



Azumarill

Water

HP:
8

Abilities: Surf, Strength

Size: Small

No. S11

Attack d8
Defence 4
Speed 3
Special d8

Weaknesses & Resistances:

Normal

Fire

-1

Water

-1

Electric

x2

Grass

x2

Ice

-1

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

Tackle

Normal

d4



Water Gun

Water



d4



Deals 2 hits.

PP:

Bubble

Water



d4



Deals 2 hits.

1: Paralysis.

PP:

First Aid

Normal



d6



Recovers HP from the target
equal to the result of the Move
Die.

PP:

Slam

Normal

d10 !3



PP:

Double-Edge

Normal

d12 !2



Hit: This Pokémon loses 1 HP.

PP:

Bubble Beam

Water



d6



Deals 3 hits.
1: Paralysis.

PP:

Flood

Water



d6



Deals 3 hits.

PP:

Hydro Pump

Water



d8



Deals 4 hits.

PP:

1

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

31

32

33

35

36

39

44

50