



Slowbro

Water

Psychic

HP:
8

Abilities: Surf, Strength, Flash

Size: Medium

No. 080

Attack d8
Defence 6
Speed 1
Special d8

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

-1

-1

x2

x2

Ice

Fighting

Poison

Ground

Flying

-1

-1

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

x2

Tackle

Normal

d4



Confusion

:L1

Psychic



d4



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

PP:

Disable

:L2

Normal



d4



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

PP:

Headbutt

:L3

Normal

d8 !2



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

PP:

Water Gun

:L4

Water



d4



Deals 2 hits.

PP:

Lure

:L4

Normal



d4



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

PP:

Amnesia

:L5

Psychic



d4



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

PP:

Withdraw

:L5

Water



d1



This Pokémon can't take actions or take damage until the end of the next round.

PP:

Psychic

:L6

Psychic



d6



Deals 3 hits.

PP: