



Golduck

Water

HP:
7

Abilities: Surf, Strength

Size: Medium

No. 055

Attack d8
Defence 4
Speed 4
Special d8

Weaknesses & Resistances:

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

Scratch

Normal d4



Confusion

Psychic d4



Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.

PP:

Disable

Normal d4



Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP:

Amnesia

Psychic d4



Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).

PP:

Fury Swipes

Normal d4 !2



Use this Move three times against the same target.

PP:

Psychic

Psychic d6



Deals 3 hits.

PP:

Hydro Pump

Water d8



Deals 4 hits.

PP:

Super Psy

Psychic d8



Deals 4 hits.

PP:

Hyper Beam

Normal d8



Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.

PP: