



Dodrio

Normal

Flying

HP:
6

Abilities: Fly
Size: Medium

No. 085

Attack d12
Defence 4
Speed 4
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

x2

-1

Ice

x2

Fighting

Poison

Ground

-1

Flying

Psychic

Bug

-1

Rock

x2

Ghost

-1

Dragon

Peck

Flying

d4



Quick Turn

:L1

Normal

d6 !1



After this Move, this Pokémon may move 1 space.

PP:

Fury Attack

:L2

Normal

d4 !2



Use this Move three times against the same target.

PP:

Drill Peck

:L3

Flying

d8 !2



PP:

Rage

:L4

Normal

d6 !2



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

PP:

Tri Attack

:L4

Normal

d10



Use this Move three times against the same target. Deals 2 hits.

PP:

Agility

:L5

Psychic



d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP:

Overrun

:L6

Normal

d8 !2



Before rolling: Can move 2 more spaces. Can & must cross target's space to opposite side.

PP:

4 6 7 8 9 10

31 32 33

15

40

20

43 44

47

49 50