



Mewtwo

Psychic

HP: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
8

Abilities: Strength, Flash
Size: Large

No. 150

Attack d10
Defence 4
Speed 6
Special d12

Weaknesses & Resistances:

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

Confusion

Psychic



d4



Deals 2 hits and this Pokémon swaps spaces with the target.
1: Confusion.

Disable

Normal



d4



Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.

PP: ☐ ☐ ☐ ☐

Swift

Normal



:L3



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

PP: ☐ ☐ ☐ ☐

Psychic

Psychic



d6



Deals 3 hits.

PP: ☐ ☐

Barrier

Psychic



d4



Completely blocks an adjacent space. A successful Regular Move breaks this effect.

PP: ☐ ☐ ☐ ☐ ☐

Recover

Normal



d6



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

PP: ☐ ☐ ☐ ☐

Haze

Ice



d4



Removes all effects and conditions on this Pokémon and on each target.

PP: ☐ ☐ ☐ ☐ ☐

Super Psy

Psychic



d8



Deals 4 hits.

PP: ☐

Amnesia

Psychic



d4



Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).

PP: ☐ ☐ ☐ ☐

1 2 5 6 7 8 9 10 11 12 13 14 15 17 18 19 20 22 24 25
29 30 31 32 33 35 37 38 41 44 45 46 49 50