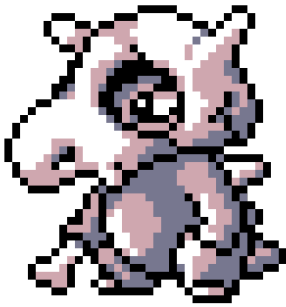


Cubone



Ground

▶ Marowak at :L4

HP:
6

Abilities: Strength
Size: Tiny

No. 104

Attack d6
Defence 4
Speed 2
Special d4

Weaknesses & Resistances:

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

Pound

Normal d4



Bone Club

Ground d8 !2



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

PP:

Fury Attack

Normal d4 !2



Use this Move three times against the same target.

PP:

Headbutt

Normal d8 !2



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

PP:

Skull Bash

Normal d10 !1



Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice

PP:

Focus Energy

Normal  d1



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

PP:

Thrash

Normal d10 !1



Hit: This Pokémon becomes confused.

PP:

Bonemerang

Ground d6 !3



Use this Move twice against the same target.

PP:

Rage

Normal d6 !2



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

PP: