



Starmie

Water

Psychic

HP: ☐ ☐ ☐ ☐ ☐ ☐
6

Abilities: Surf, Flash

Size: Small

No. 121

Attack d6
Defence 4
Speed 5
Special d10

Weaknesses & Resistances:

Normal

Fire

-1

Water

-1

Electric

x2

Grass

x2

Ice

-1

Fighting

-1

Poison

Ground

Flying

Psychic

-1

Bug

x2

Rock

Ghost

x2

Dragon

Tackle

Normal

d4



Water Gun

Water



d4



Deals 2 hits.

PP: ☐ ☐ ☐ ☐

Harden

Normal



d1



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

PP: ☐ ☐ ☐ ☐ ☐

Recover

Normal



d6



This Pokémon recovers HP equal to the result of the Move die.

PP: ☐ ☐ ☐ ☐

Swift

Normal



Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.

PP: ☐ ☐ ☐ ☐

Flood

Water



d6



Deals 3 hits.

PP: ☐ ☐ ☐

Star Freeze

Ice



d8



Deals 3 hits and inflicts Paralysis.

PP: ☐ ☐ ☐

Light Screen

Psychic



d4



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

PP: ☐ ☐ ☐ ☐ ☐

Hydro Pump

Water



d8



Deals 4 hits.

PP: ☐

2

6

7

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