until the end of the next round.

PP: ○ ○ ○

Fire Blast

Fire d8



Deals 4 hits.
1: Poison.

PP: ○

1 3 5 6 7 8 9 10 17 18 19 20 23 28 31 32 33 37 38 39 44 50