



Primeape

Fighting

HP:
7

Abilities: Strength
Size: Small

No. 057

Attack d10
Defence 3
Speed 5
Special d6

Weaknesses & Resistances:

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

Scratch

Normal d4



Low Kick

Fighting d6 !1



2: The target can't take actions this round.

PP:

Karate Chop

Fighting d6 !1



If this Pokémon's Speed + the result of the Move die > 6, this Move deals 1 additional hit.

PP:

Fury Swipes

Normal d4 !2



Use this Move three times against the same target.

PP:

Drag Off

Normal d8 !2



Hit: Pulls the target towards this Pokémon.

PP:

Focus Energy

Normal  d1



For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.

PP:

Screech

Normal  d4



Deals 2 hits.

PP:

Seismic Toss

Fighting d8 !2



Hit: Moves the target to the opposite side of this Pokémon if that space is open.

PP:

Thrash

Normal d10 !1



Hit: This Pokémon becomes confused.

PP:

1 5 6 7 8 9 10 15 16 17 18 19 20 24 25
28 31 32 35 39 44 48 50