

Bulbasaur

Grass Poison ▶ Ivysaur at :L3

HP: 5



Abilities: Cut  
Size: Small

No. 001

Attack d6  
Defence 3  
Speed 2  
Special d8

Weaknesses & Resistances:

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

Tackle

Normal d4



Leech Seed

Grass d6



:L1



Each Pokémon adjacent to the target recovers 1 HP. The target loses that HP.

PP: 00

Vine Whip

Grass d6 !1



:L2



PP: 00

Strange Powder

Grass d4



Healing Pollen

Grass d6



Razor Leaf

Grass d8 !2



:L5



1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.

PP: 0000

Recovers 2 HP from this Pokémon and each target.

PP: 00

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

PP: 0000

Foul Odour

Poison d6



Solar Beam

Grass d4



Mega Drain

Grass d6



Deals 2 hits. This Pokémon and each target becomes Confused.

PP: 00

Charge for one round, then try to use this Move on the next. Deals 5 hits.

PP: 00

Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP: 00

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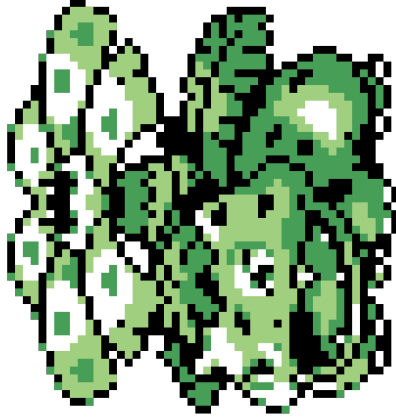
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Venusaur

Grass Poison

HP: 7



Abilities: Cut  
Size: Large

No. 003

Attack d8  
Defence 4  
Speed 3  
Special d10

Weaknesses & Resistances:

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

Tackle

Normal d4



Leech Seed

Grass d6



Vine Whip

Grass d6 !1



:L2



PP: 00

Each Pokémon adjacent to the target recovers 1 HP. The target loses that HP.

PP: 00

Strange Powder

Grass d4



Healing Pollen

Grass d6



Razor Leaf

Grass d8 !2



:L5



1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.

PP: 0000

Recovers 2 HP from this Pokémon and each target.

PP: 00

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

PP: 0000

Foul Odour

Poison d6



Solar Beam

Grass d4



Mega Drain

Grass d6



Deals 2 hits. This Pokémon and each target becomes Confused.

PP: 00

Charge for one round, then try to use this Move on the next. Deals 5 hits.

PP: 00

Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP: 00

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47

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# Charmander

Fire

► Charmeleon at :L3

HP: ○○○○

5

Abilities: Cut, Strength, Flash  
Size: Tiny

No. 004



Attack d6  
Defence 3  
Speed 3  
Special d6

Weaknesses & Resistances:

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

Scratch  
Normal d4



Ember  
Fire d4  
Deals 2 hits.  
1: Poison.  
PP: ○○○○

:L1



Smoke Screen  
Normal d4  
Darkens the field for the rest of the battle.  
PP: ○○○○

:L2



Rage  
Normal d6 !2  
If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10, PP: ○○○○

:L3



Heat Tackle  
Fire d10 !1  
Hit: This Pokémon loses 1 HP.  
PP: ○○○○

:L4



Slash  
Normal d8 !2  
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.  
PP: ○○○○

:L5



Flamethrower  
Fire d6  
Deals 3 hits.  
1: Poison.  
PP: ○○○○

:L6



Fire Spin  
Fire d12  
Deals 1 hit. The targets can't take actions until the end of the next round.  
PP: ○○○○

:L7



Fire Blast  
Fire d8  
Deals 4 hits.  
1: Poison.  
PP: ○

:L8



1 3 5 6 7 8 9 10 28

31 32 33

37 38 39

17 18 19 20 44

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# Charizard

Fire

Flying

HP: ○○○○

7

Abilities: Cut, Fly, Strength, Flash  
Size: Medium

No. 006



Attack d8  
Defence 4  
Speed 4  
Special d8

Weaknesses & Resistances:

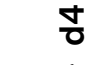
Normal Fire -1 Water x2 Grass -1  
Ice Fighting Poison Ground -1 Flying  
Psychic Bug -1 Rock x2 Dragon

Scratch  
Normal d4



Ember  
Fire d4  
Deals 2 hits.  
1: Poison.  
PP: ○○○○

:L1



Smoke Screen  
Normal d4  
Darkens the field for the rest of the battle.  
PP: ○○○○

:L2



Rage  
Normal d6 !2  
If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10, PP: ○○○○

:L3



Heat Tackle  
Fire d10 !1  
Hit: This Pokémon loses 1 HP.  
PP: ○○○○

:L4



Slash  
Normal d8 !2  
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.  
PP: ○○○○

:L5



Flamethrower  
Fire d6  
Deals 3 hits.  
1: Poison.  
PP: ○○○○

:L6



Fire Spin  
Fire d12  
Deals 1 hit. The targets can't take actions until the end of the next round.  
PP: ○○○○

:L7



Fire Blast  
Fire d8  
Deals 4 hits.  
1: Poison.  
PP: ○

:L8



1 3 5 6 7 8 9 10 26 27 28

31 32 33

37 38 39

17 18 19 20 44

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# Charmeleon



Fire Charizard at :L6

HP: 6

Abilities: Cut, Strength, Flash  
Size: Small

No. 005

Attack d8  
Defence 3  
Speed 3  
Special d8

## Weaknesses & Resistances:

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

Scratch Normal d4

Ember Fire d4 :L1

Deals 2 hits.  
1: Poison.

PP: 4

Smoke Screen Normal d4 :L2

Darkens the field for the rest of the battle.

PP: 4

Rage Normal d6 !2 :L3

If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,

PP: 4

Heat Tackle Fire d10 !1 :L4

Hit: This Pokémon loses 1 HP.

PP: 4

Slash Normal d8 !2 :L5

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

PP: 4

Flamethrower Fire d6 :L6

Deals 3 hits.  
1: Poison.

PP: 4

Fire Spin Fire d12 :L7

Deals 1 hit. The targets can't take actions until the end of the next round.

PP: 4

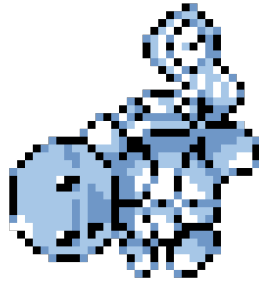
Fire Blast Fire d8 :L8

Deals 4 hits.  
1: Poison.

PP: 1



Squirtle



Water

HP: 5

Abilities: Surf, Strength  
Size: Tiny

► Wartortle at :L3

No. 007

Attack d6  
Defence 4  
Speed 2  
Special d6

Weaknesses & Resistances:

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

Tackle Normal d4

Bubble Water :L1  
Deals 2 hits.  
1: Paralysis.  
PP: 5

Water Gun Water :L2  
Deals 2 hits.  
PP: 5

Bite Normal d6 !1  
2: The target can't take actions this round.  
PP: 5

Withdraw Water :L4  
This Pokémon can't take actions or take damage until the end of the next round.  
PP: 5

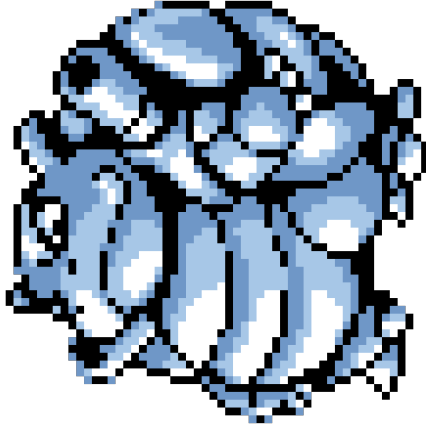
Bubble Beam Water :L5  
Deals 3 hits.  
1: Paralysis.  
PP: 5

Skull Bash Normal :L6  
Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice  
PP: 5

Hydro Pump Water :L7  
Deals 4 hits.  
PP: 5

Flood Water :L8  
Deals 3 hits.  
PP: 5

Blastoise



Water

HP: 7

Abilities: Surf, Strength  
Size: Medium

No. 009

Attack d8  
Defence 5  
Speed 3  
Special d8

Weaknesses & Resistances:

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

Tackle Normal d4

Bubble Water :L1  
Deals 2 hits.  
1: Paralysis.  
PP: 5

Water Gun Water :L2  
Deals 2 hits.  
PP: 5

Bite Normal d6 !1  
2: The target can't take actions this round.  
PP: 5

Withdraw Water :L4  
This Pokémon can't take actions or take damage until the end of the next round.  
PP: 5

Bubble Beam Water :L5  
Deals 3 hits.  
1: Paralysis.  
PP: 5

Skull Bash Normal :L6  
Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice  
PP: 5

Hydro Pump Water :L7  
Deals 4 hits.  
PP: 5

Flood Water :L8  
Deals 3 hits.  
PP: 5

Wartortle



Water

HP: 6

Blastoise at :L6

Abilities: Surf, Strength  
Size: Small

No. 008

Attack d8  
Defence 4  
Speed 2  
Special d8

Weaknesses & Resistances:

Normal

Fire -1

Water -1

Electric x2

Grass x2

Ice -1

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

Tackle

Normal d4



Bubble

Water d4



Water Gun

Water d4



Bite

Normal d6 !1



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

PP: 0000

Withdraw

Water d1



This Pokémon can't take actions or take damage until the end of the next round.

PP: 000000

Bubble Beam

Water d6



Deals 3 hits.  
1: Paralysis.

PP: 00000

Skull Bash

Normal d10 !1



Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice

PP: 0000

Hydro Pump

Water d8



Deals 4 hits.

PP: 0

Flood

Water d6



Deals 3 hits.

PP: 0000

Caterpie

Bug

Metapod at :L1

HP: 5

Size: Tiny

No. 010



Attack d4

Defence 3

Speed 2

Special d4

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

Tackle

Normal

d4

String Shot

Bug

d4

Inflicts Paralysis.

PP: 6

Butterfree

Bug

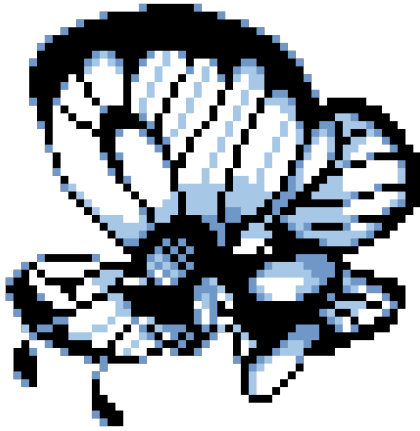
Flying

HP: 6

Abilities: Fly, Flash

Size: Small

No. 012



Attack d6

Defence 3

Speed 3

Special d10

Weaknesses & Resistances:

Normal

Fire x2

Water

Electric x2

Grass -1

Ice x2

Fighting -1

Poison x2

Ground -1

Flying x2

Psychic -1

Bug -1

Rock x2

Ghost

Dragon

Tackle

Normal

d4

String Shot

Bug

d4

Inflicts Paralysis.

PP: 6

Confusion

Psychic

d4

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

1: Confusion.

PP: 6

Strange Powder

Grass

d4

1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.

PP: 6

Supersonic

Normal

d6

Inflicts Confusion.

PP: 6

Whirlwind

Normal

d4 !1

Hit: Pushes each target back 1 space (if that space is open).

PP: 6

Healing Pollen

Grass

d6

Recovers 2 HP from this Pokémon and each target.

PP: 6

Psybeam

Psychic

d4

Deals 2 hits.

1: Confusion.

PP: 6

Mega Drain

Grass

d6

Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP: 6

# Metapod



Bug

► Butterfree at :L2

HP: ○○○○○  
5

Size: Small

No. 011

Attack d4  
Defence 4  
Speed 1  
Special d4

## Weaknesses & Resistances:

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

Tackle  
Normal d4



String Shot  
Bug d4



Inflicts Paralysis.

PP: ○○○○○○

Harden  
Normal d1



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

PP: ○○○○○○





# Kakuna



Bug Poison ▶ Beedrill at :L2

HP: ○○○○○  
5

Size: Tiny No. 014

Attack d4  
Defence 4  
Speed 1  
Special d4

### Weaknesses & Resistances:

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

Poison Sting  
Poison d4



1: Poison.

String Shot  
Bug d4



Inflicts Paralysis.

PP: ○○○○○○

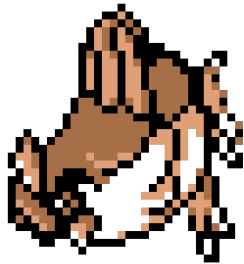
Harden  
Normal d1



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

PP: ○○○○○○

Pidgey



Normal Flying Pidgeotto at :L3

HP: 6

Abilities: Fly  
Size: Tiny

No. 016

Attack d6  
Defence 3  
Speed 3  
Special d4

Weaknesses & Resistances:

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

Tackle d4

Gust :L1  
Normal d6 !1  
Hit: Pushes the target back 1 space if that space is open.  
PP: 0 0 0 0 0

Sand-Attack :L2  
Normal d4 !2  
Hit: Confusion.  
PP: 0 0 0 0

Quick Attack :L3  
Normal d6 !1  
This Move happens before all other Moves this round (incl. Reflect and Light Screen).  
PP: 0 0 0 0 0

Whirlwind :L4  
Normal d4 !1  
Hit: Pushes each target back 1 space (if that space is open).  
PP: 0 0 0 0 0

Razor Wind :L4  
Normal d10 !1  
Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice  
PP: 0 0

Wing Attack :L5  
Flying d6 !1  
PP: 0 0 0 0 0

Agility :L6  
Psychic d4  
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.  
PP: 0 0 0 0 0

Hurricane :L7  
Normal d10 !3  
Hit: Pushes each target back 1 space (if that space is open).  
PP: 0

4 6 7 9 10 31 32 33

39 40

43 44 20

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Pidgeot



Normal Flying

HP: 7

Abilities: Fly  
Size: Medium

No. 018

Attack d8  
Defence 4  
Speed 5  
Special d6

Weaknesses & Resistances:

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

Tackle d4

Gust :L1  
Normal d6 !1  
Hit: Pushes the target back 1 space if that space is open.  
PP: 0 0 0 0 0

Sand-Attack :L2  
Normal d4 !2  
Hit: Confusion.  
PP: 0 0 0 0

Quick Attack :L3  
Normal d6 !1  
This Move happens before all other Moves this round (incl. Reflect and Light Screen).  
PP: 0 0 0 0 0

Whirlwind :L4  
Normal d4 !1  
Hit: Pushes each target back 1 space (if that space is open).  
PP: 0 0 0 0 0

Razor Wind :L4  
Normal d10 !1  
Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice  
PP: 0 0

Wing Attack :L5  
Flying d6 !1  
PP: 0 0 0 0 0

Agility :L6  
Psychic d4  
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.  
PP: 0 0 0 0 0

Hurricane :L7  
Normal d10 !3  
Hit: Pushes each target back 1 space (if that space is open).  
PP: 0

4 6 7 9 10 31 32 33

39 40

43 44 20

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Pidgeotto



Normal Flying

HP: 7

Abilities: Fly  
Size: Small

No. 017

Attack d6

Defence 3

Speed 4

Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass

Ice Fighting Poison Ground Flying

Psychic Bug Rock Ghost Dragon

x2 -1 -1 -1 -1 x2 -1

Tackle

Normal d4

Gust

Normal d6 !1

:L1

Hit: Pushes the target back 1 space if that space is open.

PP: 5

Sand-Attack

Normal d4 !2

:L2

Hit: Confusion.

PP: 5

Quick Attack

Normal d6 !1

:L3

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: 8

Whirlwind

Normal d4 !1

:L4

Hit: Pushes each target back 1 space (if that space is open).

PP: 6

Razor Wind

Normal d10 !1

:L4

Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice

PP: 3

Wing Attack

Flying d6 !1

:L5

PP: 7

Agility

Psychic

d4

:L6

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: 7

Hurricane

Normal d10 !3

:L7

Hit: Pushes each target back 1 space (if that space is open).

PP: 3

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# Rattata

Normal  Ratiate at :L4

HP:  5

Size: Tiny

No. 019


Attack d6  
Defence 3  
Speed 4  
Special d4


## Weaknesses & Resistances:


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

Tackle Normal d4 


Quick Attack Normal d6 !1  
This Move happens before all other Moves this round (incl. Reflect and Light Screen).  
PP: 


Bite Normal d6 !1  
2: The target can't take actions this round.  
PP: 

Hyper Fang Normal d8 !2  
3: The target can't take actions this round.  
PP: 

Quick Turn Normal d6 !1  
After this Move, this Pokémon may move 1 space.  
PP: 

Focus Energy Normal  d1  
For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.  
PP: 


Super Fang Normal d4  
If this Move would deal a hit, halve the target's current HP instead (rounded up).  
PP: 

Poison Fang Poison d8 !2  
3: Poison.  
PP: 

6 7 8 9 10 11 12 14 20 24 25 28 31 32 39 44 50

# Spearow

Normal Flying  Fearow at :L4

HP:  6

Abilities: Fly  
Size: Tiny

No. 021



Attack d6  
Defence 3  
Speed 3  
Special d4

## Weaknesses & Resistances:

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




Peck Flying d4 


Screech Normal  d4  
Deals 2 hits.  
PP: 



Fury Attack Normal d4 !2  
Use this Move three times against the same target.  
PP: 





Quick Turn Normal d6 !1  
After this Move, this Pokémon may move 1 space.  
PP: 


Focus Energy Normal  d1  
For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.  
PP: 

Quick Turn Normal d6 !1  
After this Move, this Pokémon may move 1 space.  
PP: 

Mimic Normal   
When revealed: Treat this Move as a copy of an ally's declared Move.  
PP: 


Drill Peck Flying d8 !2  
PP: 

Super Fang Normal d4  
If this Move would deal a hit, halve the target's current HP instead (rounded up).  
PP: 

Poison Fang Poison d8 !2  
3: Poison.  
PP: 

Focus Energy Normal  d1  
For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.  
PP: 

Agility Psychic  d4  
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.  
PP: 

Dive Bomb Flying d8 !1  
Disappear for one round, reappear in an open space and attack on the next round.  
PP: 

4 6 7 9 10 31 32 39 40 43 44 50

Raticate



Normal

HP: 6

Size: Small

No. 020

Attack d8  
Defence 3  
Speed 4  
Special d6

Weaknesses & Resistances:

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

Tackle Normal d4

Quick Attack Normal d6 !1  
This Move happens before all other Moves this round (incl. Reflect and Light Screen).  
PP: 00000

Bite Normal d6 !1  
2: The target can't take actions this round.  
PP: 00000

Hyper Fang Normal d8 !2  
3: The target can't take actions this round.  
PP: 0000

Quick Turn Normal d6 !1  
After this Move, this Pokémon may move 1 space.  
PP: 00000

Focus Energy Normal  
For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.  
PP: 00000

Super Fang Normal d4  
If this Move would deal a hit, halve the target's current HP instead (rounded up).  
PP: 00

Poison Fang Poison d8 !2  
3: Poison.  
PP: 00

Fearow



Normal, Flying

HP: 7

Abilities: Fly

Size: Medium

No. 022

Attack d10  
Defence 4  
Speed 4  
Special d6

Weaknesses & Resistances:

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

Peck Flying d4

Screech Normal  
Deals 2 hits.  
PP: 0000000

Fury Attack Normal d4 !2  
Use this Move three times against the same target.  
PP: 00000

Quick Turn Normal d6 !1  
After this Move, this Pokémon may move 1 space.  
PP: 00000

Mimic Normal  
When revealed: Treat this Move as a copy of an ally's declared Move.  
PP: 00

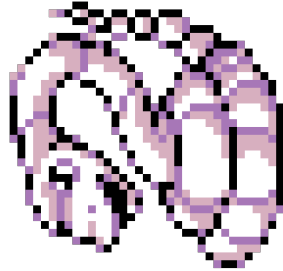
Drill Peck Flying d8 !2  
PP: 00000

Agility Psychic  
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.  
PP: 0000000

Dive Bomb Flying d8 !1  
Disappear for one round, reappear in an open space and attack on the next round.  
PP: 00



Ekans



Poison

► Arbok at :L4

HP: ○○○○○  
5

Abilities: Strength  
Size: Small

No. 023

Attack d6  
Defence 3  
Speed 3  
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

x2

Tackle  
Normal d4



Poison Sting  
Poison d4



Wrap  
Normal d4 !1



Bite  
Normal d6 !1



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

PP: ○○○○○

Glare  
Normal d4



Inflicts Paralysis.

PP: ○○○○○○

Screech  
Normal d4



Deals 2 hits.

PP: ○○○○○○

Poison Fang  
Poison d8 !2



3: Poison.

PP: ○○○

Acid  
Poison d4



Deals 2 hits.

PP: ○○○○○○

26 27 28

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Pikachu



Electric

► Raichu with ???

HP: ○○○○○  
5

Abilities: Flash  
Size: Tiny

No. 025

Attack d6  
Defence 2  
Speed 4  
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

x2

Tackle  
Normal d4



Thunder Shock  
Electric d4



Deals 2 hits.  
1: Paralysis.

PP: ○○○○○○

Quick Attack  
Normal d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: ○○○○○○

Thunder Wave  
Electric d4



Inflicts Paralysis.

PP: ○○○○○○

Slam  
Normal d10 !3



PP: ○○○○○○

Swift  
Normal



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

PP: ○○○○○○

Chain Lightning  
Electric d4



Deals 2 hits and 1 hit to each Pokémon next to the target (excluding this Pokémon).

PP: ○○○○

Thunderbolt  
Electric d6



Deals 3 hits.  
1: Paralysis.

PP: ○○○○

Thunder  
Electric d8



Deals 4 hits.  
1: Paralysis.

PP: ○○○○

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19 20 24 25 44 45 50



# Arbok

Poison

HP: 6

Abilities: Strength  
Size: Medium

No. 024

Attack d10  
Defence 4  
Speed 4  
Special d8

## Weaknesses & Resistances:

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

Tackle  
Normal d4



Poison Sting  
Poison d4



1: Poison.

PP: 000000

Wrap  
Normal d4 !1



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

PP: 000000

Bite

Normal d6 !1



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

PP: 000000

Glare

Normal d4



Inflicts Paralysis.

PP: 000000

Screech

Normal d4



Deals 2 hits.

PP: 00000000

Poison Fang

Poison d8 !2



3: Poison.

PP: 000000

Acid

Poison d4



Deals 2 hits.

PP: 00000000

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# Raichu

Electric

HP: 6

Abilities: Flash  
Size: Small

No. 026

Attack d8  
Defence 3  
Speed 5  
Special d10

## Weaknesses & Resistances:

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

Tackle  
Normal d4



Thunder Shock  
Electric d4



Deals 2 hits.  
1: Paralysis.

PP: 000000

Quick Attack  
Normal d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: 000000

Thunder Wave

Electric d4



Inflicts Paralysis.

PP: 000000

Slam

Normal d10 !3



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

PP: 000000

Swift

Normal



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

PP: 000000

Chain Lightning

Electric d4



Deals 2 hits and 1 hit to each Pokémon next to the target (excluding this Pokémon).

PP: 000000

Thunderbolt

Electric d6



Deals 3 hits.  
1: Paralysis.

PP: 000000

Thunder

Electric d8



Deals 4 hits.  
1: Paralysis.

PP: 000000

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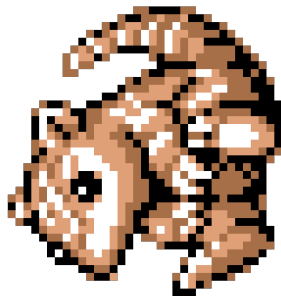
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Sandshrew

Ground

Sandslash at :L4



HP: 5

Abilities: Cut, Strength

Size: Tiny

No. 027

Attack d8  
Defence 4  
Speed 2  
Special d4

Weaknesses & Resistances:

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

Scratch  
Normal d4

Sand-Attack  
Normal d4 !2  
Hit: Confusion.  
PP: 0000

Slash  
Normal d8 !2  
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.  
PP: 0000

Poison Sting  
Poison d4  
1: Poison.  
PP: 000000

Swift  
Normal  
Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.  
PP: 000000

Fury Swipes  
Normal d4 !2  
Use this Move three times against the same target.  
PP: 0000

Dig  
Ground d10 !2  
Disappear for one round, reappear in an open space and attack on the next round.  
PP: 00

Pin Missile  
Bug d4 !2  
Use this Move three times against the same target.  
PP: 000000

Sandstorm  
Normal d8 !4  
Hit: Confusion.  
PP: 00

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Nidoran ♀

Poison

Nidorina at :L3



HP: 6

Size: Tiny

No. 029

Attack d6  
Defence 4  
Speed 2  
Special d4

Weaknesses & Resistances:

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

Scratch  
Normal d4

Poison Sting  
Poison d4  
1: Poison.  
PP: 000000

Bite  
Normal d6 !1  
2: The target can't take actions this round.  
PP: 0000

Poison Sting  
Poison d4  
1: Poison.  
PP: 000000

Swift  
Normal  
Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.  
PP: 000000

Fury Swipes  
Normal d4 !2  
Use this Move three times against the same target.  
PP: 0000

Dig  
Ground d10 !2  
Disappear for one round, reappear in an open space and attack on the next round.  
PP: 00

Pin Missile  
Bug d4 !2  
Use this Move three times against the same target.  
PP: 000000

Sandstorm  
Normal d8 !4  
Hit: Confusion.  
PP: 00

6 7 8 9 10 31 32 33

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20 42 44

24 25 50

Sandslash



Ground

HP: 7

Abilities: Cut, Strength  
Size: Small

No. 028

Attack d10  
Defence 5  
Speed 3  
Special d6

Weaknesses & Resistances:

Normal Fire Water Electric Grass x2  
Ice Fighting Poison Rock Bug Psychic x2  
Flying Dragon

Scratch  
Normal d4

Sand-Attack  
Normal d4 !2  
Hit: Confusion.  
PP: 0000

Slash  
Normal d8 !2  
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.  
PP: 0000

Poison Sting  
Poison d4  
1: Poison.  
PP: 000000

Swift  
Normal  
Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.  
PP: 000000

Fury Swipes  
Normal d4 !2  
Use this Move three times against the same target.  
PP: 0000

Dig  
Ground d10 !2  
Disappear for one round, reappear in an open space and attack on the next round.  
PP: 00

Pin Missile  
Bug d4 !2  
Use this Move three times against the same target.  
PP: 000000

Sandstorm  
Normal d8 !4  
Hit: Confusion.  
PP: 00

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Nidorina



Poison

HP: 7

Size: Small  
No. 030

Attack d8  
Defence 4  
Speed 2  
Special d6

Weaknesses & Resistances:

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

Scratch  
Normal d4

Poison Sting  
Poison d4  
1: Poison.  
PP: 000000

Bite  
Normal d6 !1  
2: The target can't take actions this round.  
PP: 0000

Lure  
Normal  
Move the target next to this Pokémon. The target can't move this round.  
PP: 000000

Fury Swipes  
Normal d4 !2  
Use this Move three times against the same target.  
PP: 0000

Poison Fang  
Poison d8 !2  
3: Poison.  
PP: 00

Double Kick  
Fighting d6 !3  
Use this Move twice against the same target.  
PP: 000000

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# Nidoqueen

Poison Ground

HP: 8

Abilities: Surf, Strength  
Size: Medium

No. 031

Attack d8  
Defence 5  
Speed 3  
Special d6

## Weaknesses & Resistances:

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

Scratch  
Normal d4



Poison Sting  
Poison d4



Bite  
Normal d6 !1



Lure  
Normal d4



Fury Swipes  
Normal d4 !2



Body Slam  
Normal d10 !3



Drag Off  
Normal d8 !2



Poison Fang  
Poison d8 !2



Double Kick  
Fighting d6 !3



Move the target next to this Pokémon. The target can't move this round.

PP: 0 0 0 0 0 0

Use this Move three times against the same target.

PP: 0 0 0 0

4: Paralysis.

PP: 0 0 0 0

Hit: Pulls the target towards this Pokémon (if possible).

PP: 0 0 0 0

3: Poison.

PP: 0 0

Use this Move twice against the same target.

PP: 0 0 0 0 0 0

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# Nidoran♂

Poison

► Nidorino at :L3

HP: 6



Size: Tiny

No. 032

Attack d6  
Defence 3  
Speed 3  
Special d4

## Weaknesses & Resistances:

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

Tackle  
Normal d4



Poison Sting  
Poison d4



Bite  
Normal d4



Focus Energy  
Normal d1



Fury Attack  
Normal d4 !2



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

PP: 0 0 0 0 0 0

Use this Move three times against the same target.

PP: 0 0 0 0 0 0

Double Kick  
Fighting d6 !3



Use this Move twice against the same target.

PP: 0 0 0 0 0 0

1: Poison.

PP: 0 0 0 0 0 0

Horn Attack  
Normal d8 !2



12: The target faints.

PP: 0

Fury Attack  
Normal d4 !2



Use this Move three times against the same target.

PP: 0 0 0 0 0 0

Horn Drill  
Normal d12 !4



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# Nidoking

Poison Ground

HP: ○○○○○○  
7

Abilities: Surf, Strength  
Size: Medium

No. 034

Attack d10  
Defence 4  
Speed 4  
Special d6

## Weaknesses & Resistances:

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

Tackle Normal d4

Poison Sting Poison d4  
1: Poison.  
PP: ○○○○○○

Horn Attack Normal d8 !2  
PP: ○○○○○○

Focus Energy Normal :L2  
For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.  
PP: ○○○○○○

Fury Attack Normal d4 !2  
Use this Move three times against the same target.  
PP: ○○○○○○

Thrash Normal :L3  
Hit: This Pokémon becomes confused.  
PP: ○○○○○○

Drag Off Normal :L4  
Hit: Pulls the target towards this Pokémon (if possible).  
PP: ○○○○

Horn Drill Normal :L4  
12: The target faints.  
PP: ○

Double Kick Fighting :L5  
Use this Move twice against the same target.  
PP: ○○○○○○

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# Clefairy

Normal Clefable with ???

HP: ○○○○○○  
7

Abilities: Strength, Flash  
Size: Tiny

No. 035

Attack d4  
Defence 2  
Speed 2  
Special d8

## Weaknesses & Resistances:

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

Pound Normal d4

First Aid Normal :L1  
Recovers HP from the target equal to the result of the Move Die.  
PP: ○○○○

Sing Normal :L2  
Inflicts Sleep.  
PP: ○○○○

Double Slap Normal :L2  
Use this Move twice against the same target.  
PP: ○○○○

Metronome Normal :L3  
1: Swap spaces. 2: Sleep. 3: 1 hit + Paralysis. 4: 2 hits. 5: 3 hits + Confusion. 6: 4 hits.  
PP: ○○○○

Lure Normal :L4  
Move the target next to this Pokémon. The target can't move this round.  
PP: ○○○○○○

Comet Punch Normal :L5  
Use this Move twice against the same target.  
PP: ○○○○

Light Screen Psychic :L6  
Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.  
PP: ○○○○○○

Super Metronome Normal :L7  
1: Teleport anywhere. 2: Sleep. 3: 1 hit + Paralysis. 4: 2 hits. 5: 3 hits + Confusion. 6: 4 hits.  
PP: ○

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

Clefable



Normal

HP: 8

Abilities: Strength, Flash  
Size: Medium

No. 036

Attack d8  
Defence 3  
Speed 3  
Special d10

Weaknesses & Resistances:

Normal

Fire

Ice

Psychic

Water

Poison

Bug

Electric

Ground

Rock

Grass

Flying

Ghost

Dragon

-1

Pound  
Normal  
d4



First Aid  
Normal  
d6



Recovers HP from the target equal to the result of the Move Die.

PP: 4

Sing  
Normal  
d6



Inflicts Sleep.

PP: 4

Double Slap  
Normal  
d4 !1



Use this Move twice against the same target.

PP: 2

Metronome  
Normal  
d6



1: Swap spaces. 2: Sleep. 3: 1 hit + Paralysis. 4: 2 hits. 5: 3 hits + Confusion. 6: 4 hits.

PP: 2

Lure  
Normal  
d4



Move the target next to this Pokémon. The target can't move this round.

PP: 4

Comet Punch  
Normal  
d6 !3



Use this Move twice against the same target.

PP: 3

Light Screen  
Psychic  
d4



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

PP: 4

Super Metronome  
Normal  
d6



1: Teleport anywhere. 2: Sleep. 3: 1 hit + Paralysis. 4: 2 hits. 5: 3 hits + Confusion. 6: 4 hits.

PP: 1

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Vulpix



Fire Ninetales with ???

HP: 5

Abilities: Flash  
Size: Tiny

No. 037

Attack d6  
Defence 2  
Speed 3  
Special d8

Weaknesses & Resistances:

Normal Fire -1 Ice Fighting x2 Psychic -1

Water x2 Poison Ground x2 Bug -1

Electric Grass -1 Flying Dragon

Tackle Normal d4



Ember Fire d4



Deals 2 hits.  
1: Poison.

PP: 0000

:L1



Lure Normal d4



Move the target next to this Pokémon. The target can't move this round.

PP: 000000

:L2



Quick Attack Normal d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: 000000

Roar Normal d4



Pushes the targets back 1 space. Opponents can't enter a space next to you this round.

PP: 000000

:L3



Confuse Ray Ghost d4



Inflicts Confusion.

PP: 000

:L4



Flamethrower Fire d6



Deals 3 hits.  
1: Poison.

PP: 0000

Fire Spin Fire d12



Deals 1 hit. The targets can't take actions until the end of the next round.

PP: 0000

:L6



Fire Blast Fire d8



Deals 4 hits.  
1: Poison.

PP: 000

:L7



Attack d6  
Defence 2  
Speed 1  
Special d4

Weaknesses & Resistances:

Normal Fire Ice Fighting x2 Psychic -1

Water Electric Grass

Poison Ground Flying

Bug Rock Ghost Dragon -1

Pound Normal d4



Sing Normal d6



Inflicts Sleep.

PP: 0000

:L1



Disable Normal d4



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

PP: 000000

Do the Wave Normal d4



Deals hits equal to the number of Pokémon adjacent to this Pokémon (incl. the target).

PP: 000

:L2



Double Slap Normal d4 !1



Use this Move twice against the same target.

PP: 000

:L3



Rest Psychic d1



This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.

PP: 000

:L3



Body Slam Normal d10 !3



4: Paralysis.

PP: 0000

:L4



First Aid Normal d6



Recovers HP from the target equal to the result of the Move Die.

PP: 0000

:L5



Double-Edge Normal d12 !2



Hit: This Pokémon loses 1 HP.

PP: 0000

Jigglypuff



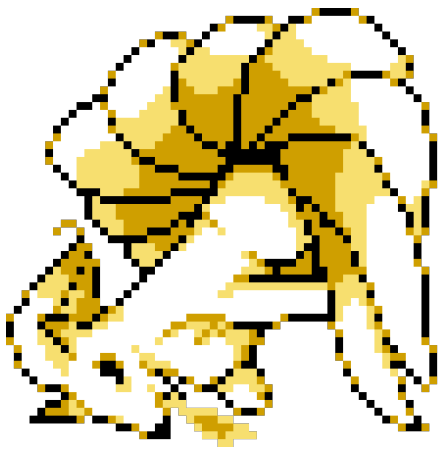
Normal

Wigglytuff with ???

HP: 9

Abilities: Strength, Flash  
Size: Tiny

No. 039



# Ninetales

Fire

HP: 6

Abilities: Flash  
Size: Medium

No. 038

Attack d8  
Defence 4  
Speed 4  
Special d10

## Weaknesses & Resistances:

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

Tackle Normal d4



Ember Fire d4



Deals 2 hits.  
1: Poison.

PP: 0000

:L1



Lure Normal d4



Move the target next to this Pokémon. The target can't move this round.

PP: 00000

:L2



Quick Attack Normal d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: 00000

:L2



Roar Normal d4



Pushes the targets back 1 space. Opponents can't enter a space next to you this round.

PP: 0000

:L3



Confuse Ray Ghost d4



Inflicts Confusion.

PP: 00

:L4



Flamethrower Fire d6



Deals 3 hits.  
1: Poison.

PP: 0000

:L5



Fire Spin Fire d12



Deals 1 hit. The targets can't take actions until the end of the next round.

PP: 0000

:L6



Fire Blast Fire d8



Deals 4 hits.  
1: Poison.

PP: 0

:L7



Tackle Normal d4



Ember Fire d4



Deals 2 hits.  
1: Poison.

PP: 0000

:L1



Lure Normal d4



Move the target next to this Pokémon. The target can't move this round.

PP: 00000

:L2



Quick Attack Normal d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: 00000

:L2



Roar Normal d4



Pushes the targets back 1 space. Opponents can't enter a space next to you this round.

PP: 0000

:L3



Confuse Ray Ghost d4



Inflicts Confusion.

PP: 00

:L4



Flamethrower Fire d6



Deals 3 hits.  
1: Poison.

PP: 0000

:L5



Fire Spin Fire d12



Deals 1 hit. The targets can't take actions until the end of the next round.

PP: 0000

:L6



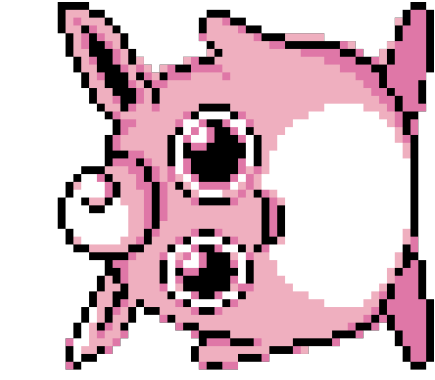
Fire Blast Fire d8



Deals 4 hits.  
1: Poison.

PP: 0

:L7



# Wigglytuff

Normal

HP: 11

Abilities: Strength, Flash  
Size: Small

No. 040

Attack d8  
Defence 3  
Speed 2  
Special d6

## Weaknesses & Resistances:

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

Pound Normal d4



Sing Normal d6



Inflicts Sleep.

PP: 0000

:L1



Disable Normal d4



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

PP: 0000

Do the Wave Normal d4



Deals hits equal to the number of Pokémon adjacent to this Pokémon (incl. the target).

PP: 00

:L2



Double Slap Normal d4 !1



Use this Move twice against the same target.

PP: 00

:L3



Rest Psychic d1



This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.

PP: 00

:L3



Body Slam Normal d10 !3



4: Paralysis.

PP: 0000

:L4



First Aid Normal d6



Recovers HP from the target equal to the result of the Move Die.

PP: 0000

:L5



Double-Edge Normal d12 !2



Hit: This Pokémon loses 1 HP.

PP: 0000

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Zubat



Poison Flying

Golbat at :L4

HP: 6

Abilities: Fly, Flash  
Size: Small

No. 041

Attack d6  
Defence 2  
Speed 3  
Special d6

Weaknesses & Resistances:

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

Tackle d4



Leech Life :L1  
Bug d4 !1

Recovers HP equal to the HP the target lost as a result of this Move.

PP: 4

Supersonic :L1  
Normal d6

Inflicts Confusion.

PP: 4

Bite :L2  
Normal d6 !1

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

PP: 4

Confuse Ray :L3  
Ghost d4

Inflicts Confusion.

PP: 2

Wing Attack :L4  
Flying d6 !1

PP: 4

Haze :L5  
Ice d4

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

PP: 4

Poison Fang :L6  
Poison d8 !2

3: Poison.

PP: 2

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Oddish



Grass Poison

Gloom at :L3

HP: 5

Abilities: Cut  
Size: Tiny

No. 043

Attack d6  
Defence 3  
Speed 2  
Special d8

Weaknesses & Resistances:

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

Tackle d4



Absorb d4  
Grass

Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.

PP: 4

Strange Powder :L2  
Grass d4

1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.

PP: 4

Acid :L3  
Poison d4

Deals 2 hits.

PP: 4

Mega Drain :L4  
Grass d6

Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP: 2

Foul Odour :L4  
Poison d6

Deals 2 hits.

This Pokémon and each target becomes Confused.

PP: 2

Petal Dance :L5  
Grass d4

Deals 3 hits. This Pokémon becomes Confused.

PP: 4

Healing Pollen :L6  
Grass d6

Recovers 2 HP from this Pokémon and each target.

PP: 2

Solar Beam :L7  
Grass d4

Charge for one round, then try to use this Move on the next. Deals 5 hits.

PP: 2

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Golbat

Poison Flying

HP: 7

Abilities: Fly, Flash  
Size: Medium

No. 042

Attack d8  
Defence 4  
Speed 4  
Special d8

Weaknesses & Resistances:

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

Tackle d4



Leech Life d4 !1



Recovers HP equal to the HP the target lost as a result of this Move.

PP: 4

Supersonic d6



Inflicts Confusion.

PP: 6

Bite d6 !1



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

PP: 6

Confuse Ray d4



Inflicts Confusion.

PP: 2

Wing Attack d6 !1



PP: 6

Haze

Ice d4



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

PP: 6

Poison Fang d8 !2



3: Poison.

PP: 2

Dark Wave d6



Deals 2 hits. Darkens the field until the end of the round.

PP: 2

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Gloom

Grass Poison

► Vileplume with ???

HP: 6

Abilities: Cut  
Size: Small

No. 044

Attack d8  
Defence 4  
Speed 2  
Special d8

Weaknesses & Resistances:

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

Tackle d4



Absorb d4



Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.

PP: 6

Strange Powder d4



1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.

PP: 6

Acid d4



Deals 2 hits.

PP: 6

Mega Drain d6



Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP: 2

Foul Odour d6



Deals 2 hits.

This Pokémon and each target becomes Confused.

PP: 2

Petal Dance d4



Deals 3 hits. This Pokémon becomes Confused.

PP: 6

Healing Pollen d6



Recovers 2 HP from this Pokémon and each target.

PP: 2

Solar Beam d4



Charge for one round, then try to use this Move on the next. Deals 5 hits.

PP: 2

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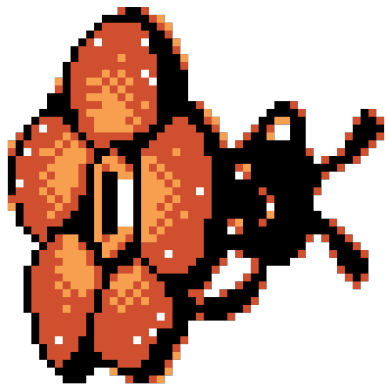
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# Vileplume

Grass Poison

HP: 7

Abilities: Cut  
Size: Medium

No. 045

Attack d8  
Defence 5  
Speed 2  
Special d10

## Weaknesses & Resistances:

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

Tackle d4



Absorb d4



Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.

PP: 00000

Strange Powder d4



1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.

PP: 00000

Acid d4



Deals 2 hits.

PP: 000000

Mega Drain d6



Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP: 00

Foul Odour d6



Deals 2 hits. This Pokémon and each target becomes Confused.

PP: 00

Petal Dance d4



Deals 3 hits. This Pokémon becomes Confused.

PP: 00000

Healing Pollen d6



Recovers 2 HP from this Pokémon and each target.

PP: 00

Solar Beam d4



Charge for one round, then try to use this Move on the next. Deals 5 hits.

PP: 00

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# Paras

Bug Grass

Parasect at :L4

HP: 5

Abilities: Cut  
Size: Tiny

No. 046



Attack d8  
Defence 3  
Speed 2  
Special d6

## Weaknesses & Resistances:

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

Scratch d4



Leech Life d4 !1



Recovers HP equal to the HP the target lost as a result of this Move.

PP: 0000

Strange Powder d4



1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.

PP: 0000

Spore d4



Inflicts Sleep.

PP: 0000

:L3

Healing Pollen d6



Recovers 2 HP from this Pokémon and each target.

PP: 00

Slash d8 !2



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

PP: 0000

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# Parasect

Bug Grass

HP: 7

Abilities: Cut  
Size: Small

No. 047

Attack d10  
Defence 4  
Speed 2  
Special d10

## Weaknesses & Resistances:

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

Scratch  
Normal d4



Leech Life  
Bug d4 !1

Recover HP equal to the HP the target lost as a result of this Move.

PP: 4

:L1



Strange Powder  
Grass d4

1: Paralysis. 2: Poison.  
3: Confusion. 4: Sleep.

PP: 4

:L2



Spore  
Grass d4

Inflicts Sleep.

PP: 4

:L3



Healing Pollen  
Grass d6

Recover 2 HP from this Pokémon and each target.

PP: 2

:L4



Slash  
Normal d8 !2

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

PP: 4

:L5



Mega Drain  
Grass d6

Deals 2 hits. Recover HP equal to the HP the target lost as a result of this Move.

PP: 3

:L6



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Venonat



Bug Poison

► Venomoth at :L5

HP: 6

Abilities: Flash  
Size: Small

No. 048

Attack d6  
Defence 3  
Speed 2  
Special d6

Weaknesses & Resistances:

Normal Fire x2 Ice Fighting -1 Psychic x2

Water Electric Grass -1 Ground Poison Flying x2

Rock Bug x2 Ghost Dragon

Tackle Normal d4

Disable Normal d4  
Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.  
PP: 0000

Supersonic Normal d6  
Inflicts Confusion.  
PP: 0000

Leech Life Bug d4 !1  
Recovers HP equal to the HP the target lost as a result of this Move.  
PP: 0000

Confusion Psychic d4  
Deals 2 hits and this Pokémon swaps spaces with the target.  
1: Confusion.  
PP: 0000

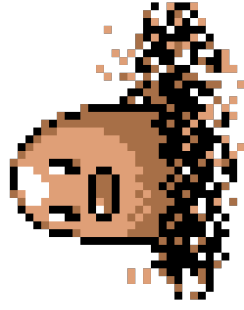
Strange Powder Grass d4  
1: Paralysis. 2: Poison.  
3: Confusion. 4: Sleep.  
PP: 0000

Psybeam Psychic d4  
Deals 2 hits.  
1: Confusion.  
PP: 0000

Healing Pollen Grass d6  
Recovers 2 HP from this Pokémon and each target.  
PP: 00

Psychic Psychic d6  
Deals 3 hits.  
PP: 00

Diglett



Ground

► Dugtrio at :L4

HP: 4

Abilities: Cut  
Size: Tiny

No. 050

Attack d6  
Defence 2  
Speed 5  
Special d6

Weaknesses & Resistances:

Normal Fire x2 Ice Fighting x2 Psychic

Water Electric Grass -1 Ground Poison Flying

Rock Bug -1 Ghost Dragon

Scratch Normal d4

Tremor Ground d6 !1  
PP: 0000

Supersonic Normal d6  
Inflicts Confusion.  
PP: 0000

Leech Life Bug d4 !1  
Recovers HP equal to the HP the target lost as a result of this Move.  
PP: 0000

Confusion Psychic d4  
Deals 2 hits and this Pokémon swaps spaces with the target.  
1: Confusion.  
PP: 0000

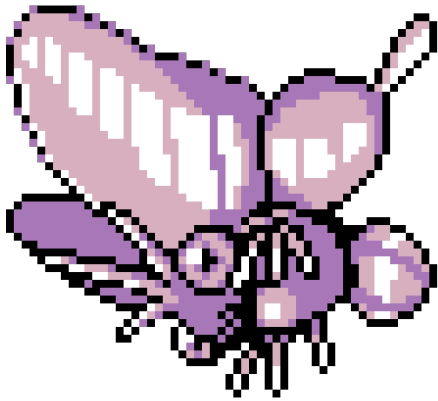
Strange Powder Grass d4  
1: Paralysis. 2: Poison.  
3: Confusion. 4: Sleep.  
PP: 0000

Psybeam Psychic d4  
Deals 2 hits.  
1: Confusion.  
PP: 0000

Healing Pollen Grass d6  
Recovers 2 HP from this Pokémon and each target.  
PP: 00

Psychic Psychic d6  
Deals 3 hits.  
PP: 00





# Venomoth

Bug Poison

HP: 7

Abilities: Fly, Flash  
Size: Medium

No. 049

Attack d8  
Defence 3  
Speed 4  
Special d10

## Weaknesses & Resistances:

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

Tackle Normal d4

Disable Normal d4  
Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.  
PP: 0 0 0 0

Supersonic Normal d6  
Inflicts Confusion.  
PP: 0 0 0 0

Leech Life Bug d4 !1  
Recovers HP equal to the HP the target lost as a result of this Move.  
PP: 0 0 0 0

Confusion Psychic d4  
Deals 2 hits and this Pokémon swaps spaces with the target.  
1: Confusion.  
PP: 0 0 0 0

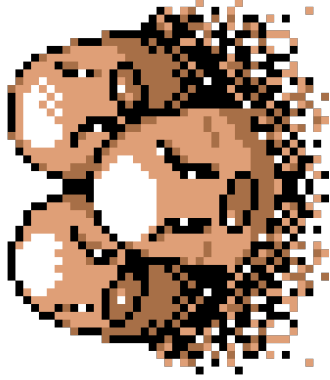
Strange Powder Grass d4  
1: Paralysis. 2: Poison.  
3: Confusion. 4: Sleep.  
PP: 0 0 0 0

Psybeam Psychic d4  
Deals 2 hits.  
1: Confusion.  
PP: 0 0 0 0

Healing Pollen Grass d6  
Recovers 2 HP from this Pokémon and each target.  
PP: 0 0

Psychic Psychic d6  
Deals 3 hits.  
PP: 0 0

2 4 6 7 9 10 15 20 21 22 29 30 31 32 33 34 39 41 42 44 46 50



# Dugtrio

Ground

HP: 5

Abilities: Cut  
Size: Small

No. 051

Attack d10  
Defence 3  
Speed 6  
Special d8

## Weaknesses & Resistances:

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

Scratch Normal d4

Disable Normal d4  
Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.  
PP: 0 0 0 0

Supersonic Normal d6  
Inflicts Confusion.  
PP: 0 0 0 0

Leech Life Bug d4 !1  
Recovers HP equal to the HP the target lost as a result of this Move.  
PP: 0 0 0 0

Confusion Psychic d4  
Deals 2 hits and this Pokémon swaps spaces with the target.  
1: Confusion.  
PP: 0 0 0 0

Strange Powder Grass d4  
1: Paralysis. 2: Poison.  
3: Confusion. 4: Sleep.  
PP: 0 0 0 0

Psybeam Psychic d4  
Deals 2 hits.  
1: Confusion.  
PP: 0 0 0 0

Healing Pollen Grass d6  
Recovers 2 HP from this Pokémon and each target.  
PP: 0 0

Psychic Psychic d6  
Deals 3 hits.  
PP: 0 0

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Meowth



Normal

► Persian at :L4

HP: ○○○○○○  
6

Size: Tiny

No. 052

Attack d6  
Defence 2  
Speed 4  
Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting x2

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost -1

Dragon

Scratch

Normal



d4

Bite

Normal



d6 !1

:L1



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

PP: ○○○○○

Pay Day

Normal



d6 !1

:L2



Hit: Gain 1 Poké.

PP: ○○○○○

Screech

Normal



d4

:L3



Deals 2 hits.

PP: ○○○○○○○

Slash

Normal



d8 !2

:L5

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

PP: ○○○○○

Pounce

Normal



d6 !1

:L3



Before rolling: This Pokémon can move 1 additional space.

PP: ○○○○

Fury Swipes

Normal



d4 !2

:L4



Use this Move three times against the same target.

PP: ○○○○

Scratch

Normal



d4

Bite

Normal



d6 !1

:L1



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

PP: ○○○○○

Pay Day

Normal



d6 !1

:L2



Hit: Gain 1 Poké.

PP: ○○○○○

Scratch

Normal



d4

Scratch



d4

Confusion

Psychic



d4

:L1



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

PP: ○○○○○

Disable

Normal



d4

:L2



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

PP: ○○○○○

Amnesia

Psychic



d4

:L3



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

PP: ○○○○○

Fury Swipes

Normal



d4 !2

:L4



Use this Move three times against the same target.

PP: ○○○○

Psychic

Psychic



d6

:L5



Deals 3 hits.

PP: ○○○

Hydro Pump

Water



d8

:L6



Deals 4 hits.

PP: ○

Super Psy

Psychic



d8

:L6



Deals 4 hits.

PP: ○

Psyduck



Water

► Golduck at :L5

HP: ○○○○○○  
6

Abilities: Surf, Strength

Size: Small

No. 054

Attack d6  
Defence 3  
Speed 2  
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting -1

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

Scratch

Normal



d4

Scratch



d4

Confusion

Psychic



d4

:L1



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

PP: ○○○○○

Disable

Normal



d4

:L2



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

PP: ○○○○○

Amnesia

Psychic



d4

:L3



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

PP: ○○○○○

Fury Swipes

Normal



d4 !2

:L4



Use this Move three times against the same target.

PP: ○○○○

Psychic

Psychic



d6

:L5



Deals 3 hits.

PP: ○○○

Hydro Pump

Water



d8

:L6



Deals 4 hits.

PP: ○

Super Psy

Psychic



d8

:L6



Deals 4 hits.

PP: ○

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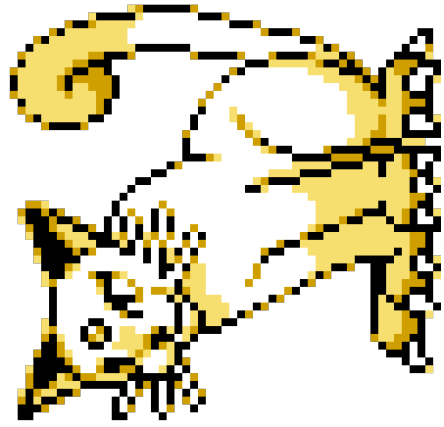
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Persian

Normal

HP: 6

Abilities: Flash  
Size: Small

No. 053

Attack d8  
Defence 3  
Speed 6  
Special d8

Weaknesses & Resistances:

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

Scratch Normal d4

Bite Normal d6 !1 :L1

Pay Day Normal d6 !1 :L2

Screech Normal d4 :L3

Pounce Normal d6 !1 :L3

Fury Swipes Normal d4 !2 :L4

Slash Normal d8 !2 :L5



Golduck

Water

HP: 7

Abilities: Surf, Strength  
Size: Medium

No. 055

Attack d8  
Defence 4  
Speed 4  
Special d8

Weaknesses & Resistances:

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

Scratch Normal d4

Confusion Psychic d4 :L1

Disable Normal d4 :L2

Amnesia Psychic d4 :L3

Fury Swipes Normal d4 !2 :L4

Psychic Psychic d6 :L5

Hydro Pump Water d8 :L6

Super Psy Psychic d8 :L6

Hyper Beam Normal d8 :L8

Mankey

Fighting

► Primeape at :L4

HP: 6

Abilities: Strength  
Size: Tiny

No. 056



Attack d8  
Defence 2  
Speed 3  
Special d4

Weaknesses & Resistances:

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

Scratch  
Normal d4

Low Kick  
Fighting d6 !1  
:L1  
2: The target can't take actions this round.  
PP: 0000

Karate Chop  
Fighting d6 !1  
:L2  
If this Pokémon's Speed + the result of the Move die > 6, this Move deals 1 additional hit.  
PP: 0000

Fury Swipes  
Normal d4 !2  
:L2  
Use this Move three times against the same target.  
PP: 0000

Drag Off  
Normal d8 !2  
:L3  
Hit: Pulls the target towards this Pokémon (if possible).  
PP: 0000

Focus Energy  
Normal d1  
:L4  
For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.  
PP: 000000

Screech  
Normal d4  
:L4  
Deals 2 hits.  
PP: 00000000

Seismic Toss  
Fighting d8 !2  
:L5  
Hit: Moves the target to the opposite side of this Pokémon if that space is open.  
PP: 000000

Thrash  
Normal d10 !1  
:L6  
Hit: This Pokémon becomes confused.  
PP: 000000

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Growlithe

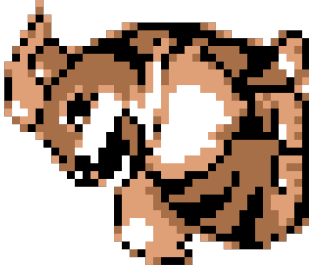
Fire

► Arcanine with ???

HP: 6

Abilities: Flash  
Size: Small

No. 058



Attack d8  
Defence 2  
Speed 2  
Special d6

Weaknesses & Resistances:

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

Tackle  
Normal d4

Bite  
Normal d6 !1  
:L1  
2: The target can't take actions this round.  
PP: 000000

Roar  
Normal d4  
:L1  
Pushes the targets back 1 space. Opponents can't enter a space next to you this round.  
PP: 000000

Ember  
Fire d4  
:L2  
Deals 2 hits.  
1: Poison.  
PP: 000000

Heat Tackle  
Fire d10 !1  
:L3  
Hit: This Pokémon loses 1 HP.  
PP: 000000

Take Down  
Normal d10 !1  
:L3  
Hit: This Pokémon loses 1 HP.  
PP: 000000

Agility  
Psychic d4  
:L4  
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.  
PP: 00000000

Flamethrower  
Fire d6  
:L5  
Deals 3 hits.  
1: Poison.  
PP: 000000

Fire Blast  
Fire d8  
:L8  
Deals 4 hits.  
1: Poison.  
PP: 000000

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# Primeape

Fighting

HP: 7

Abilities: Strength  
Size: Small

No. 057

Attack d10  
Defence 3  
Speed 5  
Special d6

## Weaknesses & Resistances:

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

Scratch Normal d4

Low Kick Fighting d6 !1 :L1  
2: The target can't take actions this round.  
PP: 0000

Karate Chop Fighting d6 !1 :L2  
If this Pokémon's Speed + the result of the Move die > 6, this Move deals 1 additional hit.  
PP: 0000

Fury Swipes Normal d4 !2 :L2  
Use this Move three times against the same target.  
PP: 0000

Drag Off Normal d8 !2 :L3  
Hit: Pulls the target towards this Pokémon (if possible).  
PP: 0000

Focus Energy Normal d1 :L4  
For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.  
PP: 000000

Screech Normal d4 :L4  
Deals 2 hits.  
PP: 00000000

Seismic Toss Fighting d8 !2 :L5  
Hit: Moves the target to the opposite side of this Pokémon if that space is open.  
PP: 000000

Thrash Normal d10 !1 :L6  
Hit: This Pokémon becomes confused.  
PP: 000000

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# Arcanine

Fire

HP: 7

Abilities: Flash  
Size: Large

No. 059

Attack d10  
Defence 4  
Speed 4  
Special d8

## Weaknesses & Resistances:

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

Tackle Normal d4

Bite Normal d6 !1 :L1  
2: The target can't take actions this round.  
PP: 000000

Roar Normal d4 :L1  
Pushes the targets back 1 space. Opponents can't enter a space next to you this round.  
PP: 000000

Ember Fire d4 :L2  
Deals 2 hits.  
1: Poison.  
PP: 000000

Heat Tackle Fire d10 !1 :L3  
Hit: This Pokémon loses 1 HP.  
PP: 0000

Take Down Normal d10 !1 :L3  
Hit: This Pokémon loses 1 HP.  
PP: 000000

Agility Psychic d4 :L4  
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.  
PP: 000000

Flamethrower Fire d6 :L5  
Deals 3 hits.  
1: Poison.  
PP: 0000

Fire Blast Fire d8 :L8  
Deals 4 hits.  
1: Poison.  
PP: 0000

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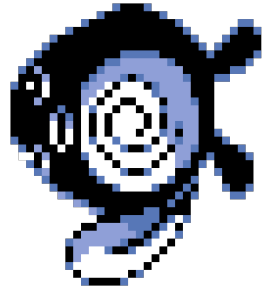
48

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Poliwag



Water

► Poliwhirl at :L3

HP: ○○○○○

5

Abilities: Surf  
Size: Tiny

No. 060

Attack d6  
Defence 2  
Speed 4  
Special d6

Weaknesses & Resistances:

Normal

Fire -1

Water -1

Electric x2

Grass x2

Ice -1

Fighting

Poison

Bug

Rock

Psychic

Ground

Ghost

Flying

Dragon

Tackle  
Normal d4



Bubble  
Water d4



Deals 2 hits.  
1: Paralysis.

PP: ○○○○○

:L1



Hypnosis  
Psychic d6



Inflicts Sleep.

PP: ○○○○○

:L2



Water Gun  
Water d4



Deals 2 hits.

PP: ○○○○○

:L2



Double Slap  
Normal d4 !1



Use this Move twice against  
the same target.

PP: ○○○

:L3



Body Slam  
Normal d10 !3



4: Paralysis.

PP: ○○○○○

:L4



Amnesia  
Psychic d4  
Restores all the PP of one of  
this Pokémon's other Moves  
(excluding TMs, only in battle).



PP: ○○○○○

:L5



Bubble Beam  
Water d6



Deals 3 hits.  
1: Paralysis.

PP: ○○○○○

:L6



6 7 8 9 10 11 12 13 14 29 31 32 44 46 50

Poliwrath



Water

Fighting

HP: ○○○○○

7

Abilities: Surf, Strength  
Size: Medium

No. 062

Attack d10  
Defence 5  
Speed 3  
Special d6

Weaknesses & Resistances:

Normal

Fire -1

Water -1

Electric x2

Grass x2

Ice -1

Fighting

Poison

Bug -1

Rock -1

Psychic x2

Ground

Ghost

Flying x2

Dragon

Pound  
Normal d4



Bubble  
Water d4



Deals 2 hits.  
1: Paralysis.

PP: ○○○○○

:L1



Hypnosis  
Psychic d6



Inflicts Sleep.

PP: ○○○○○

:L2



Water Gun  
Water d4



Deals 2 hits.

PP: ○○○○○

:L2



Double Slap  
Normal d4 !1



Use this Move twice against  
the same target.

PP: ○○○

:L3



Body Slam  
Normal d10 !3



4: Paralysis.

PP: ○○○○○

:L4



Amnesia  
Psychic d4  
Restores all the PP of one of  
this Pokémon's other Moves  
(excluding TMs, only in battle).



PP: ○○○○○

:L5



Bubble Beam  
Water d6



Deals 3 hits.  
1: Paralysis.

PP: ○○○○○

:L6



Special Punch  
Fighting d10 !3



PP: ○○○

:L7



1 5 6 7 8 9 10 11 12 13 14 15 17 18 19 20 26 27 29 31 32 35 36 44 46 50

Poliwhirl



Water ► Poliwrath with ???

HP:   
6

Abilities: Surf, Strength  
Size: Small

No. 061

Attack d8  
Defence 3  
Speed 4  
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



Hypnosis  
Psychic d6



Water Gun  
Water d4



Double Slap  
Normal d4 !1



Body Slam  
Normal d10 !3



Amnesia

Psychic d4



Bubble Beam  
Water d6



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

PP:

PP:

PP:

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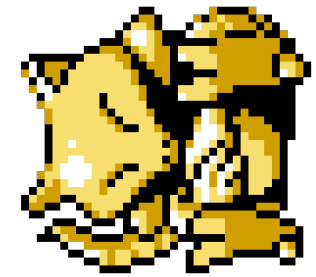
36

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Abra



Psychic

HP: 4

Abilities: Flash  
Size: Small

Kadabra at :L3

No. 063

Attack d4  
Defence 2  
Speed 4  
Special d10

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

-1

x2

x2

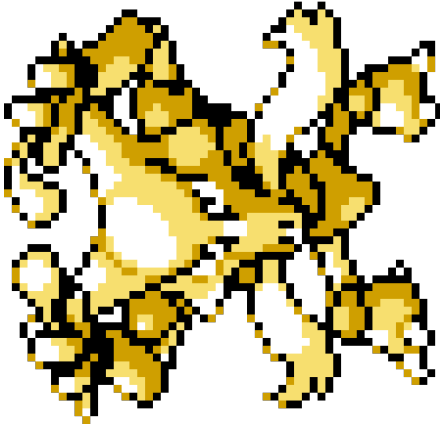
Teleport

Psychic d4

Move to any open space.



Alakazam



Psychic

HP: 6

Abilities: Flash  
Size: Medium

No. 065

Attack d4  
Defence 3  
Speed 6  
Special d12

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

-1

x2

x2

Teleport

Psychic d4

Move to any open space.



Confusion

Psychic d4

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

PP:

:L1



Disable

Normal d4

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

PP:

:L2



Psybeam

Psychic d4

Deals 2 hits.  
1: Confusion.

PP:

:L3



Recover

Normal d6

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

PP:

:L4



Psychic

Psychic d6

Deals 3 hits.

PP:

:L5



Reflect

Psychic d4

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

PP:

:L7



Super Psy

Psychic d8

Deals 4 hits.

PP:

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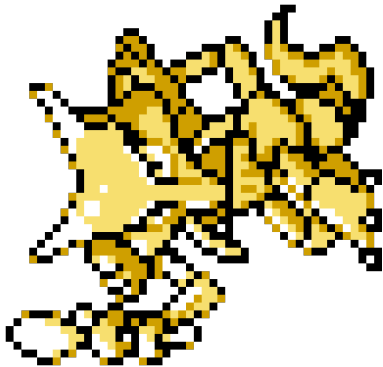
17

19 20

44 45 46

49 50

# Kadabra



Psychic

► Alakazam at :L6

HP:   
5

Abilities: Flash  
Size: Medium

No. 064

Attack d4  
Defence 2  
Speed 5  
Special d12

## Weaknesses & Resistances:

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

Teleport  
Psychic



d4

Move to any open space.



Psybeam

Psychic



d4

Deals 2 hits.  
1: Confusion.

PP:

:L3



Reflect

Psychic



d4

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

PP:

:L6



Recover

Normal



d6

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

PP:

:L4



Confusion

Psychic



d4

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

PP:

:L1



Disable

Normal



d4

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

PP:

:L2



Psychic

Psychic



d6

Deals 3 hits.

PP:

:L5



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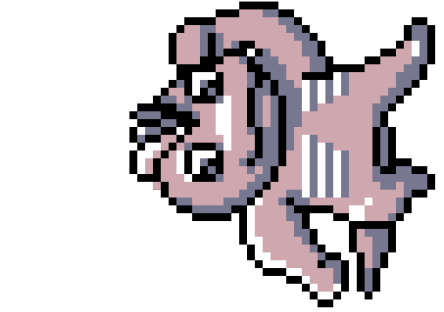
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# Machop

Fighting

HP:

6

Abilities: Strength

Size: Small

No. 066

► Machoke at :L3

Attack d8

Defence 3

Speed 2

Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

x2

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

-1

Jab

Fighting d4

Karate Chop

Fighting d6 !1

:L1

If this Pokémon's Speed + the result of the Move die > 6, this Move deals 1 additional hit.

PP:

Low Kick

Fighting d6 !1

:L2

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

PP:

Focus Energy

Normal

d1

:L3

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

PP:

Drag Off

Normal

d8 !2

:L4

Hit: Pulls the target towards this Pokémon (if possible).

PP:

Seismic Toss

Fighting

d8 !2

:L4

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

PP:

Submission

Fighting

d10 !1

:L5

Hit: This Pokémon loses 1 HP.

PP:

Special Punch

Fighting

d10 !3

:L6

PP:

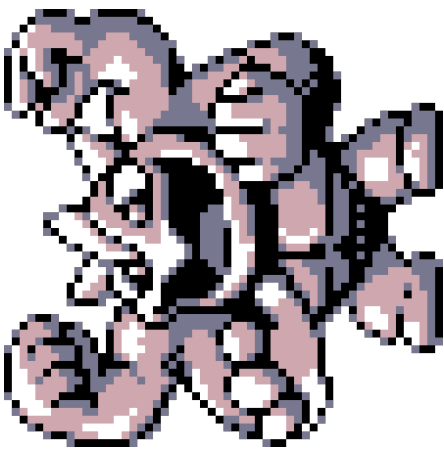
1 26 27 28

37 38

17 18 19 20

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# Machamp

Fighting

HP:

8

Abilities: Strength

Size: Medium

No. 068

Attack d12

Defence 4

Speed 2

Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

x2

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

-1

Jab

Fighting d4

Karate Chop

Fighting d6 !1

:L1

If this Pokémon's Speed + the result of the Move die > 6, this Move deals 1 additional hit.

PP:

Low Kick

Fighting d6 !1

:L2

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

PP:

Focus Energy

Normal

d1

:L3

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

PP:

Drag Off

Normal

d8 !2

:L4

Hit: Pulls the target towards this Pokémon (if possible).

PP:

Seismic Toss

Fighting

d8 !2

:L4

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

PP:

Submission

Fighting

d10 !1

:L5

Hit: This Pokémon loses 1 HP.

PP:

Special Punch

Fighting

d10 !3

:L6

PP:

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# Machoke

Fighting

HP: 7

Machop at :L6

Abilities: Strength

Size: Medium

No. 067

Attack

d10

Defence

4

Speed

2

Special

d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

x2

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

-1

Jab

Fighting

d4

Karate Chop

Fighting

d6 !1

:L1

If this Pokémon's Speed + the result of the Move die > 6, this Move deals 1 additional hit.

PP:

Low Kick

Fighting

d6 !1

:L2

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

PP:

Focus Energy

Normal

Eye

d1

:L3

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

PP:

Drag Off

Normal

d8 !2

:L4

Hit: Pulls the target towards this Pokémon (if possible).

PP:

Seismic Toss

Fighting

d8 !2

:L4

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

PP:

Submission

Fighting

d10 !1

:L5

Hit: This Pokémon loses 1 HP.

PP:

Special Punch

Fighting

d10 !3

:L6

PP:

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# Bellsprout

Grass Poison ► Weepinbell at :L3

HP: 6

Abilities: Cut  
Size: Small

No. 069



Attack d8  
Defence 2  
Speed 2  
Special d6

## Weaknesses & Resistances:

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

Constrict  
Normal d4  
The target can't move this round.

Vine Whip  
Grass d6 !1  
PP: 00

Wrap  
Normal d4 !1  
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.  
PP: 00000

Lure  
Normal d4  
Move the target next to this Pokémon. The target can't move this round.  
PP: 000000

Strange Powder  
Grass d4  
1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.  
PP: 00000

Acid  
Poison d4  
Deals 2 hits.  
PP: 000000

Razor Leaf  
Grass d8 !2  
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.  
PP: 00000

Slam  
Normal d10 !3  
PP: 00000

3 6 7 9 10 20 21 22 42 44 50

# Victreebel

Grass Poison

HP: 7

Abilities: Cut  
Size: Medium

No. 071



Attack d10  
Defence 3  
Speed 3  
Special d10

## Weaknesses & Resistances:

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

Constrict  
Normal d4  
The target can't move this round.

Vine Whip  
Grass d6 !1  
PP: 00

Wrap  
Normal d4 !1  
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.  
PP: 00000

Lure  
Normal d4  
Move the target next to this Pokémon. The target can't move this round.  
PP: 000000

Strange Powder  
Grass d4  
1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.  
PP: 00000

Acid  
Poison d4  
Deals 2 hits.  
PP: 000000

Razor Leaf  
Grass d8 !2  
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.  
PP: 00000

Slam  
Normal d10 !3  
PP: 00000

3 6 7 8 9 10 15 20 21 22 42 44 50

# Weepinbell



Grass Poison ► Victreebel with ???

HP: 6

Abilities: Cut  
Size: Small

No. 070

Attack d10  
Defence 3  
Speed 2  
Special d8

## Weaknesses & Resistances:

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

Constrict  
Normal d4  
The target can't move this round.

Vine Whip  
Grass d6 !1  
PP: 2

Wrap  
Normal d4 !1  
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.  
PP: 4

Lure  
Normal d4  
Move the target next to this Pokémon. The target can't move this round.  
PP: 6

Strange Powder  
Grass d4  
1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.  
PP: 4

Acid  
Poison d4  
Deals 2 hits.  
PP: 4

Razor Leaf  
Grass d8 !2  
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.  
PP: 4

Slam  
Normal d10 !3  
PP: 4

Slam  
Normal d10 !3  
PP: 4

Tentacool



Water Poison

► Tentacruel at :L4

HP: ○○○○○

5

Abilities: Cut, Surf  
Size: Small

No. 072

Attack d4  
Defence 2  
Speed 3  
Special d10

Weaknesses & Resistances:

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

Constrict  
Normal d4  
The target can't move this round.

Poison Sting  
Poison d4  
1: Poison.  
PP: ○○○○○

Supersonic  
Normal  
Inflicts Confusion.  
PP: ○○○○○

Water Gun  
Water d4  
Deals 2 hits.  
PP: ○○○○○

Acid  
Poison d4  
Deals 2 hits.  
PP: ○○○○○

Wrap  
Normal d4 !1  
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.  
PP: ○○○○○

Screech  
Normal d4  
Deals 2 hits.  
PP: ○○○○○

Hydro Pump  
Water d8  
Deals 4 hits.  
PP: ○

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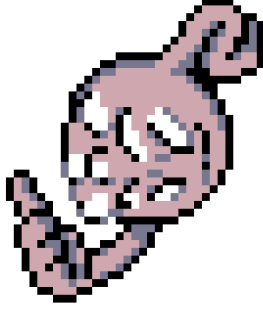
44

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Geodude



Rock Ground

► Graveler at :L3

HP: ○○○○○

5

Abilities: Strength  
Size: Tiny

No. 074

Attack d8  
Defence 4  
Speed 2  
Special d4

Weaknesses & Resistances:

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

Tackle  
Normal d4

Rock Throw  
Rock d6 !1  
PP: ○○○

Selfdestruct  
Normal d10  
This Pokémon faints.  
Hit: Deals 2 additional hits.  
PP: ○

Tremor  
Ground d6 !1  
PP: ○○○○○

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

Earthquake  
Ground d10 !3  
PP: ○○

Rock Slide  
Rock d8 !2  
PP: ○○

Explosion  
Normal d12 !2  
This Pokémon faints.  
Hit: Deals 4 additional hits.  
PP: ○

Fissure  
Ground d12 !4  
12: The targets faint.  
PP: ○

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Tentacruel



Water Poison

HP: 7

Abilities: Cut, Surf  
Size: Medium

No. 073

Attack d6  
Defence 3  
Speed 4  
Special d12

Weaknesses & Resistances:

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

Constrict  
Normal d4  
The target can't move this round.

Poison Sting  
Poison d4  
1: Poison.  
PP: 0 0 0 0 0 0

Supersonic  
Normal d6  
Inflicts Confusion.  
PP: 0 0 0 0 0 0

Water Gun  
Water d4  
Deals 2 hits.  
PP: 0 0 0 0 0 0

Acid  
Poison d4  
Deals 2 hits.  
PP: 0 0 0 0 0 0

Wrap  
Normal d4 !1  
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.  
PP: 0 0 0 0 0 0

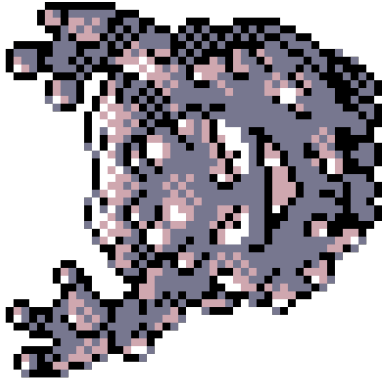
Screech  
Normal d4  
Deals 2 hits.  
PP: 0 0 0 0 0 0 0 0

Hydro Pump  
Water d8  
Deals 4 hits.  
PP: 0

Hydro Pump  
Water d8  
Deals 4 hits.  
PP: 0

3 6 7 9 10 11 12 13 14 15 20 21 42 44 50

Graveler



Rock Ground

HP: 6

Abilities: Strength  
Size: Small

No. 075

Attack d10  
Defence 5  
Speed 2  
Special d4

Weaknesses & Resistances:

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

Tackle  
Normal d4

Rock Throw  
Rock d6 !1  
PP: 0 0 0 0

Selfdestruct  
Normal d10  
This Pokémon faints.  
Hit: Deals 2 additional hits.  
PP: 0

Tremor  
Ground d6 !1  
PP: 0 0 0 0 0 0

Harden  
Normal d1  
For this battle: Increase this Pokémon's Defence by 1 (max +2).  
PP: 0 0 0 0 0 0

Earthquake  
Ground d10 !3  
PP: 0 0

Rock Slide  
Rock d8 !2  
PP: 0 0

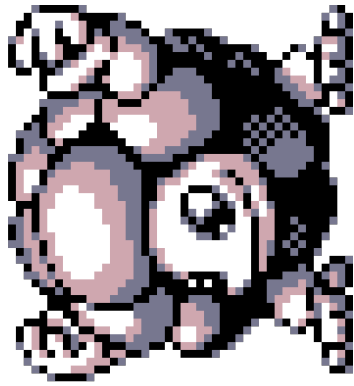
Explosion  
Normal d12 !2  
This Pokémon faints.  
Hit: Deals 4 additional hits.  
PP: 0

Fissure  
Ground d12 !4  
12: The targets faint.  
PP: 0

1 6 7 8 9 10 17 18 19 20 26 27 28 31 32 35 37 38 44 48 50



Golem



Rock Ground

HP: 7

Abilities: Strength  
Size: Medium

No. 076

Attack d10  
Defence 6  
Speed 2  
Special d6

Weaknesses & Resistances:

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

Tackle Normal d4

Rock Throw Rock d6 !1

Selfdestruct Normal d10

Tremor Ground d6 !1

Harden Normal d1

Earthquake Ground d10 !3

Rock Slide Rock d8 !2

Explosion Normal d12 !2

Fissure Ground d12 !4

Ponyta



Fire

HP: 6

Abilities: Flash  
Size: Small

No. 077

Attack d8  
Defence 3  
Speed 4  
Special d6

Weaknesses & Resistances:

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

Tackle Normal d4

Ember Fire d4

Quick Turn Normal d6 !1

Heat Tackle Fire d10 !1

Stomp Normal d8 !2

Fire Spin Fire d12

Take Down Normal d10 !1

Overrun Normal d8 !2

Agility Psychic d4



# Rapidash

Fire

HP:   
6

Abilities: Flash  
Size: Large

No. 078

Attack d10  
Defence 3  
Speed 5  
Special d8

## Weaknesses & Resistances:

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

Tackle  
Normal d4



Ember  
Fire d4



Quick Turn  
Normal d6 !1



Heat Tackle  
Fire d10 !1



Stomp  
Normal d8 !2



Fire Spin  
Fire d12



Take Down  
Normal d10 !1



Overrun  
Normal d8 !2



Agility  
Psychic d4



Hit: This Pokémon loses 1 HP.

PP:

Before rolling: Can move 2 more spaces. Can & must cross target's space to opposite side.

PP:

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP:

6 7 8 9 10 31 32 33

37 38 39

44

47

50

# Slowpoke

Water

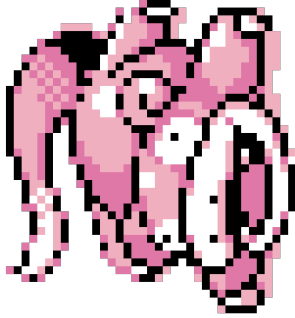
Psychic

HP:

8

Abilities: Surf, Strength, Flash  
Size: Medium

No. 079



Attack

d6

Defence

3

Speed

1

Special

d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

-1

-1

x2

x2

Tackle

Normal

d4

Confusion

Psychic

d4

:L1

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

PP:

Disable

Normal

d4

:L2

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

PP:

Headbutt

Normal

d8 !2

:L3

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

PP:

Water Gun

Water

d4

:L4

Deals 2 hits.

PP:

Lure

Normal

d4

:L4

Move the target next to this Pokémon. The target can't move this round.

PP:

Amnesia

Psychic

d4

:L5

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

PP:

Psychic

Psychic

d6

:L6

Deals 3 hits.

PP:

- 26 27 28 29 30 31 32 33 36 37 38 39 41 44 45 46 49 50

# Magnemite

Electric

HP:

4

Abilities: Fly, Flash  
Size: Tiny

No. 081



Attack

d4

Defence

4

Speed

2

Special

d10

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

-1

x2

-1

Tackle

Normal

d4

Sonic Boom

Normal

d4

:L1

Always deals 2 hits, regardless of any effects.

PP:

Thunder Shock

Electric

d4

:L2

Deals 2 hits.  
1: Paralysis.

PP:

Supersonic

Normal

d6

:L3

Inflicts Confusion.

PP:

Thunder Wave

Electric

d4

:L4

Inflicts Paralysis.

PP:

Swift

Normal

d4

:L4

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

PP:

Screech

Normal

d4

:L5

Deals 2 hits.

PP:

Chain Lightning

Electric

d4

:L5

Deals 2 hits and 1 hit to each Pokémon next to the target (excluding this Pokémon).

PP:

- 6 7 9 10 20 24 25 30 31 32 33 39 44 45 50



# Slowbro

Water Psychic

HP: 8

Abilities: Surf, Strength, Flash  
Size: Medium

No. 080

Attack d8  
Defence 6  
Speed 1  
Special d8

## Weaknesses & Resistances:

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

Tackle d4



Confusion :L1  
Psychic d4  
Deals 2 hits and this Pokémon swaps spaces with the target.  
1: Confusion.  
PP: 0000

Disable :L2  
Normal d4  
Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.  
PP: 0000

Headbutt d8 !2



3: The target can't take actions this round.  
PP: 000

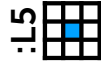
Water Gun d4



Deals 2 hits.  
PP: 0000

Lure :L4  
Normal d4  
Move the target next to this Pokémon. The target can't move this round.  
PP: 0000

Amnesia d4



Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).  
PP: 0000

Withdraw d1



This Pokémon can't take actions or take damage until the end of the next round.  
PP: 0000

Psychic d6



Deals 3 hits.  
PP: 00

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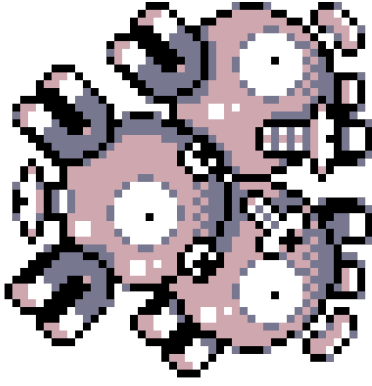
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# Magneton

Electric

HP: 6

Abilities: Fly, Flash  
Size: Small

No. 082

Attack d6  
Defence 5  
Speed 3  
Special d12

## Weaknesses & Resistances:

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

Tackle d4



Sonic Boom :L1  
Normal d4  
Always deals 2 hits, regardless of any effects.  
PP: 0000

Thunder Shock :L2  
Electric d4  
Deals 2 hits.  
1: Paralysis.  
PP: 0000

Supersonic d6



Inflicts Confusion.  
PP: 0000

Thunder Wave :L4  
Electric d4  
Inflicts Paralysis.  
PP: 0000

Swift :L4  
Normal  
Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.  
PP: 0000

Screech d4



Deals 2 hits.  
PP: 0000

Chain Lightning :L5  
Electric d4  
Deals 2 hits and 1 hit to each Pokémon next to the target (excluding this Pokémon).  
PP: 000

Tri Attack :L6  
Normal d10  
Use this Move three times against the same target. Deals 2 hits.  
PP: 00

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Farfetch'd



Normal Flying

HP: 6

Abilities: Cut, Fly  
Size: Small

No. 083

Attack d10  
Defence 3  
Speed 3  
Special d6

Weaknesses & Resistances:

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

Peck d4

Sand-Attack d4 !2  
Hit: Confusion.  
PP: 4

Leek Slap d10 !1  
PP: 1

Fury Attack d4 !2  
PP: 4

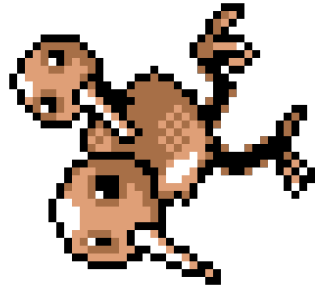
Swords Dance d1  
Double the number of hits inflicted by this Pokémon's next successful Regular Move.  
PP: 4

Agility d4  
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.  
PP: 4

Slash d8 !2  
PP: 4

Agility d4  
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.  
PP: 4

Doduo



Normal Flying

HP: 5

Abilities: Fly  
Size: Medium

No. 084

Attack d8  
Defence 3  
Speed 3  
Special d4

Weaknesses & Resistances:

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

Peck d4

Quick Turn d6 !1  
After this Move, this Pokémon may move 1 space.  
PP: 4

Fury Attack d4 !2  
Use this Move three times against the same target.  
PP: 4

Drill Peck d8 !2  
PP: 4

Rage d6 !2  
If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10, PP: 4

Tri Attack d10  
Use this Move three times against the same target. Deals 2 hits.  
PP: 3

Agility d4  
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.  
PP: 4

Overrun d8 !2  
Before rolling: Can move 2 more spaces. Can & must cross target's space to opposite side.  
PP: 4





# Luxwan

Normal Flying

HP: 7

Abilities: Cut, Fly  
Size: Small

No. S05

Attack d10  
Defence 4  
Speed 3  
Special d8

## Weaknesses & Resistances:

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

Peck d4

Sand-Attack d4 !2

Leek Slap d10 !1

Fury Attack d4 !2

Confusion d4

Swords Dance d1

Agility d4

Slash d8 !2

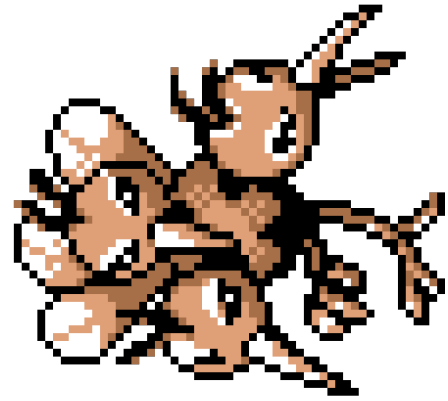
Psychic d6

2 3 4 6 7 8 9 10 29 30 31 32 33

15 39 40 41

20 44 45 46

24 25 49 50



# Dodrio

Normal Flying

HP: 6

Abilities: Fly  
Size: Medium

No. 085

Attack d12  
Defence 4  
Speed 4  
Special d6

## Weaknesses & Resistances:

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

Peck d4

Quick Turn d6 !1

Fury Attack d4 !2

Drill Peck d8 !2

Rage d6 !2

Tri Attack d10

Agility d4

Overrun d8 !2

4 6 7 8 9 10 31 32 33

15 40

43 44

20 47 49 50

Seel



Water

► Dewgong at :L5

HP: ○○○○○○  
6

Abilities: Surf, Strength

Size: Small

No. 086

Attack d4  
Defence 3  
Speed 2  
Special d8

Weaknesses & Resistances:

Normal

Fire -1

Water -1

Electric x2

Grass x2

Ice -1

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

Tackle  
Normal d4



Headbutt  
Normal d8 !2



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

PP: ○○○○

Aurora Beam  
Ice d4



Deals 2 hits.

PP: ○○○○○

Water Gun  
Water d4



Deals 2 hits.

PP: ○○○○○

Rest  
Psychic d1



This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.

PP: ○○

Take Down  
Normal d10 !1



Hit: This Pokémon loses 1 HP.

PP: ○○○○○

Ice Beam  
Ice d6



Deals 3 hits.  
1: Sleep.

PP: ○○○

Blizzard  
Ice d8



Deals 4 hits.  
1: Sleep.

PP: ○

6 7 8 9 10 11 12 13 14

16

18 20

44

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Grimer

Poison

► Muk at :L5

HP: ○○○○○○  
7

Size: Small

No. 088



Attack d8  
Defence 2  
Speed 2  
Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass -1

Ice

Fighting -1

Poison -1

Ground x2

Flying

Psychic x2

Bug x2

Rock

Ghost

Dragon

Pound  
Normal d4



Nasty Goo  
Poison d6 !1



2: Paralysis.

PP: ○○○○○

Disable  
Normal d4



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

PP: ○○○○○

Poison Gas  
Poison d4



Inflicts Poison.

PP: ○○○○○○○

Foul Odour  
Poison d6



Deals 2 hits.  
This Pokémon and each target becomes Confused.

PP: ○○

Sludge  
Poison d8 !2



3: Poison.

PP: ○○○○○

Selfdestruct  
Normal d10



This Pokémon faints.  
Hit: Deals 2 additional hits.

PP: ○

Screech  
Normal d4



Deals 2 hits.

PP: ○○○○○○○

Acid Armour  
Poison d4



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

PP: ○○○○○○○

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6 7 8

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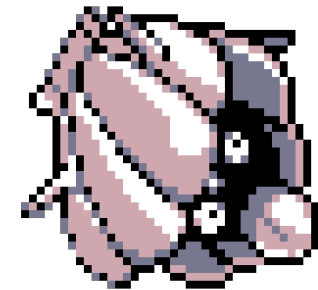
20 21

24 25

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# Shelllder



Water ► Cloyster with ???

HP: ○○○○○  
5

Abilities: Surf  
Size: Tiny

No. 090

Attack d6  
Defence 5  
Speed 2  
Special d4

## Weaknesses & Resistances:

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

Tackle d4  
Normal



This Pokémon can't take actions or take damage until the end of the next round.

PP: ○○○○○○

Withdraw d1  
Water



This Pokémon faints. Hit: Deals 2 additional hits.

PP: ○

Supersonic d6  
Normal



Inflicts Confusion.

PP: ○○○○○○

Clamp d4 !1  
Water



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

PP: ○○

Aurora Beam d4  
Ice



Deals 2 hits.

PP: ○○○○○○

Selfdestruct d10  
Normal



This Pokémon faints. Hit: Deals 2 additional hits.

PP: ○

Ice Beam d6  
Ice



Deals 3 hits. 1: Sleep.

PP: ○○

Dark Wave d6  
Ghost



Deals 2 hits. Darkens the field until the end of the round.

PP: ○○

Hypnosis d6  
Psychic



Inflicts Sleep.

PP: ○○○○○○

Night Shade d6  
Ghost



Deals 3 hits.

PP: ○○○○

Lick d4  
Ghost



1: Paralysis.

PP: ○○

Confuse Ray d4  
Ghost



Inflicts Confusion.

PP: ○○

Spook d4  
Ghost



Deals 2 hits. 1: The target can't take actions this round.

PP: ○○○○

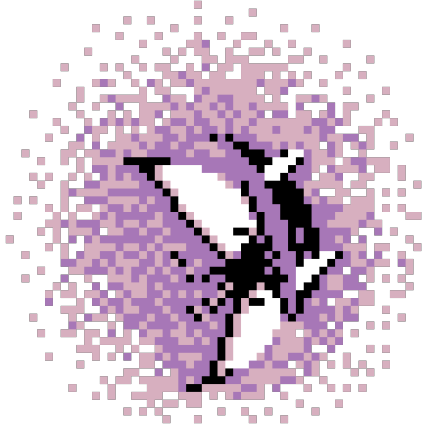
Dream Eater d4  
Psychic



Only target sleeping Pokémon. Deals 4 hits. Recovers HP equal to the HP the target loses.

PP: ○○○○

# Gastly



Ghost Poison ► Haunter at :L3

HP: ○○○○○  
4

Abilities: Fly  
Size: Medium

No. 092

Attack d4  
Defence 2  
Speed 3  
Special d10

## Weaknesses & Resistances:

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

Lick d4  
Ghost



1: Paralysis.

PP: ○○

Confuse Ray d4  
Ghost



Inflicts Confusion.

PP: ○○

Spook d4  
Ghost



Deals 2 hits. 1: The target can't take actions this round.

PP: ○○○○

Hypnosis d6  
Psychic



Inflicts Sleep.

PP: ○○○○○○

Night Shade d6  
Ghost



Deals 3 hits.

PP: ○○○○

Dream Eater d4  
Psychic



Only target sleeping Pokémon. Deals 4 hits. Recovers HP equal to the HP the target loses.

PP: ○○○○

Dark Wave d6  
Ghost



Deals 2 hits. Darkens the field until the end of the round.

PP: ○○

Hypnosis d6  
Psychic



Inflicts Sleep.

PP: ○○○○○○

Night Shade d6  
Ghost



Deals 3 hits.

PP: ○○○○

Dream Eater d4  
Psychic



Only target sleeping Pokémon. Deals 4 hits. Recovers HP equal to the HP the target loses.

PP: ○○○○

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# Cloyster

Water Ice

HP: 5

Abilities: Surf  
Size: Medium

No. 091

Attack d10  
Defence 7  
Speed 2  
Special d8

## Weaknesses & Resistances:

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

Tackle d4



Withdraw d1



This Pokémon can't take actions or take damage until the end of the next round.

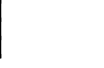
:L1



Supersonic d6



:L2



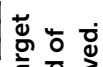
Clamp d4 !1

Water



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

:L3



Aurora Beam d4



:L4



Selfdestruct d10

Normal



:L5



Ice Beam d6

Ice



Deals 3 hits.  
1: Sleep.

:L5



Spike Cannon d4 !2

Normal



:L6



Use this Move three times against the same target.

PP: 0



6 7 30 31 32 33

9 10 11 12 13 14 15 36 39

20 44

49 50



# Haunter

Ghost Poison

► Gengar at :L6

HP: 5

Abilities: Fly  
Size: Medium

No. 093

Attack d4  
Defence 2  
Speed 4  
Special d12

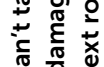
## Weaknesses & Resistances:

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

Lick d4



Confuse Ray d4



:L1



Spook d4

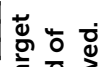


:L2



Night Shade d6

Ghost



Hypnosis d6



:L3



Dark Wave d6

Ghost



:L6



Deals 3 hits.  
1: Sleep.

:L5



Spike Cannon d4 !2

Normal



:L6



Use this Move three times against the same target.

PP: 0



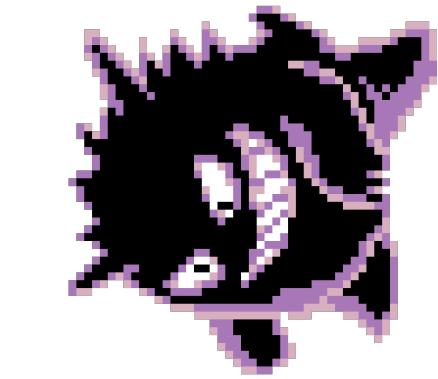
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9 10 11 12 13 14 15 36 39

20 44

49 50





# Gengar

Ghost Poison

HP: 5

Abilities: Fly, Strength  
Size: Medium

No. 094

Attack d6  
Defence 3  
Speed 5  
Special d12

## Weaknesses & Resistances:

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

Lick

Ghost d4

1: Paralysis.



Confuse Ray

Ghost d4

Inflicts Confusion.



Spook

Ghost d4

Deals 2 hits.  
1: The target can't take actions this round.



Hypnosis

Psychic d6

Inflicts Sleep.



Night Shade

Ghost d6

Deals 3 hits.



Dream Eater

Psychic d4

Only target sleeping Pokémon.  
Deals 4 hits. Recovers HP equal to the HP the target loses.



Dark Wave

Ghost d6

Deals 2 hits.  
Darkens the field until the end of the round.



PP: 00

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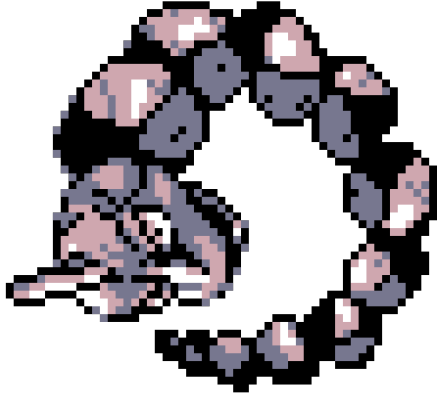
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# Onix

Rock Ground

HP: 6

Abilities: Strength  
Size: Huge

No. 095

Attack d6  
Defence 6  
Speed 3  
Special d4

## Weaknesses & Resistances:

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

Tackle

Normal d4



Screech

Normal d4

Deals 2 hits.



Bind

Normal d4 !1

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



Rock Throw

Rock d6 !1



Rage

Normal d6 !2

If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,



Tunneling

Ground d8 !2

Before rolling: move to any open space.



Slam

Normal d10 !3



Sharpen

Normal d1

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



Harden

Normal d1

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



PP: 0000

PP: 0000

PP: 0000

PP: 0000

26 27 28

6 7 8

31 32

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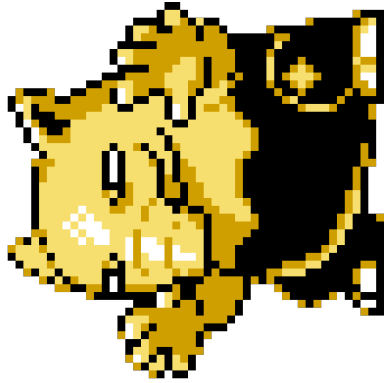
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# Drowzee



Psychic

► Hypno at :L4

HP: ○○○○○○  
6

Abilities: Flash  
Size: Small

No. 096

Attack d4  
Defence 2  
Speed 2  
Special d10

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

x2

Pound

Normal

d4

○○○○

Hypnosis

Psychic

○○

d6

○○○○

:L1

○○○○

Inflicts Sleep.

Disable

Normal

○○

d4

○○○○

:L2

○○○○

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

Confusion

Psychic

○○

d4

○○○○

:L2

○○○○

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

Headbutt

Normal

d8

!2

○○○○

:L3

○○○○

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

Poison Gas

Poison

○○

d4

○○○○

:L3

○○○○

Inflicts Poison.

Psychic

Psychic

○○

d6

○○○○

:L4

○○○○

Deals 3 hits.

Meditate

Psychic

○○

d4

○○○○

:L4

○○○○

Next round, roll the maximum result on the Move Dice for this Pokémon's next Regular Move.

Dream Eater

Psychic

○○

d4

○○○○

:L5

○○○○

Only target sleeping Pokémon. Deals 4 hits. Recovers HP equal to the HP the target loses.

1 2

29 30 31 32 33 34 35

5 6 7 8 9 10

17 19 20 41 42

44 45 46

49 50

# Krabby



Water

► Kingler at :L4

HP: ○○○○○○  
4

Abilities: Cut, Surf, Strength  
Size: Tiny

No. 098

Attack d10  
Defence 4  
Speed 2  
Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

-1

x2

x2

Pound

Normal

d4

○○○○

Bubble

Water

○○

d4

○○○○

:L1

○○○○

Deals 2 hits.

Vice Grip

Normal

○○

d6

!1

○○○○

:L2

○○○○

Hit: The target can't move this round.

Stomp

Normal

d8

!2

○○○○

:L3

○○○○

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

Crabhammer

Water

d10

!3

○○○○

:L4

○○○○

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

Bubble Beam

Water

○○

d6

○○○○

:L5

○○○○

Deals 3 hits.

Harden

Normal

○○

d1

○○○○

:L5

○○○○

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

Guillotine

Normal

d12

!4

○○○○

:L6

○○○○

12: The target faints.

3

6 7 8 9 10 11 12 13 14

36

18 20

44

50



# Hypno

Psychic

HP: 7

Abilities: Flash  
Size: Medium

No. 097

Attack d8  
Defence 4  
Speed 3  
Special d10

Weaknesses & Resistances:

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

Pound  
Normal d4

Hypnosis  
Psychic d6  
Inflicts Sleep.  
PP:

Disable  
Normal d4  
Deals 1 hit. The target must use a Basic Move (a Move with no PP) next round.  
PP:

Confusion  
Psychic d4  
Deals 2 hits and this Pokémon swaps spaces with the target.  
1: Confusion.  
PP:

Headbutt  
Normal d8 !2  
3: The target can't take actions this round.  
PP:

Poison Gas  
Poison d4  
Inflicts Poison.  
PP:

Psychic  
Psychic d6  
Deals 3 hits.  
PP:

Meditate  
Psychic d4  
Next round, roll the maximum result on the Move Dice for this Pokémon's next Regular Move.  
PP:

Dream Eater  
Psychic d4  
Only target sleeping Pokémon. Deals 4 hits. Recovers HP equal to the HP the target loses.  
PP:

1 2 5 6 7 8 9 10 15 17 19 20 29 30 31 32 33 34 35 41 42 44 45 46 49 50



# Kingler

Water

HP: 6

Abilities: Cut, Surf, Strength  
Size: Medium

No. 099

Attack d12  
Defence 5  
Speed 3  
Special d6

Weaknesses & Resistances:

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

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:

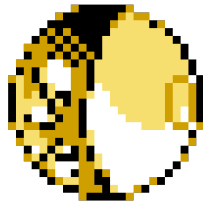
Guillotine  
Normal d12 !4  
12: The target faints.  
PP:

3 6 7 8 9 10 11 12 13 14 15 18 20 44

Voltorb

Electric

► Electrode at :L5



HP: ○○○○○  
5

Abilities: Flash  
Size: Tiny

No. 100

Attack d4  
Defence 3  
Speed 4  
Special d6

Weaknesses & Resistances:

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

Tackle Normal d4

Screech Normal d4 :L1  
Deals 2 hits.  
PP: ○○○○○○

Sonic Boom Normal d4 :L2  
Always deals 2 hits, regardless of any effects.  
PP: ○○○○○○

Selfdestruct Normal d10 :L3  
This Pokémon faints.  
Hit: Deals 2 additional hits.  
PP: ○

Chain Lightning Electric d4 :L3  
Deals 2 hits and 1 hit to each Pokémon next to the target (excluding this Pokémon).  
PP: ○○○○

Light Screen Psychic d4 :L4  
Acts first, but skip movement.  
This Pokémon is unaffected by Special Moves this round.  
PP: ○○○○○○

Swift Normal d6 :L5  
Deals 1 hit to any Pokémon in the battle, even if disappeared.  
This hit cannot be prevented.  
PP: ○○○○○○

Explosion Normal d12 !2 :L6  
This Pokémon faints.  
Hit: Deals 4 additional hits.  
PP: ○

6 7 9 30 31 32 33

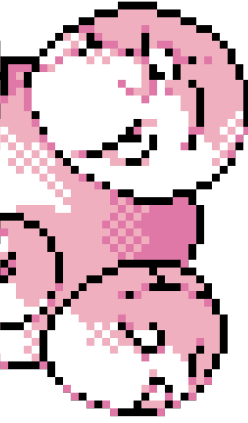
20 39

24 25 44 45 50

Exeggcute

Grass

► Exeggutor with ???



HP: ○○○○○○  
6

Size: Tiny

No. 102

Attack d4  
Defence 4  
Speed 2  
Special d6

Weaknesses & Resistances:

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

Barrage Normal d4 !2

Hypnosis Psychic d6 :L1  
Inflicts Sleep.  
PP: ○○○○○○

Leech Seed Grass d6 :L2  
Each Pokémon adjacent to the target recovers 1 HP. The target loses that HP.  
PP: ○○○○

Psybeam Psychic d4 :L3  
Deals 2 hits.  
1: Confusion.  
PP: ○○○○○○

Reflect Psychic d4 :L3  
Acts first, but skip movement.  
This Pokémon is unaffected by Regular Moves this round.  
PP: ○○○○○○

Egg Bomb Normal d10 !3 :L4  
PP: ○○○○

Solar Beam Grass d4 :L6  
Charge for one round, then try to use this Move on the next.  
Deals 5 hits.  
PP: ○○○○

Psychwave Psychic d6 :L7  
Deals hits equal to the result of the Move Die.  
PP: ○○○○

6 7 9 20 41

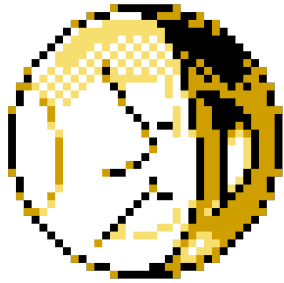
29 30 31 32 33

44 46 50



# Electrode

Electric



HP: 6

Abilities: Flash  
Size: Medium

No. 101

Attack d6  
Defence 3  
Speed 7  
Special d8

## Weaknesses & Resistances:

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

Tackle d4



Screech d4



:L1



Sonic Boom d4



:L2



Selfdestruct d10



Chain Lightning d4



:L3



Light Screen d4



:L4



Swift



:L5



Explosion d12



:L6



Attack d8  
Defence 4  
Speed 2  
Special d12

## Weaknesses & Resistances:

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

Barrage d4



:L2



Hypnosis d6



:L1



Psychic d6



:L2



Psybeam d4



:L3



Reflect d4



:L3



Solar Beam d4



:L6



Leech Seed d6



:L2



Egg Bomb d10



:L4



Psychic d6



:L7



# Exeggutor

Grass Psychic



HP: 7

Abilities: Strength  
Size: Large

No. 103



Hitmonlee

Fighting

HP: 6

Abilities: Strength

Size: Medium

No. 106

Attack d12

Defence 3

Speed 3

Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

x2

Psychic

Bug

Rock

Ghost

Dragon

-1

Kick

Fighting

d4

Double Kick

Fighting

d6 !3

:L1

Use this Move twice against the same target.

PP:

Meditate

Psychic

d4

:L2

Next round, roll the maximum result on the Move Dice for this Pokémon's next Regular Move.

PP:

Rolling Kick

Fighting

d6 !1

:L3

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

PP:

Jump Kick

Fighting

d10 !2

:L4

Miss: This Pokémon loses 1 HP.

PP:

Focus Energy

Normal

d1

:L5

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

PP:

High Jump Kick

Fighting

d12 !3

:L5

Miss: This Pokémon loses 2 HP.

PP:


Mega Kick

Normal

d12 !4

:L6

PP:



Cubone

Ground

HP: 6

Abilities: Strength

Size: Tiny

No. 104

Attack d6

Defence 4

Speed 2

Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

x2

Psychic

Bug

Rock

Ghost

Dragon

-1

Pound

Normal

d4

Bone Club

Ground

d8 !2

:L1

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

PP:

Fury Attack

Normal

d4 !2

:L2

Use this Move three times against the same target.

PP:

Headbutt

Normal

d8 !2

:L2

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

PP:

Skull Bash

Normal

d10 !1

:L3

Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice

PP:

Focus Energy

Normal

d1

:L3

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

PP:

Thrash

Normal

d10 !1

:L4

Hit: This Pokémon becomes confused.

PP:

Bonemerang

Ground

d6 !3

:L5

Use this Move twice against the same target.

PP:

Rage

Normal

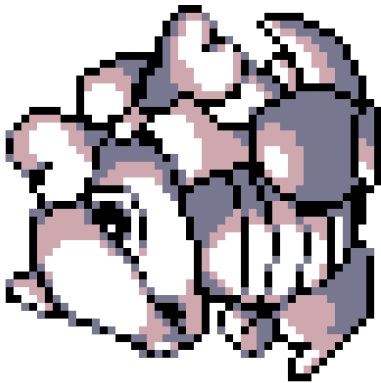
d6 !2

:L6

If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10.

PP:

Marowak



Ground

HP: 7

Abilities: Strength  
Size: Small

No. 105

Attack d10  
Defence 6  
Speed 2  
Special d6

Weaknesses & Resistances:

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

Pound

Normal d4

Bone Club

Ground d8 !2

:L1

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

PP: 0000

Fury Attack

Normal d4 !2

:L2

Use this Move three times against the same target.

PP: 0000

Headbutt

Normal d8 !2

:L2

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

PP: 0000

Skull Bash

Normal d10 !1

:L3

Charge for one round, then try to attack on the next. Roll this Pokémon's Attack die twice

PP: 0000

Focus Energy

Normal

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

PP: 000000

Thrash

Normal d10 !1

:L4

Hit: This Pokémon becomes confused.

PP: 00000

Bonemerang

Ground d6 !3

:L5

Use this Move twice against the same target.

PP: 00

Rage

Normal d6 !2

:L6

If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,

PP: 00000

# Hitmonchan



Fighting

HP: 6

Abilities: Strength  
Size: Medium

No. 107

Attack d10  
Defence 4  
Speed 3  
Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

-1

x2

Jab  
Fighting d4



Comet Punch  
Normal d6 !3



Use this Move twice against the same target.

PP: 0000

Agility  
Psychic d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: 000000

Special Punch  
Fighting d10 !3



Fire Punch  
Fire d8 !2



3: Poison.

PP: 0000

Ice Punch  
Ice d8 !2



3: Sleep.

PP: 0000

Thunder Punch  
Electric d8 !2



Mega Punch  
Normal d10 !3



3: Paralysis.

PP: 0000

Attack d6  
Defence 4  
Speed 2  
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

-1

Constrict  
Normal d4



The target can't move this round.

PP: 0000

Wrap  
Normal d4 !1



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

PP: 00000

Supersonic  
Normal d6



Inflicts Confusion.

PP: 0000

Special Punch  
Fighting d10 !3



Fire Punch  
Fire d8 !2



3: Poison.

PP: 0000

Ice Punch  
Ice d8 !2



3: Sleep.

PP: 0000

Stomp  
Normal d8 !2



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

PP: 00000

Disable  
Normal d4



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

PP: 00000

Slam  
Normal d10 !3



PP: 0000

Thunder Punch  
Electric d8 !2



Mega Punch  
Normal d10 !3



3: Paralysis.

PP: 0000

Screech  
Normal d4



Deals 2 hits.

PP: 0000000

Lick  
Ghost d4



1: Paralysis.

PP: 0000

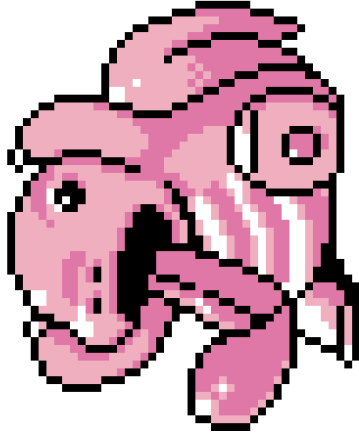
Tongue Stretch  
Normal d6 !1



Hit: Paralysis.

PP: 0000

# Lickitung



Normal

HP: 8

Abilities: Cut, Surf, Strength  
Size: Medium

No. 108

Attack d6  
Defence 4  
Speed 2  
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

-1

Constrict  
Normal d4



The target can't move this round.

PP: 0000

Wrap  
Normal d4 !1



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

PP: 00000

Supersonic  
Normal d6



Inflicts Confusion.

PP: 0000

Special Punch  
Fighting d10 !3



Fire Punch  
Fire d8 !2



3: Poison.

PP: 0000

Ice Punch  
Ice d8 !2



3: Sleep.

PP: 0000

Stomp  
Normal d8 !2



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

PP: 00000

Disable  
Normal d4



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

PP: 00000

Slam  
Normal d10 !3



PP: 0000

Thunder Punch  
Electric d8 !2



Mega Punch  
Normal d10 !3



3: Paralysis.

PP: 0000

Screech  
Normal d4



Deals 2 hits.

PP: 0000000

Lick  
Ghost d4



1: Paralysis.

PP: 0000

Tongue Stretch  
Normal d6 !1



Hit: Paralysis.

PP: 0000

1

5

6

7

8

9

10

17

18

19

20

39

50

26

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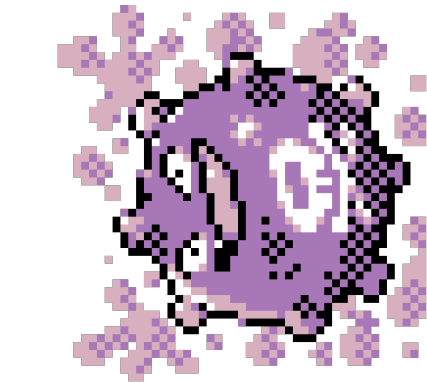
24

25

50







# Koffing

Poison

► Weezing at :L5

HP: ○○○○○  
5

Abilities: Fly  
Size: Tiny

No. 109

Attack d6  
Defence 4  
Speed 2  
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

x2

-1

-1

Tackle

Normal

d4

○○○

Smog

Poison

○○

d6

○○○○

Smoke Screen

Normal

○○

d4

○○○○

Sludge

Poison

d8

!2

○○○○

Foul Odour

Poison

○○

d6

○○○○

Selfdestruct

Normal

d10

:L4

○○○○

Haze

Ice

○○

d4

○○○○

Explosion

Normal

d12

!2

:L6

○○○○

- 2
- 6
- 7
- 31
- 32
- 34
- 37
- 38
- 42
- 44
- 20
- 24
- 25
- 50



# Rhyhorn

Ground

► Rhydon at :L6

HP: ○○○○○  
7

Abilities: Strength  
Size: Medium

No. 111

Attack d8  
Defence 5  
Speed 2  
Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

-1

x2

-1

Tackle

Normal

d4

○○○

Horn Attack

Normal

d8

!2

:L1

○○○○

Stomp

Normal

d8

!2

:L2

○○○○

Fury Attack

Normal

d4

!2

:L3

○○○○

Take Down

Normal

d10

!1

:L4

○○○○

Body Slam

Normal

d10

!3

:L4

○○○○

Horn Drill

Normal

d12

!4

:L6

○○

Hit: This Pokémon loses 1 HP.

- 26
- 27
- 28
- 37
- 38
- 44
- 47
- 48
- 50
- 18
- 20
- 24
- 25



# Weezing

Poison

HP: ○○○○○○  
6

Abilities: Fly  
Size: Medium

No. 110

Attack d10  
Defence 6  
Speed 2  
Special d8

## Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

x2

-1

-1

Tackle

Normal

d4

○○○○

Smog

Poison

○○

d6

○○○○

Smoke Screen

Normal

○○

d4

○○○○

Sludge

Poison

d8

!2

○○○○

Foul Odour

Poison

○○

d6

○○○○

Selfdestruct

Normal

d10

:L4

○○○○

Haze

Ice

○○

d4

○○○○

Explosion

Normal

d12

!2

○○○○

Explosion

Normal

d12

!2

○○○○

2

6

7

31

32

34

37

38

15

42

44

20

24

25

50



# Rhydon

Ground

Rock

HP: ○○○○○○  
8

Abilities: Surf, Strength  
Size: Large

No. 112

Attack d12  
Defence 5  
Speed 2  
Special d4

## Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

-1

x2

-1

Tackle

Normal

d4

○○○○

Horn Attack

Normal

d8

!2

○○○○

Stomp

Normal

d8

!2

○○○○

Fury Attack

Normal

d4

!2

○○○○

Take Down

Normal

d10

!1

○○○○

Body Slam

Normal

d10

!3

○○○○

Slam

Normal

d10

!3

○○○○

Horn Drill

Normal

d12

!4

○○○○

Giant Tail

Normal

d12

!4

○○○○

1

26

27

28

5

6

7

8

9

10

11

12

13

14

15

16

17

18

19

20

24

25

36

37

38

44

47

48

50

Chansey



Normal

HP: 16

Abilities: Strength, Flash  
Size: Small

No. 113

Attack d4  
Defence 1  
Speed 2  
Special d10

Weaknesses & Resistances:

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

Pound d4

Double Slap L1  
Normal d4 !1  
Use this Move twice against the same target.  
PP: 00

Sing L2  
Normal d6  
Inflicts Sleep.  
PP: 0000

Softboiled L3  
Normal d3  
Transfer as many HP as you want from this Pokémon to the target.  
PP: 00

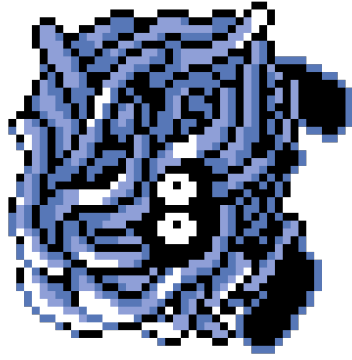
Egg Bomb L4  
Normal d10 !3  
PP: 00

Light Screen L5  
Psychic d4  
Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.  
PP: 000000

Double-Edge L6  
Normal d12 !2  
Hit: This Pokémon loses 1 HP.  
PP: 0000

First Aid L7  
Normal d6  
Recovers HP from the target equal to the result of the Move Die.  
PP: 0000

Tangela



Grass

HP: 6

Abilities: Cut  
Size: Small

No. 114

Attack d6  
Defence 6  
Speed 3  
Special d10

Weaknesses & Resistances:

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

Constrict d4

Absorb L1  
Grass d4  
Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.  
PP: 000000

Sing L2  
Normal d6  
Inflicts Sleep.  
PP: 0000

Softboiled L3  
Normal d3  
Transfer as many HP as you want from this Pokémon to the target.  
PP: 00

Egg Bomb L4  
Normal d10 !3  
PP: 00

Light Screen L5  
Psychic d4  
Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.  
PP: 000000

Double-Edge L6  
Normal d12 !2  
Hit: This Pokémon loses 1 HP.  
PP: 0000

First Aid L7  
Normal d6  
Recovers HP from the target equal to the result of the Move Die.  
PP: 0000





# Kangaskhan

Normal

HP:  8

Abilities: Surf, Strength  
Size: Large

No. 115

Attack d10  
Defence 4  
Speed 4  
Special d4

## Weaknesses & Resistances:

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

Pound  
Normal d4



Comet Punch  
Normal d6 !3



Use this Move twice against the same target.

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:

Bite  
Normal d6 !1



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

PP:

Dizzy Punch  
Normal d8 !2



3: Confusion.

PP:

Mega Punch  
Normal d10 !3



PP:

# Horsea

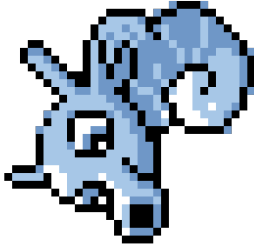
Water

Seadra at :L5

HP:  5

Abilities: Surf  
Size: Tiny

No. 116



Attack d4  
Defence 4  
Speed 2  
Special d8

## Weaknesses & Resistances:

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

Tackle  
Normal d4



Bubble  
Water d4



Deals 2 hits.  
1: Paralysis.

PP:

Smoke Screen  
Normal d4



Darkens the field for the rest of the battle.

PP:

Water Gun  
Water d4



Deals 2 hits.

PP:

Agility  
Psychic d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP:

Bubble Beam  
Water d6



Deals 3 hits.  
1: Paralysis.

PP:

Hydro Pump  
Water d8



Deals 4 hits.

PP:

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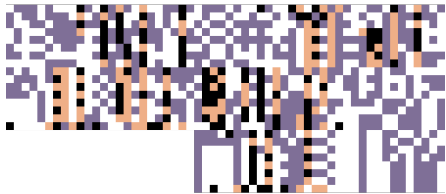
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MissingNo.

Bird Normal

HP: 5

Abilities: Cut, Fly  
Size: Small

No. 000

Attack d20  
Defence 1  
Speed 1  
Special d0

Weaknesses & Resistances:

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

Constrict  
Normal d4  
The target can't move this round.

Bind  
Normal d4 !1  
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.  
PP: 0 0 0 0 0

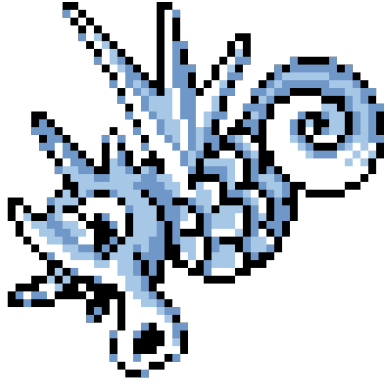
Water Gun  
Water d4  
Deals 2 hits.  
PP: 0 0 0 0 0

Water Gun  
Water d4  
Deals 2 hits.  
PP: 0 0 0 0 0

Water Gun  
Water d4  
Deals 2 hits.  
PP: 0 0 0 0 0

Sky Attack  
Flying d12 !2  
Charge for one round, then attack on the next. Roll this Pokémon's Attack die 3 times.  
PP: 0

1 3 5 6 7 9 10 11 13 14 17 19 20 25 26 27 29 30 40 43 44 45 49 50



Seadra

Water

HP: 6

Abilities: Surf  
Size: Medium

No. 117

Attack d6  
Defence 5  
Speed 4  
Special d10

Weaknesses & Resistances:

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

Constrict  
Normal d4  
The target can't move this round.

Bind  
Normal d4 !1  
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.  
PP: 0 0 0 0 0

Water Gun  
Water d4  
Deals 2 hits.  
PP: 0 0 0 0 0

Water Gun  
Water d4  
Deals 2 hits.  
PP: 0 0 0 0 0

Water Gun  
Water d4  
Deals 2 hits.  
PP: 0 0 0 0 0

Sky Attack  
Flying d12 !2  
Charge for one round, then attack on the next. Roll this Pokémon's Attack die 3 times.  
PP: 0

6 7 9 10 11 12 13 14 15 17 19 20 25 26 27 29 30 40 43 44 45 49 50

Tackle  
Normal d4

Bubble  
Water d4  
Deals 2 hits.  
1: Paralysis.  
PP: 0 0 0 0 0

Smoke Screen  
Normal d4  
Darkens the field for the rest of the battle.  
PP: 0 0 0 0 0

Water Gun  
Water d4  
Deals 2 hits.  
PP: 0 0 0 0 0

Agility  
Psychic d4  
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.  
PP: 0 0 0 0 0

Bubble Beam  
Water d6  
Deals 3 hits.  
1: Paralysis.  
PP: 0 0 0 0 0

Pin Missile  
Bug d4 !2  
Use this Move three times against the same target.  
PP: 0 0 0 0 0

Hydro Pump  
Water d8  
Deals 4 hits.  
PP: 0

Bubble Beam  
Water d6  
Deals 3 hits.  
1: Paralysis.  
PP: 0 0 0 0 0

9 10 11 12 13 14 15 17 19 20 25 26 27 29 30 40 43 44 45 49 50

Goldeen



Water

Seaking at :L5

HP: 5

Abilities: Surf  
Size: Tiny

No. 118

Attack d6  
Defence 3  
Speed 3  
Special d6

Weaknesses & Resistances:

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

Peck

Flying d4



Quick Turn

Normal d6 !1



After this Move, this Pokémon may move 1 space.

PP: 0000

Supersonic

Normal d6



Inflicts Confusion.

PP: 0000

Horn Attack

Normal d8 !2



Fury Attack

Normal d4 !2



Use this Move three times against the same target.

PP: 0000

Waterfall

Water d8 !2



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

PP: 0000

Horn Drill

Normal d12 !4



12: The target faints.

PP: 0

Agility

Psychic d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: 0000

6 7 31 32

9 10 11 12 13 14 36 39

20 44 50

Staryu



Water

Starmie with ?

HP: 5

Abilities: Surf, Flash  
Size: Small

No. 120

Attack d4  
Defence 3  
Speed 4  
Special d6

Weaknesses & Resistances:

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

Tackle

Normal d4



Water Gun

Water d4



Deals 2 hits.

PP: 0000

Harden

Normal d1



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

PP: 0000

Recover

Normal d6



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

PP: 0000

Swift

Normal d4



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

PP: 0000

Flood

Water d6



Deals 3 hits.

PP: 0000

Star Freeze

Ice d8



Deals 3 hits and inflicts Paralysis.

PP: 0000

Light Screen

Psychic d4



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

PP: 0000

Hydro Pump

Water d8



Deals 4 hits.

PP: 0

2

6 7 29 30 31 32 33

9 10 11 12 13 14 36 39

20 44 45 46

24 25 49 50



# Seaking

Water

HP: 7

Abilities: Surf  
Size: Medium

No. 119

Attack d10  
Defence 4  
Speed 3  
Special d8

## Weaknesses & Resistances:

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

Peck d4

Quick Turn :L1  
Normal d6 !1  
After this Move, this Pokémon may move 1 space.  
PP: 00000

Supersonic :L2  
Normal d6  
Inflicts Confusion.  
PP: 00000

Horn Attack :L3  
Normal d8 !2  
PP: 00000

Fury Attack :L4  
Normal d4 !2  
Use this Move three times against the same target.  
PP: 00000

Waterfall :L5  
Water d8 !2  
3: The target can't take actions this round.  
PP: 00000

Drill Peck :L6  
Flying d8 !2  
PP: 00000

Agility :L7  
Psychic d4  
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.  
PP: 00000

Horn Drill :L8  
Normal d12 !4  
12: The target faints.  
PP: 0

6 7 31 32

9 10 11 12 13 14 15 36 39

20 44

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

Tackle d4

Water Gun :L1  
Water d4  
Deals 2 hits.  
PP: 00000

Harden :L2  
Normal d1  
For this battle: Increase this Pokémon's Defence by 1 (max +2).  
PP: 00000

Recover :L3  
Normal d6  
This Pokémon recovers HP equal to the result of the Move die.  
PP: 00000

Swift :L4  
Normal  
Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.  
PP: 00000

Flood :L5  
Water d6  
Deals 3 hits.  
PP: 00000

Star Freeze :L6  
Ice d8  
Deals 3 hits and inflicts Paralysis.  
PP: 00000

Light Screen :L6  
Psychic d4  
Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.  
PP: 00000

Hydro Pump :L7  
Water d8  
Deals 4 hits.  
PP: 0

2

6 7 29 30 31 32 33

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20 44 45 46

24 25 49 50

# Mr. Mime



Psychic

HP: 5

Abilities: Flash  
Size: Medium

No. 122

Attack d6  
Defence 5  
Speed 4  
Special d12

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

x2

Barrier

Psychic

d4

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

Confusion

Psychic

d4

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

PP: 0000

Light Screen

Psychic

d4

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

PP: 000000

Reflect

Psychic

d4

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

PP: 00000

Double Slap

Normal

d4 !1

Use this Move twice against the same target.

PP: 00

Meditate

Psychic

d4

Next round, roll the maximum result on the Move Dice for this Pokémon's next Regular Move.

PP: 0000000

Substitute

Normal

d4

Swap spaces with the target.

PP: 00

Psychic

Psychic

d6

Deals 3 hits.

PP: 00

# Scyther



Bug

Flying

HP: 6

Abilities: Cut  
Size: Medium

No. 123

Attack d10  
Defence 4  
Speed 5  
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

x2

-1

x2

x2

Scratch

Normal

d4

Quick Attack

Normal

d6 !1

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: 000000

Quick Turn

Normal

d6 !1

After this Move, this Pokémon may move 1 space.

PP: 00000

Focus Energy

Normal

d1

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

PP: 000000

Double Team

Normal

d4

Whenever this Pokémon is targeted, flip a coin: heads = Miss, tails = this effect ends.

PP: 0000

Slash

Normal

d8 !2

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

PP: 00000

Swords Dance

Normal

d1

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

PP: 000000

Agility

Psychic

d4

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: 000000

Wing Attack

Flying

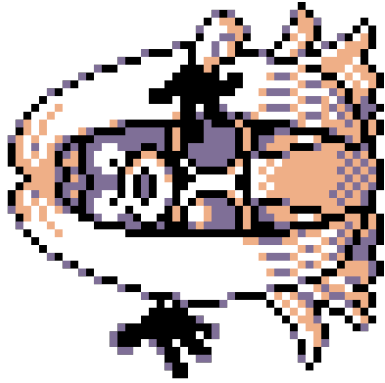
d6 !1

PP: 000000





Jynx



Ice Psychic

HP: 7

Size: Medium

No. 124

Attack d6  
Defence 3  
Speed 5  
Special d10

Weaknesses & Resistances:

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

Pound d4

Lovely Kiss d4  
Inflicts Sleep.

Lick d4  
1: Paralysis.

Powder Snow d4  
Deals 2 hits.  
1: Sleep.

Double Slap d4 !1  
Use this Move twice against the same target.

Ice Punch d8 !2  
3: Sleep.

Body Slam d10 !3  
4: Paralysis.

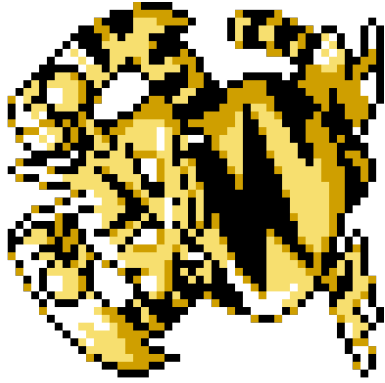
Thrash d10 !1  
Hit: This Pokémon becomes confused.

Blizzard d8  
Deals 4 hits.  
1: Sleep.

1 2

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Electabuzz



Electric

HP: 7

Abilities: Strength, Flash  
Size: Small

No. 125

Attack d8  
Defence 3  
Speed 5  
Special d8

Weaknesses & Resistances:

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

Pound d4

Quick Attack d6 !1  
This Move happens before all other Moves this round (incl. Reflect and Light Screen).

Drag Off d8 !2  
Hit: Pulls the target towards this Pokémon (if possible).

Thunder Shock d4  
Deals 2 hits.  
1: Paralysis.

Thunder Punch d8 !2  
3: Paralysis.

Screech d4  
Deals 2 hits.

Light Screen d4  
Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.

Thunderbolt d6  
Deals 3 hits.  
1: Paralysis.

Thunder d8  
Deals 4 hits.  
1: Paralysis.

1

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# Magmar

Fire

HP: 7

Abilities: Strength, Flash  
Size: Medium

No. 126

Attack d10  
Defence 3  
Speed 4  
Special d8

## Weaknesses & Resistances:

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

Pound  
Normal d4

Ember  
Fire d4  
Deals 2 hits.  
1: Poison.  
PP: 0000

Drag Off  
Normal d8 !2  
Hit: Pulls the target towards this Pokémon (if possible).  
PP: 0000

Confuse Ray  
Ghost d4  
Inflicts Confusion.  
PP: 00

Fire Punch  
Fire d8 !2  
3: Poison.  
PP: 0000

Smoke Screen  
Normal d4  
Darkens the field for the rest of the battle.  
PP: 00000

Smog  
Poison d6  
Deals 1 hit + Poison.  
PP: 00000

Flamethrower  
Fire d6  
Deals 3 hits.  
1: Poison.  
PP: 0000

Fire Blast  
Fire d8  
Deals 4 hits.  
1: Poison.  
PP: 0

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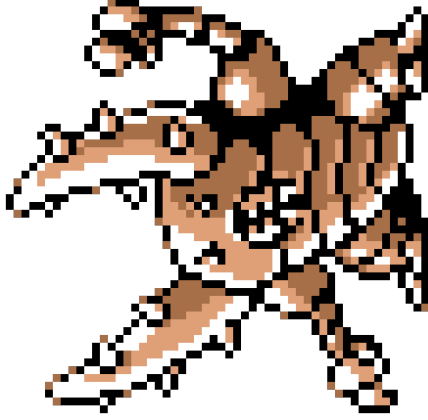
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# Pinsir

Bug

HP: 6

Abilities: Cut, Strength  
Size: Medium

No. 127

Attack d12  
Defence 5  
Speed 3  
Special d6

## Weaknesses & Resistances:

Normal  
Fire x2  
Ice  
Fighting -1  
Psychic -1  
Water  
Ground x2  
Rock x2  
Electric  
Poison x2  
Bug  
Grass -1  
Flying  
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: 00000

Bind  
Normal d4 !1  
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.  
PP: 00000

Seismic Toss  
Fighting d8 !2  
Hit: Moves the target to the opposite side of this Pokémon if that space is open.  
PP: 00000

Guillotine  
Normal d12 !4  
12: The target faints.  
PP: 0

Focus Energy  
Normal d1  
For this battle: Whenever this Pokémon hits with a Regular Move, it deals an additional hit.  
PP: 00000

Harden  
Normal d1  
For this battle: Increase this Pokémon's Defence by 1 (max +2).  
PP: 00000

Slash  
Normal d8 !2  
If this Pokémon's Speed + the result of the Move die > 8, this Move deals 1 additional hit.  
PP: 00000

Swords Dance  
Normal d1  
Double the number of hits inflicted by this Pokémon's next successful Regular Move.  
PP: 00000

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# Tauros

Normal

HP: 6

Abilities: Strength  
Size: Large

No. 128

Attack d10  
Defence 4  
Speed 5  
Special d6

## Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting x2

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

Tackle  
Normal d4



Stomp  
Normal d8 !2



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

PP: 0000

Horn Attack  
Normal d8 !2



PP: 0000

Overrun  
Normal d8 !2



Before rolling: Can move 2 more spaces. Can & must cross target's space to opposite side.

PP: 0000

Rage  
Normal d6 !2



If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10, PP: 0000

Take Down  
Normal d10 !1



Hit: This Pokémon loses 1 HP.

PP: 0000

Thrash

Normal

d10 !1

:L7



Hit: This Pokémon becomes confused.

PP: 0000

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# Magikarp

Water

HP: 4

Abilities: Surf  
Size: Small

No. 129

Attack d4  
Defence 3  
Speed 3  
Special d4

## Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

-1

x2

x2

Splash  
Normal

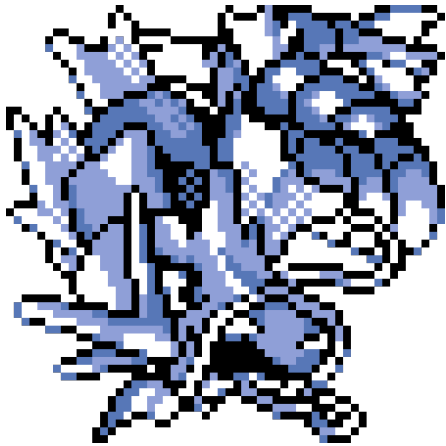


Tackle  
Normal d4



:L2





# Gyarados

Water Flying

HP: 7

Abilities: Surf, Strength  
Size: Huge

No. 130

Attack d12  
Defence 3  
Speed 3  
Special d10

## Weaknesses & Resistances:

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

Tackle  
Normal d4



Bite  
Normal d6 !1



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

PP:

Bubble Beam  
Water d6



Deals 3 hits.  
1: Paralysis.

PP:

Thrash  
Normal d10 !1



Hit: This Pokémon becomes confused.

PP:

Dragon Rage  
Dragon d8



Deals 4 hits.

PP:

Hydro Pump  
Water d8



Deals 4 hits.

PP:

Hyper Beam  
Normal d8



Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.

PP:



# Lapras

Water Ice

HP: 9

Abilities: Surf, Strength  
Size: Large

No. 131

Attack d8  
Defence 4  
Speed 2  
Special d8

## Weaknesses & Resistances:

Normal Fire Water Grass  
Ice Fighting x2 Poison Ground Flying  
Psychic Bug Rock x2 Dragon

Tackle Normal d4



Water Gun Water d4



Deals 2 hits.

PP: 0 0 0 0 0

:L1



Sing Normal d6



Inflicts Sleep.

PP: 0 0 0 0

:L2



Haze Ice d4



:L2



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

PP: 0 0 0 0 0 0

Body Slam Normal d10 !3



:L3



Confuse Ray Ghost d4



:L4



Ice Beam Ice d6



:L5



Deals 3 hits.  
1: Sleep.

PP: 0 0

Flood Water d6



:L5



Hydro Pump Water d8



:L6



Deals 4 hits.

PP: 0

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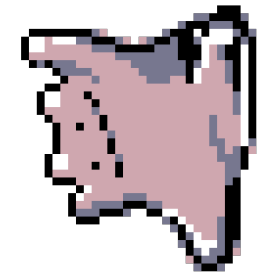
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# Ditto

Normal

HP: 6



Size: Tiny

No. 132

Attack d6  
Defence 3  
Speed 2  
Special d6

## Weaknesses & Resistances:

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

Transform



For this battle: This Pokémon transforms into the target, except for its HP.





HP: 8

No. S20

## Weaknesses & Resistances:

Normal

Fire

Water

Grass

Ice

## Fighting

## Poison

## Flying

x2

Psychic

Bug

Rock

Dragon

1

|     |     |      |
|-----|-----|------|
|     |     |      |
| Red | Red | Blue |
|     |     |      |

|     |      |  |
|-----|------|--|
|     |      |  |
| Red | Blue |  |
|     |      |  |

**d6 !1**

PP: ○○○○

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|  |  |  |

PP: 0000

# Eevee

Normal

▶ ??? with ???



HP: ○○○○○○  
6

Size: Tiny

No. 133

Attack d6  
Defence 3  
Speed 2  
Special d6

Weaknesses & Resistances:

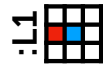
|         |             |        |          |        |
|---------|-------------|--------|----------|--------|
| Normal  | Fire        | Water  | Electric | Grass  |
| Ice     | Fighting x2 | Poison | Ground   | Flying |
| Psychic | Bug         | Rock   | Ghost    | Dragon |

-1

Tackle  
Normal d4



Sand-Attack  
Normal d4 !2



Quick Attack  
Normal d6 !1



Bite  
Normal d6 !1



Focus Energy  
Normal d1



Take Down  
Normal d10 !1



Attack d6  
Defence 3  
Speed 2  
Special d6

Weaknesses & Resistances:

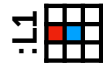
|         |             |        |          |        |
|---------|-------------|--------|----------|--------|
| Normal  | Fire        | Water  | Electric | Grass  |
| Ice     | Fighting x2 | Poison | Ground   | Flying |
| Psychic | Bug         | Rock   | Ghost    | Dragon |

-1

Tackle  
Normal d4



Sand-Attack  
Normal d4 !2



Quick Attack  
Normal d6 !1



Bite  
Normal d6 !1



Focus Energy  
Normal d1



Take Down  
Normal d10 !1



# Eevee

Normal

▶ ??? with ???



HP: ○○○○○○  
6

Size: Tiny

No. 133

Vaporeon



Water

HP: 9

Abilities: Surf  
Size: Small

No. 134

Attack d6  
Defence 3  
Speed 3  
Special d10

Weaknesses & Resistances:

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

Tackle Normal d4



Water Gun Water d4



Deals 2 hits.

PP: 0 0 0 0 0

:L1



Quick Attack Normal d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: 0 0 0 0 0 0

:L2



Bite Normal d6 !1



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

PP: 0 0 0 0 0

:L3



Aurora Beam Ice d4



Deals 2 hits.

PP: 0 0 0 0 0

:L4



Haze Ice d4



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

PP: 0 0 0 0 0

:L5



Acid Armour Poison d4



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

PP: 0 0 0 0 0 0

:L5



Hydro Pump Water d8



Deals 4 hits.

PP: 0

:L6



Lure Normal d4



Move the target next to this Pokémon. The target can't move this round.

PP: 0 0 0 0 0

:L7



Tackle Normal d4



Water Gun Water d4



Deals 2 hits.

PP: 0 0 0 0 0

:L1



Quick Attack Normal d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: 0 0 0 0 0

:L2



Bite Normal d6 !1



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

PP: 0 0 0 0 0

:L3



Aurora Beam Ice d4



Deals 2 hits.

PP: 0 0 0 0 0

:L4



Haze Ice d4



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

PP: 0 0 0 0 0

:L5



Acid Armour Poison d4



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

PP: 0 0 0 0 0 0

:L5



Hydro Pump Water d8



Deals 4 hits.

PP: 0

:L6



Lure Normal d4



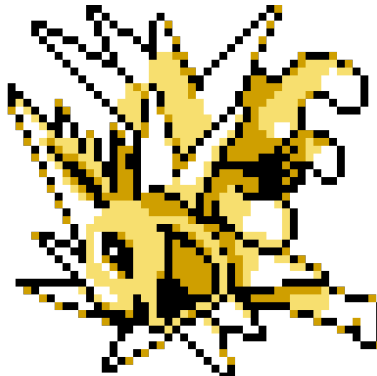
Move the target next to this Pokémon. The target can't move this round.

PP: 0 0 0 0 0

:L7



Jolteon



Electric

HP: 6

Abilities: Flash  
Size: Small

No. 135

Attack d6  
Defence 3  
Speed 6  
Special d10

Weaknesses & Resistances:

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

Tackle Normal d4



Thunder Shock Electric d4



Deals 2 hits.  
1: Paralysis.

PP: 0 0 0 0 0

:L1



Quick Attack Normal d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: 0 0 0 0 0

:L2



Bite Normal d6 !1



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

PP: 0 0 0 0 0

:L3



Double Kick Fighting d6 !3



Use this Move twice against the same target.

PP: 0 0 0 0 0

:L4



Pin Missile Bug d4 !2



Use this Move three times against the same target.

PP: 0 0 0 0 0

:L5



Agility Psychic d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: 0 0 0 0 0

:L6



Thunder Wave Electric d4



Inflicts Paralysis.

PP: 0 0 0 0 0

:L5



Thunder Shock Electric d4



Deals 2 hits.  
1: Paralysis.

PP: 0 0 0 0 0

:L6



Thunder Wave Electric d4



Inflicts Paralysis.

PP: 0 0 0 0 0

:L5



Agility Psychic d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: 0 0 0 0 0

:L6



Thunder Electric d8



Deals 4 hits.  
1: Paralysis.

PP: 0 0 0 0

:L7





Eevee



Normal

HP:

6

▶ ??? with ???

Size: Tiny

No. 133

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

Attack

d6

Defence

3

Speed

2

Special

d6

Tackle

Normal

d4

Sand-Attack

Normal

d4

!2

Hit: Confusion.

PP:

:L1

Quick Attack

Normal

d6

!1

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP:

Bite

Normal

d6

!1

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

PP:

Focus Energy

Normal

d1

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

PP:

Take Down

Normal

d10

!1

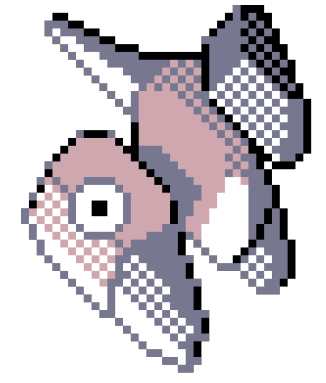
Hit: This Pokémon loses 1 HP.

PP:

:L1

:L2

Porygon



Normal

HP:

6

Abilities: Flash

Size: Small

No. 137

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

Attack

d6

Defence

4

Speed

2

Special

d10

Tackle

Normal

d4

Sand-Attack

Normal

d4

!2

Hit: Confusion.

PP:

:L1

Quick Attack

Normal

d6

!1

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP:

Bite

Normal

d6

!1

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

PP:

Focus Energy

Normal

d1

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

PP:

Take Down

Normal

d10

!1

Hit: This Pokémon loses 1 HP.

PP:

:L1

:L2

Tackle

Normal

d4

Sharpen

Normal

d1

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

PP:

Conversion

Normal

d4

For this battle: This Pokémon becomes resistant to every type.

PP:

Bite

Normal

d6

!1

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

PP:

Focus Energy

Normal

d1

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

PP:

Take Down

Normal

d10

!1

Hit: This Pokémon loses 1 HP.

PP:

Psybeam

Psychic

d4

Deals 2 hits.  
1: Confusion.

PP:

Recover

Normal

d6

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

PP:

Agility

Psychic

d4

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP:

Tri Attack

Normal

d10

Use this Move three times against the same target.  
Deals 2 hits.

PP:

6

7

8

9

10

13

14

15

20

24

25

29

30

31

32

33

39

44

45

46

49

50

Flareon



Fire

HP: 6

Abilities: Flash  
Size: Small

No. 136

Attack d12  
Defence 3  
Speed 3  
Special d10

Weaknesses & Resistances:

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

Tackle

Normal d4

PP: 0000

Ember

Fire d4

Deals 2 hits.  
1: Poison.

PP: 0000

Quick Attack

Normal d6 !1

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: 000000

Bite

Normal d6 !1

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

PP: 00000

Fire Spin

Fire d12

Deals 1 hit. The targets can't take actions until the end of the next round.

PP: 0000

Smog

Poison d6

Deals 1 hit + Poison.

PP: 00000

Heat Tackle

Fire d10 !1

Hit: This Pokémon loses 1 HP.

PP: 0000

Rage

Normal d6 !2

If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10.

PP: 00000

Flamethrower

Fire d6

Deals 3 hits.  
1: Poison.

PP: 0000

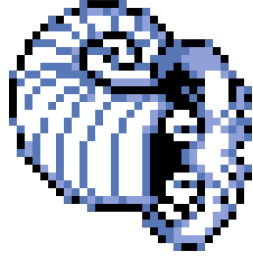
# Omanyte

Rock Water ▶ Omastar at :L5

HP: ○○○○○  
5

Abilities: Surf  
Size: Tiny

No. 138



Attack d4  
Defence 4  
Speed 2  
Special d8

## Weaknesses & Resistances:

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

Tackle Normal d4



Water Gun Water d4



Deals 2 hits.

PP: ○○○○○

:L1



Spook Ghost d4



Deals 2 hits.  
1: The target can't take actions this round.

PP: ○○○○○

:L2



Withdraw Water d1



This Pokémon can't take actions or take damage until the end of the next round.

PP: ○○○○○○○

:L2



Horn Attack Normal d8 !2



PP: ○○○○○

:L3



Spike Cannon Normal d4 !2



Use this Move three times against the same target.

PP: ○○○○○

:L4



Hydro Pump Water d8



Deals 4 hits.

PP: ○

:L5



Horn Drill Normal d12 !4



12: The target faints.

PP: ○

:L6



Attack d8  
Defence 4  
Speed 2  
Special d4

## Weaknesses & Resistances:

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

Scratch Normal d4



Absorb Grass d4



Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○○○○○

:L1



Leech Life Bug d4 !1



Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○○○○○

:L2



Harden Normal d1



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

PP: ○○○○○○○

:L2



Slash Normal d8 !2



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

PP: ○○○○○

:L4



Fury Swipes Normal d4 !2



Use this Move three times against the same target.

PP: ○○○○○

:L4



Hydro Pump Water d8



Deals 4 hits.

PP: ○

:L5



Guillotine Normal d12 !4



12: The target faints.

PP: ○

:L6



# Kabuto

Rock Water ▶ Kabutops at :L5

HP: ○○○○○  
5

Abilities: Surf  
Size: Tiny

No. 140



Omastar



Rock Water

HP: 6

Abilities: Surf  
Size: Small

No. 139

Attack d6  
Defence 6  
Speed 2  
Special d12

Weaknesses & Resistances:

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

Tackle d4



Water Gun d4



:L1



Spook d4



:L2



Withdraw d1



:L2



Horn Attack d8 !2



:L3



Spike Cannon d4 !2



:L4



Hydro Pump d8



:L5



Horn Drill d12 !4



:L6



Attack d12  
Defence 5  
Speed 3  
Special d6

Weaknesses & Resistances:

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

Scratch d4



Absorb d4



:L1



Leech Life d4 !1



:L2



Harden d1



:L2



Slash d8 !2



:L4



Fury Swipes d4 !2



:L4



Hydro Pump d8



:L5



Guillotine d12 !4



:L6



Kabutops



Rock Water

HP: 6

Abilities: Cut, Surf  
Size: Medium

No. 141



# Aerodactyl

Rock Flying

HP: 7

Abilities: Fly  
Size: Medium

No. 142

Attack d10  
Defence 3  
Speed 6  
Special d4

## Weaknesses & Resistances:

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

Tackle Normal d4

Supersonic Normal d6  
Inflicts Confusion.

Wing Attack Flying d6 !1

Agility Psychic d4  
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

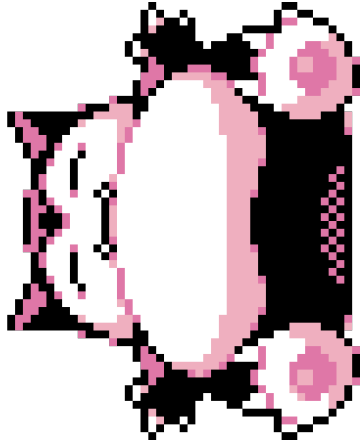
Bite Normal d6 !1  
2: The target can't take actions this round.

Take Down Normal d10 !1  
Hit: This Pokémon loses 1 HP.

Dive Bomb Flying d8 !1  
Disappear for one round, reappear in an open space and attack on the next round.

Hyper Beam Normal d8  
Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.

4 6 7 9 10 15 23 20 43 44 37 38 39 40 50



# Snorlax

Normal

HP: 11

Abilities: Surf, Strength  
Size: Large

No. 143

Attack d10  
Defence 3  
Speed 1  
Special d6

## Weaknesses & Resistances:

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

Pound Normal d4

Rest Psychic d1  
This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.

Headbutt Normal d8 !2  
3: The target can't take actions this round.

Amnesia Psychic d4  
Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).

Body Slam Normal d10 !3  
4: Paralysis.

Harden Normal d1  
For this battle: Increase this Pokémon's Defence by 1 (max +2).

Double-Edge Normal d12 !2  
Hit: This Pokémon loses 1 HP.

Hyper Beam Normal d8  
Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.

1 2 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 22 24 25 26 27 29 31 32 33 35 36 37 38 44 46 48 50







# Articuno

Ice Flying

HP: 7

Abilities: Fly  
Size: Large

No. 144

Attack d8  
Defence 5  
Speed 4  
Special d12

## Weaknesses & Resistances:

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

Peck d4



Gust d6 !1



Ice Beam d6



Reflect Psychic d4



Blizzard Ice d8



Agility Psychic d4



Haze Ice d4



Coldsnap Ice d10



Peck d4



Thunder Shock Electric d4



Drill Peck Flying d8 !2



Thunderbolt Electric d6



Thunder Electric d8



Thunderstorm Electric d10



Agility Psychic d4



Light Screen Psychic d4



Thunderstorm Electric d10



Thunderstorm Electric d10



Agility Psychic d4



# Zapdos

Electric Flying

HP: 7

Abilities: Fly, Flash  
Size: Large

No. 145

Attack d8  
Defence 4  
Speed 5  
Special d12

## Weaknesses & Resistances:

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

Peck d4



Gust d6 !1



Ice Beam d6



Reflect Psychic d4



Blizzard Ice d8



Agility Psychic d4



Haze Ice d4



Coldsnap Ice d10



Agility Psychic d4



Peck d4



Thunder Shock Electric d4



Drill Peck Flying d8 !2



Thunderbolt Electric d6



Thunder Electric d8



Thunderstorm Electric d10



Agility Psychic d4



Light Screen Psychic d4



Thunderstorm Electric d10



Thunderstorm Electric d10



Agility Psychic d4







# Moltres

Fire Flying

HP: 7

Abilities: Fly, Flash  
Size: Large

No. 146

Attack d10  
Defence 4  
Speed 4  
Special d12

## Weaknesses & Resistances:

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

Peck d4

Gust :L1  
Normal d6 !1  
Hit: Pushes the target back 1 space if that space is open.  
PP: 5

Fire Spin :L4  
Fire d12  
Deals 1 hit. The targets can't take actions until the end of the next round.  
PP: 5

Dive Bomb :L5  
Flying d8 !1  
Disappear for one round, then reappear in an open space and attack on the next round.  
PP: 2

Fire Blast :L6  
Fire d8  
Deals 4 hits.  
1: Poison.  
PP: 1

Agility :L6  
Psychic d4  
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.  
PP: 5

Sky Attack :L7  
Flying d12 !2  
Charge for one round, then attack on the next. Roll this Pokémon's Attack die 3 times.  
PP: 1

Wildfire :L9  
Fire d10  
Deals 3 hits and inflicts Poison.  
PP: 2

4 6 7 9 10 15 20 43 44 50



# Dratini

Dragon

HP: 6

Abilities: Surf  
Size: Small

No. 147

Attack d6  
Defence 3  
Speed 2  
Special d6

## Weaknesses & Resistances:

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

Constrict d4

Wrap :L1  
Normal d4 !1  
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.  
PP: 5

Thunder Wave :L2  
Electric d4  
Inflicts Paralysis.  
PP: 4

Agility :L3  
Psychic d4  
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.  
PP: 5

Slam :L4  
Normal d10 !3  
PP: 5

Dragon Rage :L5  
Dragon d8  
Deals 4 hits.  
PP: 2

Giant Tail :L6  
Normal d12 !4  
PP: 1

Hyper Beam :L7  
Normal d8  
Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.  
PP: 1

6 7 8 9 10 11 12 13 14 20 23 24 25 44 45 50

# Dragonair



Dragon

Dragonite at :L8

HP: 6

Abilities: Fly, Surf  
Size: Large

No. 148

Attack d8

Defence 3

Speed 3

Special d8

## Weaknesses & Resistances:

Normal

Fire -1

Water -1

Electric -1

Grass -1

Ice x2

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon x2

Constrict

Normal d4

The target can't move this round.

Wrap

Normal d4 !1

:L1

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

PP:

Thunder Wave

Electric

:L2

Inflicts Paralysis.

PP:

Agility

Psychic d4

:L3

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP:

Slam

Normal d10 !3

:L4

PP:

Dragon Rage

Dragon d8

:L5

Deals 4 hits.

PP:

Giant Tail

Normal d12 !4

:L6

PP:

Hyper Beam

Normal d8

:L7

Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.

PP:

- 6

7

8

9

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11

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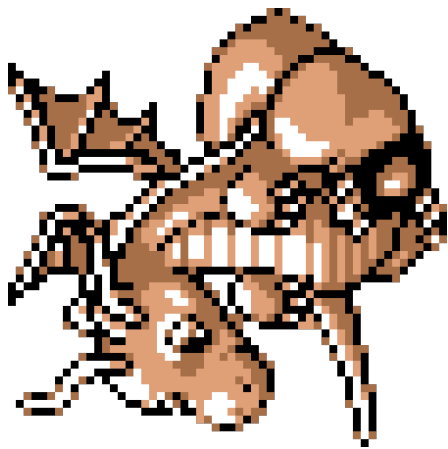
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48

49

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# Dragonite

Dragon Flying

HP: 8

Abilities: Fly, Surf, Strength  
Size: Large

No. 149

Attack d12  
Defence 4  
Speed 3  
Special d10

Weaknesses & Resistances:

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

Constrict  
Normal d4  
The target can't move this round.

Wrap  
Normal d4 !1  
Hit: This Pokémon & the target can't take actions until end of next round or either is moved.  
PP: 0 0 0 0 0

Thunder Wave  
Electric d4  
Inflicts Paralysis.  
PP: 0 0 0 0 0

Agility  
Psychic d4  
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.  
PP: 0 0 0 0 0 0

Slam  
Normal d10 !3  
PP: 0 0 0 0 0

Dragon Rage  
Dragon d8  
Deals 4 hits.  
PP: 0 0

Giant Tail  
Normal d12 !4  
PP: 0

Hyper Beam  
Normal d8  
Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.  
PP: 0

6 7 8 9 10 11 12 13 14 15  
31 32 33 36 37 38 39 44 45 50



# 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 -1 Poison -1 Ground -1 Flying  
Psychic Bug -1 Rock x2 Ghost x2 Dragon 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: 0 0 0 0 0

Swift  
Normal  
Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.  
PP: 0 0 0 0 0

Psychic  
Psychic d6  
Deals 3 hits.  
PP: 0 0

Barrier  
Psychic d4  
Completely blocks an adjacent space. A successful Regular Move breaks this effect.  
PP: 0 0 0 0 0

Recover  
Normal d6  
This Pokémon recovers HP equal to the result of the Move die.  
PP: 0 0 0 0 0

Haze  
Ice d4  
Removes all effects and conditions on this Pokémon and on each target.  
PP: 0 0 0 0 0

Super Psy  
Psychic d8  
Deals 4 hits.  
PP: 0

Amnesia  
Psychic d4  
Restores all the PP of one of this Pokémon's other Moves (excluding TMs, only in battle).  
PP: 0 0 0 0 0

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



Mew

Psychic



HP: 8

Abilities: Cut, Fly, Surf, Strength, Flash  
Size: Tiny

No. 151

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

Attack d10

Defence 5

Speed 5

Special d10

Pound

Normal

d4

Transform

Normal

:L1

For this battle: This Pokémon transforms into the target, except for its HP.

PP: 00

Mega Punch

Normal

d10 !3

:L2

PP: 0000

Metronome

Normal

d6

:L3

1: Swap spaces. 2: Sleep. 3: 1 hit + Paralysis. 4: 2 hits. 5: 3 hits + Confusion. 6: 4 hits.

PP: 00

Psychic

Psychic

d6

:L4

Deals 3 hits.

PP: 00

Super Metronome

Normal

d6

:L5

1: Teleport anywhere. 2: Sleep. 3: 1 hit + Paralysis. 4: 2 hits. 5: 3 hits + Confusion. 6: 4 hits.

PP: 0

Super Psy

Psychic

d8

:L6

Deals 4 hits.

PP: 0

- 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25
- 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50

Tyker

Electric



HP: 6

Abilities: Flash  
Size: Small

No. S01

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

x2

Attack d6

Defence 2

Speed 3

Special d6

Scratch

Normal

d4

Thunder Shock

Electric

d4

:L1

Deals 2 hits. 1: Paralysis.

PP: 00000

Quick Attack

Normal

d6 !1

:L2

This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: 00000

Roar

Normal

d4

:L2

Pushes the targets back 1 space. Opponents can't enter a space next to you this round.

PP: 0000

Pounce

Normal

d6 !1

:L3

Before rolling: This Pokémon can move 1 additional space.

PP: 0000

Bite

Normal

d6 !1

:L4

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

PP: 0000

Thunderbolt

Electric

d6

:L5

Deals 3 hits. 1: Paralysis.

PP: 0000

Agility

Psychic

d4

:L5

For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: 00000

Thunder

Electric

d8

:L6

Deals 4 hits. 1: Paralysis.

PP: 000

- 5 6 7 8 9 10
- 16 20 24 25
- 31 32 33 39 44 45 47 50



# Straigar

Electric

HP: 8

Abilities: Flash  
Size: Medium

No. S02

Attack d8  
Defence 3  
Speed 4  
Special d8

## Weaknesses & Resistances:

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

Scratch  
Normal d4



Roar  
Normal d4



Pushes the targets back 1 space. Opponents can't enter a space next to you this round.

PP: 0000

Thunderbolt  
Electric d6



Deals 3 hits.  
1: Paralysis.

PP: 000

Thunder Shock  
Electric d4



Deals 2 hits.  
1: Paralysis.

PP: 0000

Pounce  
Normal d6 !1



Before rolling: This Pokémon can move 1 additional space.

PP: 000

Agility  
Psychic d4



For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.

PP: 0000

Quick Attack  
Normal d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: 0000

Bite  
Normal d6 !1



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

PP: 0000

Thunder  
Electric d8



Deals 4 hits.  
1: Paralysis.

PP: 000

5 6 7 8 9 10

15 16 39

20 24 25 44 45 47 50

Warfurs

Ice

► Wearslycan at :L5

HP: 6

Abilities: Cut, Flash  
Size: Tiny

No. S03



Attack d6  
Defence 3  
Speed 2  
Special d6

Weaknesses & Resistances:

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

Scratch  
Normal d4



Powder Snow  
Ice d4



Deals 2 hits.  
1: Sleep.

PP: 4

Haze  
Ice d4



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

PP: 4

Fury Swipes  
Normal d4 !2



Use this Move three times  
against the same target.

PP: 3

Slash  
Normal d8 !2



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

PP: 4

Screech  
Normal d4



Deals 2 hits.

PP: 4

Confuse Ray  
Ghost d4



Inflicts Confusion.

PP: 2

Blizzard  
Ice d8



Deals 4 hits.  
1: Sleep.

PP: 1

Wooper

Water

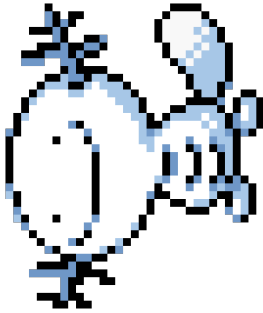
Ground

► Quagsire at :L4

HP: 6

Abilities: Surf  
Size: Tiny

No. S06



Attack d6  
Defence 3  
Speed 2  
Special d6

Weaknesses & Resistances:

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

Pound  
Normal d4



Water Gun  
Water d4



Deals 2 hits.

PP: 4

Tremor  
Ground d6 !1



PP: 4

Double Slap  
Normal d4 !1



Use this Move twice against  
the same target.

PP: 2

Slam  
Normal d10 !3



PP: 4

Rest  
Psychic d1



This Pokémon gets rid of any  
conditions, recovers all of its  
HP, and then falls asleep.

PP: 2

Confuse Ray  
Ghost d4



Inflicts Confusion.

PP: 2

Flood  
Water d6



Deals 3 hits.

PP: 4

Amnesia  
Psychic d4



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

PP: 4

Earthquake  
Ground d10 !3



PP: 2





# Wearilycan

Ice

HP: 8

Abilities: Cut, Flash  
Size: Small

No. S04

Attack d10  
Defence 4  
Speed 2  
Special d8

## Weaknesses & Resistances:

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

Scratch  
Normal d4



Deals 2 hits.  
1: Sleep.

PP: 0000

Powder Snow  
Ice d4



Haze  
Ice d4



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

PP: 000000

Haze  
Ice d4



Fury Swipes  
Normal d4 !2



Use this Move three times against the same target.

PP: 0000

Slash  
Normal d8 !2



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

PP: 000000

Screen  
Normal d4



Deals 2 hits.

PP: 00000000

Confuse Ray  
Ghost d4



Inflicts Confusion.

PP: 000

Blizzard  
Ice d8



Deals 4 hits.  
1: Sleep.

PP: 0

Scratch  
Normal d4



Deals 2 hits.  
1: Sleep.

PP: 000000

Powder Snow  
Ice d4



Haze  
Ice d4



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

PP: 000000

Haze  
Ice d4



Fury Swipes  
Normal d4 !2



Use this Move three times against the same target.

PP: 0000

Slash  
Normal d8 !2



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

PP: 000000

Screen  
Normal d4



Deals 2 hits.

PP: 00000000

Confuse Ray  
Ghost d4



Inflicts Confusion.

PP: 000

Blizzard  
Ice d8



Deals 4 hits.  
1: Sleep.

PP: 0

Attack d8  
Defence 5  
Speed 2  
Special d8

## Weaknesses & Resistances:

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

Pound  
Normal d4



Water Gun  
Water d4



Deals 2 hits.

PP: 000000

Water Gun  
Water d4



Tremor  
Ground d6 !1



PP: 000000

Double Slap  
Normal d4 !1



Use this Move twice against the same target.

PP: 000

Slam  
Normal d10 !3



PP: 000000

Rest  
Psychic d1



This Pokémon gets rid of any conditions, recovers all of its HP, and then falls asleep.

PP: 000

Amnesia  
Psychic d4



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

PP: 000000

Flood  
Water d6



Deals 3 hits.

PP: 000000

Flood  
Water d6



Earthquake  
Ground d10 !3



PP: 000

# Quagsire

Water Ground

HP: 8

Abilities: Surf, Strength  
Size: Medium

No. S07



1

26

27

6

31

32

33

10

11

12

15

16

17

18

20

44

50

Phanpy

Ground

► Donphan at :L4



HP: ○○○○○○  
7

Abilities: Strength  
Size: Small

No. S08

Attack d6  
Defence 3  
Speed 2  
Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Bug

Rock

Ghost

Dragon

Psychic

x2

-1

-1

x2

x2

Tackle

Normal

d4

○○○

Quick Turn

Normal

d6 !1

○○○○○

After this Move, this Pokémon may move 1 space.

Stomp

Normal

d8 !2

○○○○○

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

Take Down

Normal

d10 !1

○○○○○

Hit: This Pokémon loses 1 HP.

Slam

Normal

d10 !3

○○○○○

Double-Edge

Normal

d12 !2

○○○○○

Hit: This Pokémon loses 1 HP.

Overrun

Normal

d8 !2

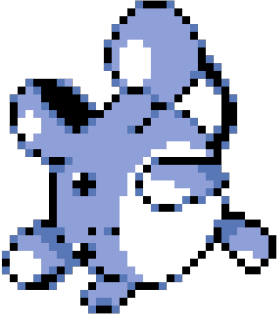
○○○○○

Before rolling: Can move 2 more spaces. Can & must cross target's space to opposite side.

Marill

Water

► Azumarill with ???



HP: ○○○○○○  
7

Abilities: Surf  
Size: Tiny

No. S10

Attack d4  
Defence 3  
Speed 3  
Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Bug

Rock

Ghost

Dragon

Psychic

-1

-1

x2

x2

x2

Tackle

Normal

d4

○○○

Water Gun

Water

d4

○○○○○

Deals 2 hits.

Bubble

Water

d4

○○○○○

Deals 2 hits.

First Aid

Normal

d6

○○○○○

Recovers HP from the target equal to the result of the Move Die.

Slam

Normal

d10 !3

○○○○○

Double-Edge

Normal

d12 !2

○○○○○

Hit: This Pokémon loses 1 HP.

Bubble Beam

Water

d6

○○○○○

Deals 3 hits.

Flood

Water

d6

○○○○○

Deals 3 hits.

Hydro Pump

Water

d8

○○○○○

Deals 4 hits.

Donphan



Ground

HP: 8

Abilities: Strength  
Size: Medium

No. S09

Attack d10  
Defence 5  
Speed 2  
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

x2

-1

-1

x2

Tackle  
Normal  
d4

Quick Turn  
Normal  
d6 !1

:L1

After this Move, this Pokémon may move 1 space.

PP: 0 0 0 0 0

Stomp  
Normal  
d8 !2

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

PP: 0 0 0 0 0

Take Down  
Normal  
d10 !1

Hit: This Pokémon loses 1 HP.

PP: 0 0 0 0 0

Tremor  
Ground  
d6 !1

Slam  
Normal  
d10 !3

PP: 0 0 0 0 0

Double-Edge  
Normal  
d12 !2

Hit: This Pokémon loses 1 HP.

PP: 0 0 0 0

Earthquake  
Ground  
d10 !3

PP: 0 0

Overrun  
Normal  
d8 !2

Before rolling: Can move 2 more spaces. Can & must cross target's space to opposite side.

PP: 0 0 0 0

Azumarill



Water

HP: 8

Abilities: Surf, Strength  
Size: Small

No. S11

Attack d8  
Defence 4  
Speed 3  
Special d8

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

-1

-1

x2

x2

Tackle  
Normal  
d4

Water Gun  
Water  
d4

Deals 2 hits.

1: Paralysis.

PP: 0 0 0 0 0

:L1

Bubble  
Water  
d4

Deals 2 hits.

1: Paralysis.

PP: 0 0 0 0 0

:L2

First Aid  
Normal  
d6

Recovers HP from the target equal to the result of the Move Die.

PP: 0 0 0 0

:L2

Slam  
Normal  
d10 !3

PP: 0 0 0 0 0

Double-Edge  
Normal  
d12 !2

Hit: This Pokémon loses 1 HP.

PP: 0 0 0 0

:L3

Bubble Beam  
Water  
d6

Deals 3 hits.

1: Paralysis.

PP: 0 0 0 0 0

:L5

Flood  
Water  
d6

Deals 3 hits.

PP: 0 0 0 0

:L6

Hydro Pump  
Water  
d8

Deals 4 hits.

PP: 0

:L7

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# Mareep

Electric

► Flaaffy at :L3

HP: 6

Abilities: Flash  
Size: Small

No. S12



Attack d4  
Defence 3  
Speed 2  
Special d8

## Weaknesses & Resistances:

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

Tackle Normal d4



Thunder Shock Electric d4



Swift Normal



Hypnosis Psychic d6



Thunder Wave Electric d4



Light Screen Psychic d4



Thunderbolt Electric d6



Thunder Electric d8



Deals 2 hits.  
1: Paralysis.

PP: 0 0 0 0 0

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

PP: 0 0 0 0 0

Inflicts Sleep.

PP: 0 0 0 0 0

Inflicts Paralysis.

PP: 0 0 0 0 0

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

PP: 0 0 0 0 0

Deals 3 hits.  
1: Paralysis.

PP: 0 0 0 0

Deals 4 hits.  
1: Paralysis.

PP: 0 0

6 7 8 9 10  
31 32 33

20 22 24 25  
44 45 47 50

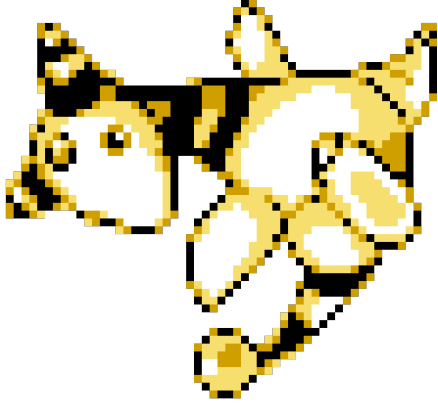
# Ampharos

Electric

HP: 8

Abilities: Strength, Flash  
Size: Medium

No. S14



Attack d8  
Defence 4  
Speed 2  
Special d10

## Weaknesses & Resistances:

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

Tackle Normal d4



Thunder Shock Electric d4



Swift Normal



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

PP: 0 0 0 0 0

Hypnosis Psychic d6



Thunder Wave Electric d4



Light Screen Psychic d4



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

PP: 0 0 0 0 0

Thunder Punch Electric d8 !2



3: Paralysis.

PP: 0 0 0 0

Thunderbolt Electric d6



Deals 3 hits.  
1: Paralysis.

PP: 0 0 0 0

Thunder Electric d8



Deals 4 hits.  
1: Paralysis.

PP: 0 0

1

6 7 8 9 10  
31 32 33

15 18 19 20 22 24 25  
44 45 47 50

# Flaaffy



Electric ► Ampharos at :L5

HP:   
7

Abilities: Strength, Flash  
Size: Small

No. S13

Attack d6  
Defence 3  
Speed 2  
Special d10

## Weaknesses & Resistances:

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

Tackle  
Normal d4



Thunder Shock :L1  
Electric d4  
Deals 2 hits.  
1: Paralysis.  
PP:

Swift :L2  
Normal d4  
Deals 1 hit to any Pokémon in the battle, even if disappeared. This hit cannot be prevented.  
PP:

Hypnosis  
Psychic d6  
Inflicts Sleep.  
PP:

Thunder Wave :L3  
Electric d4  
Inflicts Paralysis.  
PP:

Light Screen :L4  
Psychic d4  
Acts first, but skip movement. This Pokémon is unaffected by Special Moves this round.  
PP:

Thunder Punch :L4  
Electric d8 !2  
3: Paralysis.  
PP:

Thunderbolt :L5  
Electric d6  
Deals 3 hits.  
1: Paralysis.  
PP:

Thunder :L7  
Electric d8  
Deals 4 hits.  
1: Paralysis.  
PP:

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# Hoppip

Grass Flying Skiploom at :L3

HP: 5

Abilities: Fly, Flash  
Size: Tiny

No. S15



Attack d6  
Defence 3  
Speed 3  
Special d6

## Weaknesses & Resistances:

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

Pound d4



Absorb d4



Strange Powder :L2



1: Paralysis. 2: Poison.  
3: Confusion. 4: Sleep.

PP: 0000

Healing Pollen d6



Recovers 2 HP from this  
Pokémon and each target.

PP: 00

Leech Seed d6



Each Pokémon adjacent to the  
target recovers 1 HP. The  
target loses that HP.

PP: 00

Slam :L4



PP: 0000

Mega Drain d6



Deals 2 hits. Recovers HP equal  
to the HP the target lost as a  
result of this Move.

PP: 00

Solar Beam :L6



Charge for one round, then try  
to use this Move on the next.  
Deals 5 hits.

PP: 00

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# Jumpluff

Grass Flying

HP: 7

Abilities: Fly, Flash  
Size: Small

No. S17



Attack d6  
Defence 3  
Speed 5  
Special d10

## Weaknesses & Resistances:

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

Pound d4



Absorb d4



Strange Powder :L2



1: Paralysis. 2: Poison.  
3: Confusion. 4: Sleep.

PP: 0000

Healing Pollen d6



Recovers 2 HP from this  
Pokémon and each target.

PP: 00

Leech Seed d6



Each Pokémon adjacent to the  
target recovers 1 HP. The  
target loses that HP.

PP: 00

Slam :L4



PP: 0000

Mega Drain d6



Deals 2 hits. Recovers HP equal  
to the HP the target lost as a  
result of this Move.

PP: 00

Solar Beam :L6



Charge for one round, then try  
to use this Move on the next.  
Deals 5 hits.

PP: 00

1

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Skiploom



Grass Flying ► Jumpluff at :L5

HP: ○○○○○○  
6

Abilities: Fly, Flash  
Size: Tiny

No. S16

Attack d6  
Defence 3  
Speed 4  
Special d8

Weaknesses & Resistances:

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

Pound d4



Healing Pollen d6



Recovers 2 HP from this Pokémon and each target.

PP: ○○

Mega Drain d6



Deals 2 hits. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○○

Absorb d4



Deals 1 hit. Recovers HP equal to the HP the target lost as a result of this Move.

PP: ○○○○

Leech Seed d6



Each Pokémon adjacent to the target recovers 1 HP. The target loses that HP.

PP: ○○

Strange Powder d4



1: Paralysis. 2: Poison. 3: Confusion. 4: Sleep.

PP: ○○○○

Slam d10



PP: ○○○○

Solar Beam d4



Charge for one round, then try to use this Move on the next. Deals 5 hits.

PP: ○○

# Eevee

Normal

▶ ??? with ???



HP: ○○○○○○  
6

Size: Tiny

No. 133

Attack d6  
Defence 3  
Speed 2  
Special d6

Weaknesses & Resistances:

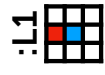
|         |             |        |          |        |
|---------|-------------|--------|----------|--------|
| Normal  | Fire        | Water  | Electric | Grass  |
| Ice     | Fighting x2 | Poison | Ground   | Flying |
| Psychic | Bug         | Rock   | Ghost    | Dragon |

-1

Tackle  
Normal d4



Sand-Attack  
Normal d4 !2



Quick Attack  
Normal d6 !1

This Move happens before all other Moves this round (incl. Reflect and Light Screen).



Bite  
Normal d6 !1



Focus Energy  
Normal d1



Take Down  
Normal d10 !1



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

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

Hit: This Pokémon loses 1 HP.

PP: ○○○○○○

PP: ○○○○○○

PP: ○○○○○○

Attack d6  
Defence 3  
Speed 2  
Special d6

Weaknesses & Resistances:

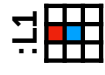
|         |             |        |          |        |
|---------|-------------|--------|----------|--------|
| Normal  | Fire        | Water  | Electric | Grass  |
| Ice     | Fighting x2 | Poison | Ground   | Flying |
| Psychic | Bug         | Rock   | Ghost    | Dragon |

-1

Tackle  
Normal d4



Sand-Attack  
Normal d4 !2

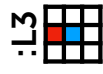


Quick Attack  
Normal d6 !1

This Move happens before all other Moves this round (incl. Reflect and Light Screen).



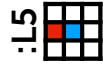
Bite  
Normal d6 !1



Focus Energy  
Normal d1



Take Down  
Normal d10 !1



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

Hit: This Pokémon loses 1 HP.

PP: ○○○○○○

PP: ○○○○○○

# Eevee

Normal

▶ ??? with ???



HP: ○○○○○○  
6

Size: Tiny

No. 133

Espeon



Psychic

HP: 6

Abilities: Flash  
Size: Small

No. S18

Attack d6  
Defence 3  
Speed 5  
Special d12

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

Psychic -1

Bug x2

Ghost x2

Tackle  
Normal d4



Confusion  
Psychic d4



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

PP: 0000

Quick Attack  
Normal d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: 000000

Bite  
Normal d6 !1



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

PP: 00000

Psybeam  
Psychic d4



Deals 2 hits.  
1: Confusion.

PP: 00000

Light Screen  
Psychic d4



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

PP: 000000

Reflect  
Psychic d4



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

PP: 00000

Psywave  
Psychic d6



Deals hits equal to the result of the Move Die.

PP: 0000

Psychic  
Psychic d6



Deals 3 hits.

PP: 000

Umbreon



Poison

HP: 8

Size: Small

No. S19

Attack d6  
Defence 5  
Speed 3  
Special d8

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost

Dragon

Psychic x2

Bug x2

Rock

Ground -1

Flying

Grass -1

Tackle  
Normal d4



Smog  
Poison d6



Deals 1 hit + Poison.

PP: 00000

Quick Attack  
Normal d6 !1



This Move happens before all other Moves this round (incl. Reflect and Light Screen).

PP: 000000

Bite  
Normal d6 !1



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

PP: 00000

Acid  
Poison d4



Deals 2 hits.

PP: 000000

Smoke Screen  
Normal d4



Darkens the field for the rest of the battle.

PP: 00000

Acid Armour  
Poison d4



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

PP: 0000000

Toxic  
Poison d6



Poison, but up the damage dealt by 1 after each time the target takes Poison damage.

PP: 000

Sludge  
Poison d8 !2



3: Poison.

PP: 00000

2

6

7

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9

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39

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41

42

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32

33

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44

46

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42

44

50



# Jaggu

Water

HP: 8

Abilities: Cut, Surf  
Size: Huge

No. S21

Attack d12  
Defence 4  
Speed 5  
Special d6

## Weaknesses & Resistances:

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

Peck d4

Bite Normal d6 !1  
2: The target can't take actions this round.  
PP: 0000

Rage Normal d6 !2  
If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,  
PP: 0000

Waterfall Water d8 !2  
3: The target can't take actions this round.  
PP: 0000

Agility Psychic d4  
For this battle: Increase this Pokémon's Speed to 7. It can move 4 spaces each round.  
PP: 000000

Drill Peck Flying d8 !2  
PP: 00000

Double-Edge Normal d12 !2  
Hit: This Pokémon loses 1 HP.  
PP: 0000

Thrash Normal d10 !1  
Hit: This Pokémon becomes confused.  
PP: 00000

Horn Drill Normal d12 !4  
12: The target faints.  
PP: 0

6 7 8 9 10 11 12 36 31 32

15 39

20 23 44 50



# Gyaoon

Normal

HP: 9

Abilities: Strength  
Size: Huge

No. S22

Attack d12  
Defence 3  
Speed 2  
Special d12

## Weaknesses & Resistances:

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

Tackle Normal d4

Aurora Beam Ice d4  
Deals 2 hits.  
PP: 00000

Roar Normal d4  
Pushes the targets back 1 space. Opponents can't enter a space next to you this round.  
PP: 00000

Bite Normal d6 !1  
2: The target can't take actions this round.  
PP: 00000

Screech Normal d4  
Deals 2 hits.  
PP: 0000000

Substitute Normal d4  
Swap spaces with the target.  
PP: 000

Rage Normal d6 !2  
If this Pokémon has lost at least half of its maximum HP, change the Move Die to a d10,  
PP: 00000

Hyper Beam Normal d8  
Deals 5 hits. If the target doesn't faint, this Pokémon skips its next turn.  
PP: 0

Thrash Normal d10 !1  
Hit: This Pokémon becomes confused.  
PP: 00000

6 7 8 9 10 13 14 15 16 31 32

37 38 39

18 20 23 42 44 48 49 50



