

# Clefairy



Normal

► Clefable with ???

HP: ○○○○○○  
7

Abilities: Strength, Flash  
Size: Tiny

No. 035

Attack d4  
Defence 2  
Speed 2  
Special d8

## Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

x2

Psychic

Bug

Rock

Ghost

Dragon

-1

### Pound

Normal d4



### First Aid

Normal 👁 d6



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

PP: ○○○

### Sing

Normal 👁 d6



Inflicts Sleep.

PP: ○○○

### Double Slap

Normal d4 !1



Use this Move twice against the same target.

PP: ○○

### Metronome

Normal 👁 d6



1: Swap spaces. 2: Sleep.  
3: 1 hit + Paralysis. 4: 2 hits.  
5: 3 hits + Confusion. 6: 4 hits.

PP: ○○

### Lure

Normal 👁 d4



Move the target next to this Pokémon. The target can't move this round.

PP: ○○○○○

### Comet Punch

Normal d6 !3



Use this Move twice against the same target.

PP: ○○○

### Light Screen

Psychic 👁 d4



Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.

PP: ○○○○○

### Super Metronome

Normal 👁 d6



1: Teleport anywhere. 2: Sleep.  
3: 1 hit + Paralysis. 4: 2 hits.  
5: 3 hits + Confusion. 6: 4 hits.

PP: ○

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5 6 7 8

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