



Ho-Oh

Flying

HP:
8

Abilities: Fly, Flash
Size: Huge

No. B06

Attack d12
Defence 4
Speed 4
Special d12

Weaknesses & Resistances:

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

Gust

Normal d6 !1



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

Wing Attack

Flying d6 !1



PP:

Swift

Normal



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

PP:

Whirlwind

Normal d4 !1



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

PP:

Light Screen

Psychic



d4



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

PP:

Reflect

Psychic



d4



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

PP:

Sacred Fire

Fire



d8



Deals 3 hits and each target can't take actions this round.

PP:

Recover

Normal



d6



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

PP:

Sky Attack

Flying

d12 !2



Charge for one round, then attack on the next. Roll this Pokémon's Attack die 3 times.

PP:

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