

# Machop



**Fighting**

► Machoke at :L3

HP: ○ ○ ○ ○ ○ ○  
6

Abilities: Strength  
Size: Small

No. 066

Attack d8  
Defence 3  
Speed 2  
Special d4

## Weaknesses & Resistances:

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

Jab

**Fighting** d4



Karate Chop

**Fighting** d6 !1



If this Pokémon's Speed + the result of the Move die > 6, this Move deals 1 additional hit.

PP: ○ ○ ○ ○

Low Kick

**Fighting** d6 !1



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

PP: ○ ○ ○ ○

Focus Energy

Normal  d1



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

PP: ○ ○ ○ ○ ○

Drag Off

Normal d8 !2



Hit: Pulls the target towards this Pokémon (if possible).

PP: ○ ○ ○

Seismic Toss

**Fighting** d8 !2



Hit: Moves the target to the opposite side of this Pokémon if that space is open.

PP: ○ ○ ○ ○

Submission

**Fighting** d10 !1



Hit: This Pokémon loses 1 HP.

PP: ○ ○ ○ ○

Special Punch

**Fighting** d10 !3



PP: ○ ○