



# Onix

Rock

Ground

HP:        
6

Abilities: Strength  
Size: Huge

No. 095

Attack d6  
Defence 6  
Speed 3  
Special d4

## Weaknesses & Resistances:

Normal

-1

Fire

-1

Water

x2

Electric

-1

Grass

x2

Ice

x2

Fighting

x2

Poison

-1

Ground

x2

Flying

-1

Psychic

Bug

Rock

-1

Ghost

Dragon

### Tackle

Normal

d4



### Screech

Normal



d4



Deals 2 hits.

PP:

### Bind

Normal

d4 !1



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

PP:

### Rock Throw

Rock

d6 !1



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:

### Tunneling

Ground

d8 !2



Before rolling: move to any open space.

PP:

### Slam

Normal

d10 !3



PP:

### Sharpen

Normal



d1



For this battle: This Pokémon's Attack Die becomes a d12.

PP:

### Harden

Normal



d1



For this battle: Increase this Pokémon's Defence by 1 (max +2).

PP:

6 7 8 9 10

18 20

26 27 28

31 32

44

48

50