

Shellder



Water

► Cloyster with ???

HP: ○○○○○
5

Abilities: Surf

Size: Tiny

No. 090

Attack d6
Defence 5
Speed 2
Special d4

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



Withdraw

Water



d1



This Pokémon can't take actions or take damage until the end of the next round.

PP: ○○○○○○

Supersonic

Normal



d6



Inflicts Confusion.

PP: ○○○○

Clamp

Water

d4 !1



Hit: This Pokémon & the target can't take actions until end of next round or either is moved.

PP: ○○

Aurora Beam

Ice



d4



Deals 2 hits.

PP: ○○○○

Selfdestruct

Normal

d10



This Pokémon faints.

Hit: Deals 2 additional hits.

PP: ○

Ice Beam

Ice



d6



Deals 3 hits.

1: Sleep.

PP: ○○