



Marowak

Ground

HP:
7

Abilities: Strength
Size: Small

No. 105

Attack d10
Defence 6
Speed 2
Special d6

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: