



Kingler

Water

HP: ☐ ☐ ☐ ☐ ☐ ☐
6

Abilities: Cut, Surf, Strength
Size: Medium

No. 099

Attack d12
Defence 5
Speed 3
Special d6

Weaknesses & Resistances:

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

Pound

Normal

d4



Bubble

Water



d4



Deals 2 hits.
1: Paralysis.

PP: ☐ ☐ ☐ ☐ ☐

Vice Grip

Normal

d6 !1



Hit: The target can't move this round.

PP: ☐ ☐ ☐ ☐ ☐

Stomp

Normal

d8 !2



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

PP: ☐ ☐ ☐ ☐

Crabhammer

Water

d10 !3



If this Pokémon's Speed + the result of the Move die > 10, this Move deals 1 additional hit.

PP: ☐ ☐

Bubble Beam

Water



d6



Deals 3 hits.
1: Paralysis.

PP: ☐ ☐ ☐ ☐

Harden

Normal



d1



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

PP: ☐ ☐ ☐ ☐ ☐

Guillotine

Normal

d12 !4



12: The target faints.

PP: ☐

3

6

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