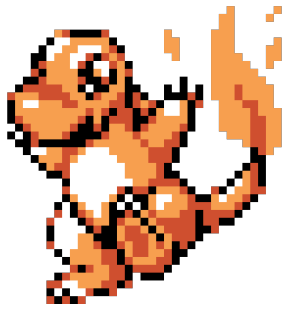


Charmander



Fire

► Charmeleon at :L3

HP: ○○○○○○
5

Abilities: Cut, Strength, Flash

Size: Tiny

No. 004

Attack d6
Defence 3
Speed 3
Special d6

Weaknesses & Resistances:

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

Scratch

Normal d4



Ember

Fire



d4



Deals 2 hits.
1: Poison.

PP: ○○○○

Smoke Screen

Normal



d4



Darkens the field for the rest of the battle.

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: ○○○○

Heat Tackle

Fire

d10 !1



Hit: This Pokémon loses 1 HP.

PP: ○○○

Slash

Normal

d8 !2



If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ○○○○

Flamethrower

Fire



d6



Deals 3 hits.
1: Poison.

PP: ○○○

Fire Spin

Fire



d12



Deals 1 hit. The targets can't take actions until the end of the next round.

PP: ○○○

Fire Blast

Fire



d8



Deals 4 hits.
1: Poison.

PP: ○

1 3 5 6 7 8 9 10 17 18 19 20 23 28 31 32 33 37 38 39 44 50