



Clefable

Normal

HP:
8

Abilities: Strength, Flash
Size: Medium

No. 036

Attack d8
Defence 3
Speed 3
Special d10

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

x2

Psychic

Bug

Rock

Ghost

Dragon

-1

Pound

Normal

d4



First Aid

Normal



d6



Recovers HP from the target
equal to the result of the Move
Die.

PP:

Sing

Normal



d6



Inflicts Sleep.

PP:

Double Slap

Normal

d4 !1



Use this Move twice against
the same target.

PP:

Metronome

Normal



d6



1: Swap spaces. 2: Sleep.
3: 1 hit + Paralysis. 4: 2 hits.
5: 3 hits + Confusion. 6: 4 hits.

PP:

Lure

Normal



d4



Move the target next to this
Pokémon. The target can't
move this round.

PP:

Comet Punch

Normal

d6 !3



Use this Move twice against
the same target.

PP:

Light Screen

Psychic



d4



Acts first, but skip movement.
This Pokémon is unaffected by
Special Moves this round.

PP:

Super Metronome

Normal



d6



1: Swap spaces. 2: Sleep.
3: 1 hit + Paralysis. 4: 2 hits.
5: 3 hits + Confusion. 6: 4 hits.

PP:

1 2 5 6 7 8 9 10 11 12 13 14 15 17 18 19 20 22 24 25
29 30 31 32 33 35 37 38 44 45 46 49 50