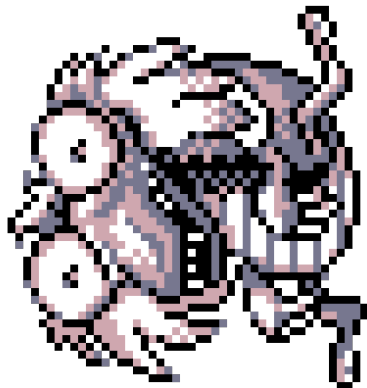


# Gavillain



Normal

HP: 7

Abilities: Strength  
Size: Medium

No. B01

Attack d10  
Defence 3  
Speed 2  
Special d6

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice

Fighting x2

Poison

Ground

Flying

Psychic

Bug

Rock

Ghost -1

Dragon

Normal

Bite

d6 !1

:L1

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

Normal

Sand-Attack

d4 !2

:L1

Hit: Confusion.

PP: 0000

Normal

Disable

d4

:L2

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

PP: 00000

Psychic

Hypnosis

d6

:L3

Inflicts Sleep.

PP: 00000

Rock

Rock Throw

d6 !1

:L4

PP: 0000

Normal

Rage

d6 !2

:L5

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

PP: 00000

Psychic

Rest

d1

:L5

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

PP: 000

Normal

Hyper Beam

d8

:L9

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

PP: 0

1 3 5 6 7 8 9 10 11 12 13 14 15 20 24 25 26 27 31 32 33 35 37 38 44 45 48 50

# Gligar



Ground

Flying

HP: 5

Abilities: Cut, Fly  
Size: Small

No. B02

Attack d10  
Defence 4  
Speed 4  
Special d4

Weaknesses & Resistances:

Normal

Fire

Water

Electric

Grass

Ice x2

Fighting -1

Poison

Ground -1

Flying

Psychic

Bug -1

Rock

Ghost

Dragon

Poison

Poison Sting

d4

:L1

1: Poison.

Normal

Sand-Attack

d4 !2

:L1

Hit: Confusion.

PP: 0000

Normal

Quick Attack

d6 !1

:L2

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

PP: 00000

Poison

Stun Poison

d6 !2

:L3

Hit: Paralysis.

PP: 0000

Normal

Slash

d8 !2

:L4

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

PP: 00000

Normal

Screech

d4

:L5

Deals 2 hits.

PP: 000000

Normal

Guillotine

d12 !4

:L6

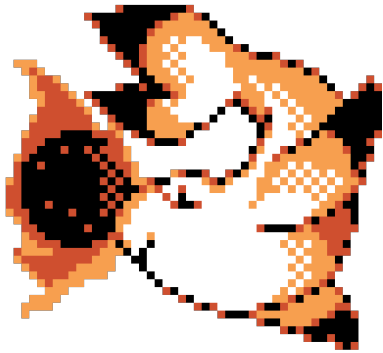
12: The target faints.

PP: 0

2 3 4 6 7 9 10 15 19 20 31 32 39 40 42 44 50



# Margren



Water Fire

HP: 8

Abilities: Surf, Flash  
Size: Small

No. B03

Attack d6  
Defence 3  
Speed 2  
Special d8

## Weaknesses & Resistances:

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

Tackle Normal d4

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

Ember Fire d4  
Deals 2 hits.  
1: Poison.  
PP: 0 0 0 0 0

Fire Ball Fire d4 !1

Hit: Deals 2 additional hits.

PP: 0 0 0 0

Smog Poison d6

Deals 1 hit + Poison.

PP: 0 0 0 0 0

Heat Tackle Fire d10 !1

Hit: This Pokémon loses 1 HP.

PP: 0 0 0 0

Take Down Normal d10 !1

Hit: This Pokémon loses 1 HP.

PP: 0 0 0 0 0

Hydro Pump Water d8

Deals 4 hits.

PP: 0

6 7 8 9 10 11 12 13 14 15 16 17 31 32 33 36 37 38

20 44

50

# Shuckle

Bug Rock

HP: 3

Abilities: Strength, Flash  
Size: Small

No. B04



Attack d4  
Defence 12  
Speed 1  
Special d4

## Weaknesses & Resistances:

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

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

Withdraw Water d1

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

PP: 0 0 0 0 0

Rest Psychic d1

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

PP: 0 0

Toxic Poison d6

Poison, but up the damage dealt by 1 after each time the target takes Poison damage.

PP: 0 0

Sludge Poison d8 !2

3: Poison.

PP: 0 0 0 0

Healing Pollen Grass d6

Recovers 2 HP from this Pokémon and each target.

PP: 0 0

6 7 8 9 10 15 16 31 32 34 35

18 20 42 44

26 28 48 50



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 -1

Dragon

Tackle  
Normal d4

Sand-Attack :L1  
Normal d4 !2  
Hit: Confusion.  
PP: ○ ○ ○ ○

Quick Attack :L2  
Normal d6 !1  
This Move happens before all other Moves this round (incl. Reflect and Light Screen).  
PP: ○ ○ ○ ○ ○ ○

Bite :L3  
Normal d6 !1  
2: The target can't take actions this round.  
PP: ○ ○ ○ ○ ○ ○

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

Take Down :L5  
Normal d10 !1  
Hit: This Pokémon loses 1 HP.  
PP: ○ ○ ○ ○ ○ ○



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 x2

Grass -1

Ice x2

Fighting -1

Poison

Ground -1

Flying

Psychic

Bug -1

Rock x2

Ghost

Dragon

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

Wing Attack :L3  
Flying d6 !1  
PP: ○ ○ ○ ○ ○ ○

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

Whirlwind :L5  
Normal d4 !1  
Hit: Pushes each target back 1 space (if that space is open).  
PP: ○ ○ ○ ○ ○ ○

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

Reflect :L6  
Psychic d4  
Acts first, but skip movement. This Pokémon is unaffected by Regular Moves this round.  
PP: ○ ○ ○ ○ ○ ○

Sacred Fire :L7  
Fire d8  
Deals 3 hits and each target can't take actions this round.  
PP: ○

Recover :L8  
Normal d6  
This Pokémon recovers HP equal to the result of the Move die.  
PP: ○ ○ ○ ○ ○ ○

Sky Attack :L9  
Flying d12 !2  
Charge for one round, then attack on the next. Roll this Pokémon's Attack die 3 times.  
PP: ○

Leafeon



Grass

HP: 6

Abilities: Cut  
Size: Small

No. B05

Attack d6  
Defence 6  
Speed 3  
Special d10

Weaknesses & Resistances:

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

Tackle

Normal d4

:L1

Absorb

Grass d4

:L1

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

PP: 00000

Quick Attack

Normal d6 !1

:L2

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

PP: 000000

Bite

Normal d6 !1

:L3

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

PP: 00000

Razor Leaf

Grass d8 !2

:L4

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

PP: 00000

Healing Pollen

Grass d6

:L5

Recovers 2 HP from this Pokémon and each target.

PP: 00

Mega Drain

Grass d6

:L5

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

PP: 00

Wrap

Normal d4 !1

:L6

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

PP: 00000

Solar Beam

Grass d4

:L7

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

PP: 00