

# Pinsir

Bug

HP: ☐ ☐ ☐ ☐ ☐ ☐  
6

Abilities: Cut, Strength  
Size: Medium

No. 127

Attack d12  
Defence 5  
Speed 3  
Special d6

## Weaknesses & Resistances:

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

### Constrict

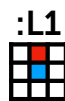
Normal d4



The target can't move this round.

### Vice Grip

Normal d6 !1



Hit: The target can't move this round.

PP: ☐ ☐ ☐ ☐ ☐

### Bind

Normal d4 !1



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

PP: ☐ ☐ ☐ ☐

### Seismic Toss

Fighting d8 !2



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

PP: ☐ ☐ ☐ ☐

### Guillotine

Normal d12 !4



12: The target faints.

PP: ☐

### Focus Energy

Normal  d1



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

PP: ☐ ☐ ☐ ☐ ☐

### Harden

Normal  d1



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

PP: ☐ ☐ ☐ ☐ ☐

### Slash

Normal d8 !2

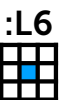


If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.

PP: ☐ ☐ ☐ ☐

### Swords Dance

Normal  d1



Double the number of hits inflicted by this Pokémon's next successful Regular Move.

PP: ☐ ☐ ☐ ☐ ☐

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