



Hypno

Psychic

HP:
7

Abilities: Flash
Size: Medium

No. 097

Attack d8
Defence 4
Speed 3
Special d10

Weaknesses & Resistances:

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

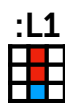
Pound

Normal d4



Hypnosis

Psychic d6



Inflicts Sleep.

PP:

Disable

Normal d4



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

PP:

Confusion

Psychic d4



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

1: Confusion.

PP:

Headbutt

Normal d8 !2



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

PP:

Poison Gas

Poison d4



Inflicts Poison.

PP:

Psychic

Psychic d6



Deals 3 hits.

PP:

Meditate

Psychic d4



Next round, roll the maximum result on the Move Dice for this Pokémon's next Regular Move.

PP:

Dream Eater

Psychic d4



Only target sleeping Pokémon. Deals 4 hits. Recovers HP equal to the HP the target loses.

PP:

1 2 5 6 7 8 9 10 15 17 19 20 29 30 31 32 33 34 35 41 42 44 45 46 49 50