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Absorb	Grass		Power 20	Accuracy 100%	PP 25	User recovers 50% of the damage dealt.
Acid Armor	Poison		Power —	Accuracy —	PP 20	Raises the user's Defense by 2.
Acid Spray	Poison		Power 40	Accuracy 100%	PP 20	100% chance to lower the target's Sp. Def by 2.
Aqua Tail	Water		Power 90	Accuracy 90%	PP 10	No additional effect.
Assurance	Dark		Power 60	Accuracy 100%	PP 10	Power doubles if target was damaged this turn.
Attract	Normal		Power —	Accuracy 100%	PP 15	A target of the opposite gender gets infatuated.
Blizzard	Ice		Power 110	Accuracy 70%	PP 5	10% chance to freeze foe(s). Can't miss in hail.
Body Press	Fighting		Power 80	Accuracy 100%	PP 10	Uses user's Def stat as Atk in damage calculation.
Body Slam	Normal		Power 85	Accuracy 100%	PP 15	30% chance to paralyze the target.
Breaking Swipe	Dragon		Power 60	Accuracy 100%	PP 15	100% chance to lower the foe(s) Attack by 1.
Brutal Swing	Dark		Power 60	Accuracy 100%	PP 20	No additional effect. Hits adjacent Pokemon.
Bulldoze	Ground		Power 60	Accuracy 100%	PP 20	100% chance lower adjacent Pkmn Speed by 1.
Confide	Normal		Power —	Accuracy —	PP 20	Lowers the target's Sp. Atk by 1.
Counter	Fighting		Power —	Accuracy 100%	PP 20	If hit by physical attack, returns double damage.
Curse	Ghost		Power —	Accuracy —	PP 10	Curses if Ghost, else -1 Spe, +1 Atk, +1 Def.
Double Team	Normal		Power —	Accuracy —	PP 15	Raises the user's evasiveness by 1.
Draco Meteor	Dragon		Power 130	Accuracy 90%	PP 5	Lowers the user's Sp. Atk by 2.
Dragon Breath	Dragon		Power 60	Accuracy 100%	PP 20	30% chance to paralyze the target.
Dragon Pulse	Dragon		Power 85	Accuracy 100%	PP 10	No additional effect.
Dragon Tail	Dragon		Power 60	Accuracy 90%	PP 10	Forces the target to switch to a random ally.



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Earthquake	Ground		Power 100	Accuracy 100%	PP 10	Hits adjacent Pokemon. Double damage on Dig.
Endure	Normal		Power —	Accuracy —	PP 10	User survives attacks this turn with at least 1 HP.
Facade	Normal		Power 70	Accuracy 100%	PP 20	Power doubles if user is burn/poison/paralyzed.
Feint	Normal		Power 30	Accuracy 100%	PP 10	Nullifies Detect, Protect, and Quick/Wide Guard.
Fire Blast	Fire		Power 110	Accuracy 85%	PP 5	10% chance to burn the target.
Fire Punch	Fire		Power 75	Accuracy 100%	PP 15	10% chance to burn the target.
Flail	Normal		Power —	Accuracy 100%	PP 15	More power the less HP the user has left.
Flamethrower	Fire		Power 90	Accuracy 100%	PP 15	10% chance to burn the target.
Focus Blast	Fighting		Power 120	Accuracy 70%	PP 5	10% chance to lower the target's Sp. Def by 1.
Focus Punch	Fighting		Power 150	Accuracy 100%	PP 20	Fails if the user takes damage before it hits.
Giga Impact	Normal		Power 150	Accuracy 90%	PP 5	User cannot move next turn.
Hail	Ice		Power —	Accuracy —	PP 10	For 5 turns, hail crashes down.
Hydro Pump	Water		Power 110	Accuracy 80%	PP 5	No additional effect.
Hyper Beam	Normal		Power 150	Accuracy 90%	PP 5	User cannot move next turn.
Ice Beam	Ice		Power 90	Accuracy 100%	PP 10	10% chance to freeze the target.
Incinerate	Fire		Power 60	Accuracy 100%	PP 15	Destroys the foe(s) Berry/Gem.
Infestation	Bug		Power 20	Accuracy 100%	PP 20	Traps and damages the target for 4-5 turns.
Iron Tail	Steel		Power 100	Accuracy 75%	PP 15	30% chance to lower the target's Defense by 1.
Laser Focus	Normal		Power —	Accuracy —	PP 30	Until the end of the next turn, user's moves crit.
Life Dew	Water		Power —	Accuracy —	PP 10	Heals the user and its allies by 1/4 their max HP.

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Mega Kick	Normal		Power	Accuracy	PP	No additional effect.
Mega Punch	Normal		80	75%	5	No additional effect.
Muddy Water	Water		Power	Accuracy	PP	30% chance to lower the foe(s) accuracy by 1.
Mud Shot	Ground		90	85%	10	30% chance to lower the foe(s) accuracy by 1.
Outrage	Dragon		Power	Accuracy	PP	100% chance to lower the target's Speed by 1.
Poison Tail	Poison		120	100%	10	Lasts 2-3 turns. Confuses the user afterwards.
Power Whip	Grass		50	100%	25	High critical hit ratio. 10% chance to poison.
Protect	Normal		Power	Accuracy	PP	No additional effect.
Rain Dance	Water		120	85%	10	No additional effect.
Rest	Psychic		Power	Accuracy	PP	Prevents moves from affecting the user this turn.
Rock Slide	Rock		Power	Accuracy	PP	For 5 turns, heavy rain powers Water moves.
Rock Smash	Fighting		5	—	10	User sleeps 2 turns and restores HP and status.
Round	Normal		Power	Accuracy	PP	User sleeps 2 turns and restores HP and status.
Shock Wave	Electric		75	90%	10	30% chance to flinch the foe(s).
Skitter Smack	Bug		40	100%	15	50% chance to lower the target's Defense by 1.
Sleep Talk	Normal		Power	Accuracy	PP	Power doubles if others used Round this turn.
Sludge Bomb	Poison		60	—	20	This move does not check accuracy.
Sludge Wave	Poison		Power	Accuracy	PP	100% chance to lower target's Sp. Atk by 1.
Snore	Normal		Power	Accuracy	PP	User must be asleep. Uses another known move.
Stomping Tantrum	Ground		90	100%	10	30% chance to poison the target.
Strength	Normal		Power	Accuracy	PP	10% chance to poison adjacent Pokemon.
Substitute	Normal		50	100%	15	User must be asleep. 30% chance to flinch target.
Sunny Day	Fire		Power	Accuracy	PP	Power doubles if the user's last move failed.
Superpower	Fighting		80	100%	15	No additional effect.
Surf	Water		Power	Accuracy	PP	User takes 1/4 its max HP to put in a substitute.
Swagger	Normal		Power	Accuracy	PP	User takes 1/4 its max HP to put in a substitute.
Tackle	Normal		Power	Accuracy	PP	User takes 1/4 its max HP to put in a substitute.
Tearful Look	Normal		Power	Accuracy	PP	User takes 1/4 its max HP to put in a substitute.
Thunder	Electric		Power	Accuracy	PP	User takes 1/4 its max HP to put in a substitute.
Thunderbolt	Electric		Power	Accuracy	PP	User takes 1/4 its max HP to put in a substitute.
Thunder Punch	Electric		Power	Accuracy	PP	User takes 1/4 its max HP to put in a substitute.
Toxic	Poison		Power	Accuracy	PP	User takes 1/4 its max HP to put in a substitute.
Water Gun	Water		Power	Accuracy	PP	User takes 1/4 its max HP to put in a substitute.
Water Pulse	Water		Power	Accuracy	PP	User takes 1/4 its max HP to put in a substitute.
Weather Ball	Normal		Power	Accuracy	PP	User takes 1/4 its max HP to put in a substitute.



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Acrobatics	Flying		Power	Accuracy	PP	Power doubles if the user has no held item.
Aqua Tail	Water		Power	Accuracy	PP	No additional effect.
Assurance	Dark		Power	Accuracy	PP	Power doubles if target was damaged this turn.
Astonish	Ghost		Power	Accuracy	PP	30% chance to flinch the target.
Attract	Normal		Power	Accuracy	PP	A target of the opposite gender gets infatuated.
Beat Up	Dark		Power	Accuracy	PP	All healthy allies aid in damaging the target.
Belch	Poison		Power	Accuracy	PP	Cannot be selected until the user eats a Berry.
Bite	Dark		Power	Accuracy	PP	30% chance to flinch the target.
Body Slam	Normal		Power	Accuracy	PP	30% chance to paralyze the target.
Breaking Swipe	Dragon		Power	Accuracy	PP	100% chance to lower the foe(s) Attack by 1.
Brutal Swing	Dark		Power	Accuracy	PP	No additional effect. Hits adjacent Pokemon.
Bulldoze	Ground		Power	Accuracy	PP	100% chance lower adjacent Pkmn Speed by 1.
Charge Beam	Electric		Power	Accuracy	PP	70% chance to raise the user's Sp. Atk by 1.
Confide	Normal		Power	Accuracy	PP	Lowers the target's Sp. Atk by 1.
Crunch	Dark		Power	Accuracy	PP	20% chance to lower the target's Defense by 1.
Dark Pulse	Dark		Power	Accuracy	PP	20% chance to flinch the target.
Defog	Flying		Power	Accuracy	PP	-1 evasion; clears terrain and hazards on both sides.
Double Hit	Normal		Power	Accuracy	PP	Hits 2 times in one turn.
Double Team	Normal		Power	Accuracy	PP	Raises the user's evasiveness by 1.
Draco Meteor	Dragon		Power	Accuracy	PP	Lowers the user's Sp. Atk by 2.





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Dragon Breath	Dragon		Power 60	Accuracy 100%	PP 20	30% chance to paralyze the target.
Dragon Dance	Dragon		Power —	Accuracy —	PP 20	Raises the user's Attack and Speed by 1.
Dragon Pulse	Dragon		Power 85	Accuracy 100%	PP 10	No additional effect.
Dragon Rush	Dragon		Power 100	Accuracy 75%	PP 10	20% chance to flinch the target.
Dragon Tail	Dragon		Power 60	Accuracy 90%	PP 10	Forces the target to switch to a random ally.
Dual Wingbeat	Flying		Power 40	Accuracy 90%	PP 10	Hits 2 times in one turn.
Earth Power	Ground		Power 90	Accuracy 100%	PP 10	10% chance to lower the target's Sp. Def by 1.
Earthquake	Ground		Power 100	Accuracy 100%	PP 10	Hits adjacent Pokemon. Double damage on Dig.
Echoed Voice	Normal		Power 40	Accuracy 100%	PP 15	Power increases when used on consecutive turns.
Endure	Normal		Power —	Accuracy —	PP 10	User survives attacks this turn with at least 1 HP.
Facade	Normal		Power 70	Accuracy 100%	PP 20	Power doubles if user is burn/poison/paralyzed.
Fire Blast	Fire		Power 110	Accuracy 85%	PP 5	10% chance to burn the target.
Fire Fang	Fire		Power 65	Accuracy 95%	PP 15	10% chance to burn. 10% chance to flinch.
Fire Spin	Fire		Power 35	Accuracy 85%	PP 15	Traps and damages the target for 4-5 turns.
Flamethrower	Fire		Power 90	Accuracy 100%	PP 15	10% chance to burn the target.
Flash Cannon	Steel		Power 80	Accuracy 100%	PP 10	10% chance to lower the target's Sp. Def by 1.
Fly	Flying		Power 90	Accuracy 95%	PP 15	Flies up on first turn, then strikes the next turn.
Focus Blast	Fighting		Power 120	Accuracy 70%	PP 5	10% chance to lower the target's Sp. Def by 1.
Focus Energy	Normal		Power —	Accuracy —	PP 30	Raises the user's critical hit ratio by 2.
Giga Impact	Normal		Power 150	Accuracy 90%	PP 5	User cannot move next turn.



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Headbutt	Normal		Power 70	Accuracy 100%	PP 15	30% chance to flinch the target.
Head Smash	Rock		Power 150	Accuracy 80%	PP 5	Has 1/2 recoil.
Heat Wave	Fire		Power 95	Accuracy 90%	PP 10	10% chance to burn the foe(s).
Helping Hand	Normal		Power —	Accuracy —	PP 20	One adjacent ally's move power is 1.5x this turn.
Hydro Pump	Water		Power 110	Accuracy 80%	PP 5	No additional effect.
Hyper Beam	Normal		Power 150	Accuracy 90%	PP 5	User cannot move next turn.
Hyper Voice	Normal		Power 90	Accuracy 100%	PP 10	No additional effect. Hits adjacent foes.
Ice Fang	Ice		Power 65	Accuracy 95%	PP 15	10% chance to freeze. 10% chance to flinch.
Incinerate	Fire		Power 60	Accuracy 100%	PP 15	Destroys the foe(s) Berry/Gem.
Iron Tail	Steel		Power 100	Accuracy 75%	PP 15	30% chance to lower the target's Defense by 1.
Nasty Plot	Dark		Power —	Accuracy —	PP 20	Raises the user's Sp. Atk by 2.
Outrage	Dragon		Power 120	Accuracy 100%	PP 10	Lasts 2-3 turns. Confuses the user afterwards.
Payback	Dark		Power 50	Accuracy 100%	PP 10	Power doubles if the user moves after the target.
Protect	Normal		Power —	Accuracy —	PP 10	Prevents moves from affecting the user this turn.
Psych Up	Normal		Power —	Accuracy —	PP 10	Copies the target's current stat stages.
Rain Dance	Water		Power —	Accuracy —	PP 5	For 5 turns, heavy rain powers Water moves.
Reflect	Psychic		Power —	Accuracy —	PP 20	For 5 turns, physical damage to allies is halved.
Rest	Psychic		Power —	Accuracy —	PP 10	User sleeps 2 turns and restores HP and status.
Roar	Normal		Power —	Accuracy —	PP 20	Forces the target to switch to a random ally.
Rock Slide	Rock		Power 75	Accuracy 90%	PP 10	30% chance to flinch the foe(s).

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Rock Smash	Fighting	Power	Accuracy	PP	50% chance to lower the target's Defense by 1.
Rock Tomb	Rock	Power	Accuracy	PP	100% chance to lower the target's Speed by 1.
Roost	Flying	Power	Accuracy	PP	Heals 50% HP. Flying-type removed 'til turn ends.
Round	Normal	Power	Accuracy	PP	Power doubles if others used Round this turn.
Scale Shot	Dragon	Power	Accuracy	PP	Hits 2-5 times. User: -1 Def, +1 Spe after last hit.
Scary Face	Normal	Power	Accuracy	PP	Lowers the target's Speed by 2.
Screech	Normal	Power	Accuracy	PP	Lowers the target's Defense by 2.
Shock Wave	Electric	Power	Accuracy	PP	This move does not check accuracy.
Slam	Normal	Power	Accuracy	PP	No additional effect.
Sleep Talk	Normal	Power	Accuracy	PP	User must be asleep. Uses another known move.
Snarl	Dark	Power	Accuracy	PP	100% chance to lower the foe(s) Sp. Atk by 1.
Snore	Normal	Power	Accuracy	PP	User must be asleep. 30% chance to flinch target.
Spite	Ghost	Power	Accuracy	PP	Lowers the PP of the target's last move by 4.
Steel Wing	Steel	Power	Accuracy	PP	10% chance to raise the user's Defense by 1.
Stone Edge	Rock	Power	Accuracy	PP	High critical hit ratio.
Strength	Normal	Power	Accuracy	PP	No additional effect.
Substitute	Normal	Power	Accuracy	PP	User takes 1/4 its max HP to put in a substitute.
Sunny Day	Fire	Power	Accuracy	PP	For 5 turns, intense sunlight powers Fire moves.
Superpower	Fighting	Power	Accuracy	PP	Lowers the user's Attack and Defense by 1.
Surf	Water	Power	Accuracy	PP	Hits adjacent Pokemon. Double damage on Dive.
Swagger	Normal	Power	Accuracy	PP	Raises the target's Attack by 2 and confuses it.
Tackle	Normal	Power	Accuracy	PP	No additional effect.
Tailwind	Flying	Power	Accuracy	PP	For 4 turns, allies' Speed is doubled.
Taunt	Dark	Power	Accuracy	PP	Target can't use status moves its next 3 turns.
Thief	Dark	Power	Accuracy	PP	If the user has no item, it steals the target's.
Throat Chop	Dark	Power	Accuracy	PP	For 2 turns, the target cannot use sound moves.
Thunder Fang	Electric	Power	Accuracy	PP	10% chance to paralyze. 10% chance to flinch.
Thunder Wave	Electric	Power	Accuracy	PP	Paralyzes the target.
Torment	Dark	Power	Accuracy	PP	Target can't select the same move twice in a row.
Toxic	Poison	Power	Accuracy	PP	Badly poisons the target. Poison types can't miss.
Tri Attack	Normal	Power	Accuracy	PP	20% chance to paralyze or burn or freeze target.
Uproar	Normal	Power	Accuracy	PP	Lasts 3 turns. Active Pokemon cannot fall asleep.
U-turn	Bug	Power	Accuracy	PP	User switches out after damaging the target.
Work Up	Normal	Power	Accuracy	PP	Raises the user's Attack and Sp. Atk by 1.
Zen Headbutt	Psychic	Power	Accuracy	PP	20% chance to flinch the target.



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Aerial Ace	Flying	Power 60	Accuracy —	PP 20	This move does not check accuracy.
Aqua Tail	Water	Power 90	Accuracy 90%	PP 10	No additional effect.
Attract	Normal	Power —	Accuracy 100%	PP 15	A target of the opposite gender gets infatuated.
Aura Sphere	Fighting	Power 80	Accuracy —	PP 20	This move does not check accuracy.
Autotomize	Steel	Power —	Accuracy —	PP 15	Raises the user's Speed by 2; user loses 100 kg.
Belly Drum	Normal	Power —	Accuracy —	PP 10	User loses 50% max HP. Maximizes Attack.
Body Press	Fighting	Power 80	Accuracy 100%	PP 10	Uses user's Def stat as Atk in damage calculation.
Boomburst	Normal	Power 140	Accuracy 100%	PP 10	No additional effect. Hits adjacent Pokemon.
Breaking Swipe	Dragon	Power 60	Accuracy 100%	PP 15	100% chance to lower the foe(s) Attack by 1.
Brick Break	Fighting	Power 75	Accuracy 100%	PP 15	Destroys screens, unless the target is immune.
Brutal Swing	Dark	Power 60	Accuracy 100%	PP 20	No additional effect. Hits adjacent Pokemon.
Bulk Up	Fighting	Power —	Accuracy —	PP 20	Raises the user's Attack and Defense by 1.
Bulldoze	Ground	Power 60	Accuracy 100%	PP 20	100% chance lower adjacent Pkmn Speed by 1.
Clanging Scales	Dragon	Power 110	Accuracy 100%	PP 5	Lowers the user's Defense by 1.
Clangorous Soul	Dragon	Power —	Accuracy —	PP 5	User loses 33% of its max HP. +1 to all stats.
Close Combat	Fighting	Power 120	Accuracy 100%	PP 5	Lowers the user's Defense and Sp. Def by 1.
Coaching	Fighting	Power —	Accuracy —	PP 10	Raises an ally's Attack and Defense by 1.
Confide	Normal	Power —	Accuracy —	PP 20	Lowers the target's Sp. Atk by 1.
Counter	Fighting	Power —	Accuracy 100%	PP 20	If hit by physical attack, returns double damage.
Double Team	Normal	Power —	Accuracy —	PP 15	Raises the user's evasiveness by 1.



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Draco Meteor	Dragon		Power 130	Accuracy 90%	PP 5	Lowers the user's Sp. Atk by 2.
Dragon Breath	Dragon		Power 60	Accuracy 100%	PP 20	30% chance to paralyze the target.
Dragon Claw	Dragon		Power 80	Accuracy 100%	PP 15	No additional effect.
Dragon Dance	Dragon		Power —	Accuracy —	PP 20	Raises the user's Attack and Speed by 1.
Dragon Pulse	Dragon		Power 85	Accuracy 100%	PP 10	No additional effect.
Dragon Tail	Dragon		Power 60	Accuracy 90%	PP 10	Forces the target to switch to a random ally.
Drain Punch	Fighting		Power 75	Accuracy 100%	PP 10	User recovers 50% of the damage dealt.
Dual Chop	Dragon		Power 40	Accuracy 90%	PP 15	Hits 2 times in one turn.
Earthquake	Ground		Power 100	Accuracy 100%	PP 10	Hits adjacent Pokemon. Double damage on Dig.
Echoed Voice	Normal		Power 40	Accuracy 100%	PP 15	Power increases when used on consecutive turns.
Endeavor	Normal		Power —	Accuracy 100%	PP 5	Lowers the target's HP to the user's HP.
Endure	Normal		Power —	Accuracy —	PP 10	User survives attacks this turn with at least 1 HP.
Facade	Normal		Power 70	Accuracy 100%	PP 20	Power doubles if user is burn/poison/paralyzed.
False Swipe	Normal		Power 40	Accuracy 100%	PP 40	Always leaves the target with at least 1 HP.
Fire Punch	Fire		Power 75	Accuracy 100%	PP 15	10% chance to burn the target.
Flamethrower	Fire		Power 90	Accuracy 100%	PP 15	10% chance to burn the target.
Flash Cannon	Steel		Power 80	Accuracy 100%	PP 10	10% chance to lower the target's Sp. Def by 1.
Fling	Dark		Power —	Accuracy 100%	PP 10	Flings the user's item at the target. Power varies.
Focus Blast	Fighting		Power 120	Accuracy 70%	PP 5	10% chance to lower the target's Sp. Def by 1.
Focus Punch	Fighting		Power 150	Accuracy 100%	PP 20	Fails if the user takes damage before it hits.





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Giga Impact	Normal		Power 150	Accuracy 90%	PP 5	User cannot move next turn.
Headbutt	Normal		Power 70	Accuracy 100%	PP 15	30% chance to flinch the target.
Hyper Beam	Normal		Power 150	Accuracy 90%	PP 5	User cannot move next turn.
Hyper Voice	Normal		Power 90	Accuracy 100%	PP 10	No additional effect. Hits adjacent foes.
Ice Punch	Ice		Power 75	Accuracy 100%	PP 15	10% chance to freeze the target.
Iron Defense	Steel		Power —	Accuracy —	PP 15	Raises the user's Defense by 2.
Iron Head	Steel		Power 80	Accuracy 100%	PP 15	30% chance to flinch the target.
Iron Tail	Steel		Power 100	Accuracy 75%	PP 15	30% chance to lower the target's Defense by 1.
Laser Focus	Normal		Power —	Accuracy —	PP 30	Until the end of the next turn, user's moves crit.
Leer	Normal		Power —	Accuracy 100%	PP 30	Lowers the foe(s) Defense by 1.
Low Kick	Fighting		Power —	Accuracy 100%	PP 20	More power the heavier the target.
Mega Kick	Normal		Power 120	Accuracy 75%	PP 5	No additional effect.
Mega Punch	Normal		Power 80	Accuracy 85%	PP 20	No additional effect.
Noble Roar	Normal		Power —	Accuracy 100%	PP 30	Lowers the target's Attack and Sp. Atk by 1.
Outrage	Dragon		Power 120	Accuracy 100%	PP 10	Lasts 2-3 turns. Confuses the user afterwards.
Payback	Dark		Power 50	Accuracy 100%	PP 10	Power doubles if the user moves after the target.
Poison Jab	Poison		Power 80	Accuracy 100%	PP 20	30% chance to poison the target.
Protect	Normal		Power —	Accuracy —	PP 10	Prevents moves from affecting the user this turn.
Rest	Psychic		Power —	Accuracy —	PP 10	User sleeps 2 turns and restores HP and status.
Revenge	Fighting		Power 60	Accuracy 100%	PP 10	Power doubles if user is damaged by the target.



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Reversal	Fighting	Power	Accuracy	PP	More power the less HP the user has left.
Roar	Normal	Power	Accuracy	PP	Forces the target to switch to a random ally.
Rock Polish	Rock	Power	Accuracy	PP	Raises the user's Speed by 2.
Rock Slide	Rock	Power	Accuracy	PP	30% chance to flinch the foe(s).
Rock Tomb	Rock	Power	Accuracy	PP	100% chance to lower the target's Speed by 1.
Round	Normal	Power	Accuracy	PP	Power doubles if others used Round this turn.
Safeguard	Normal	Power	Accuracy	PP	For 5 turns, protects user's party from status.
Sandstorm	Rock	Power	Accuracy	PP	For 5 turns, a sandstorm rages.
Scale Shot	Dragon	Power	Accuracy	PP	Hits 2-5 times. User: -1 Def, +1 Spe after last hit.
Scary Face	Normal	Power	Accuracy	PP	Lowers the target's Speed by 2.
Screech	Normal	Power	Accuracy	PP	Lowers the target's Defense by 2.
Shadow Claw	Ghost	Power	Accuracy	PP	High critical hit ratio.
Shock Wave	Electric	Power	Accuracy	PP	This move does not check accuracy.
Sleep Talk	Normal	Power	Accuracy	PP	User must be asleep. Uses another known move.
Snore	Normal	Power	Accuracy	PP	User must be asleep. 30% chance to flinch target.
Stealth Rock	Rock	Power	Accuracy	PP	Hurts foes on switch-in. Factors Rock weakness.
Stomping Tantrum	Ground	Power	Accuracy	PP	Power doubles if the user's last move failed.
Substitute	Normal	Power	Accuracy	PP	User takes 1/4 its max HP to put in a substitute.
Superpower	Fighting	Power	Accuracy	PP	Lowers the user's Attack and Defense by 1.
Swagger	Normal	Power	Accuracy	PP	Raises the target's Attack by 2 and confuses it.
Swords Dance	Normal	Power	Accuracy	PP	Raises the user's Attack by 2.
Tackle	Normal	Power	Accuracy	PP	No additional effect.
Taunt	Dark	Power	Accuracy	PP	Target can't use status moves its next 3 turns.
Thunder Punch	Electric	Power	Accuracy	PP	10% chance to paralyze the target.
Toxic	Poison	Power	Accuracy	PP	Badly poisons the target. Poison types can't miss.
Uproar	Normal	Power	Accuracy	PP	Lasts 3 turns. Active Pokemon cannot fall asleep.
Water Pulse	Water	Power	Accuracy	PP	20% chance to confuse the target.
Work Up	Normal	Power	Accuracy	PP	Raises the user's Attack and Sp. Atk by 1.
X-Scissor	Bug	Power	Accuracy	PP	No additional effect.



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Aerial Ace	Flying		Power 60	Accuracy —	PP 20	This move does not check accuracy.
Ancient Power	Rock		Power 60	Accuracy 100%	PP 5	10% chance to raise all stats by 1 (not acc/eva).
Aqua Tail	Water		Power 90	Accuracy 90%	PP 10	No additional effect.
Assurance	Dark		Power 60	Accuracy 100%	PP 10	Power doubles if target was damaged this turn.
Attract	Normal		Power —	Accuracy 100%	PP 15	A target of the opposite gender gets infatuated.
Avalanche	Ice		Power 60	Accuracy 100%	PP 10	Power doubles if user is damaged by the target.
Bite	Dark		Power 60	Accuracy 100%	PP 25	30% chance to flinch the target.
Blizzard	Ice		Power 110	Accuracy 70%	PP 5	10% chance to freeze foe(s). Can't miss in hail.
Block	Normal		Power —	Accuracy —	PP 5	Prevents the target from switching out.
Body Press	Fighting		Power 80	Accuracy 100%	PP 10	Uses user's Def stat as Atk in damage calculation.
Body Slam	Normal		Power 85	Accuracy 100%	PP 15	30% chance to paralyze the target.
Breaking Swipe	Dragon		Power 60	Accuracy 100%	PP 15	100% chance to lower the foe(s) Attack by 1.
Brick Break	Fighting		Power 75	Accuracy 100%	PP 15	Destroys screens, unless the target is immune.
Brutal Swing	Dark		Power 60	Accuracy 100%	PP 20	No additional effect. Hits adjacent Pokemon.
Bulldoze	Ground		Power 60	Accuracy 100%	PP 20	100% chance lower adjacent Pkmn Speed by 1.
Confide	Normal		Power —	Accuracy —	PP 20	Lowers the target's Sp. Atk by 1.
Counter	Fighting		Power —	Accuracy 100%	PP 20	If hit by physical attack, returns double damage.
Crunch	Dark		Power 80	Accuracy 100%	PP 15	20% chance to lower the target's Defense by 1.
Curse	Ghost		Power —	Accuracy —	PP 10	Curses if Ghost, else -1 Spe, +1 Atk, +1 Def.
Cut	Normal		Power 50	Accuracy 95%	PP 30	No additional effect.



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Dark Pulse	Dark		Power 80	Accuracy 100%	PP 15	20% chance to flinch the target.
Detect	Fighting		Power —	Accuracy —	PP 5	Prevents moves from affecting the user this turn.
Dig	Ground		Power 80	Accuracy 100%	PP 10	Digs underground turn 1, strikes turn 2.
Double-Edge	Normal		Power 120	Accuracy 100%	PP 15	Has 33% recoil.
Double Team	Normal		Power —	Accuracy —	PP 15	Raises the user's evasiveness by 1.
Dragon Breath	Dragon		Power 60	Accuracy 100%	PP 20	30% chance to paralyze the target.
Dragon Claw	Dragon		Power 80	Accuracy 100%	PP 15	No additional effect.
Dragon Dance	Dragon		Power —	Accuracy —	PP 20	Raises the user's Attack and Speed by 1.
Dragon Pulse	Dragon		Power 85	Accuracy 100%	PP 10	No additional effect.
Dragon Tail	Dragon		Power 60	Accuracy 90%	PP 10	Forces the target to switch to a random ally.
Dynamic Punch	Fighting		Power 100	Accuracy 50%	PP 5	100% chance to confuse the target.
Earth Power	Ground		Power 90	Accuracy 100%	PP 10	10% chance to lower the target's Sp. Def by 1.
Earthquake	Ground		Power 100	Accuracy 100%	PP 10	Hits adjacent Pokemon. Double damage on Dig.
Endure	Normal		Power —	Accuracy —	PP 10	User survives attacks this turn with at least 1 HP.
Facade	Normal		Power 70	Accuracy 100%	PP 20	Power doubles if user is burn/poison/paralyzed.
Fire Blast	Fire		Power 110	Accuracy 85%	PP 5	10% chance to burn the target.
Fire Fang	Fire		Power 65	Accuracy 95%	PP 15	10% chance to burn. 10% chance to flinch.
Fire Punch	Fire		Power 75	Accuracy 100%	PP 15	10% chance to burn the target.
Flamethrower	Fire		Power 90	Accuracy 100%	PP 15	10% chance to burn the target.
Fling	Dark		Power —	Accuracy 100%	PP 10	Flings the user's item at the target. Power varies.



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Focus Blast	Fighting		Power 120	Accuracy 70%	PP 5	10% chance to lower the target's Sp. Def by 1.
Focus Energy	Normal		Power —	Accuracy —	PP 30	Raises the user's critical hit ratio by 2.
Focus Punch	Fighting		Power 150	Accuracy 100%	PP 20	Fails if the user takes damage before it hits.
Foul Play	Dark		Power 95	Accuracy 100%	PP 15	Uses target's Attack stat in damage calculation.
Fury Cutter	Bug		Power 40	Accuracy 95%	PP 20	Power doubles with each hit, up to 160.
Giga Impact	Normal		Power 150	Accuracy 90%	PP 5	User cannot move next turn.
Headbutt	Normal		Power 70	Accuracy 100%	PP 15	30% chance to flinch the target.
Heavy Slam	Steel		Power —	Accuracy 100%	PP 10	More power the heavier the user than the target.
High Horsepower	Ground		Power 95	Accuracy 95%	PP 10	No additional effect.
Hone Claws	Dark		Power —	Accuracy —	PP 15	Raises the user's Attack and accuracy by 1.
Hydro Pump	Water		Power 110	Accuracy 80%	PP 5	No additional effect.
Hyper Beam	Normal		Power 150	Accuracy 90%	PP 5	User cannot move next turn.
Ice Beam	Ice		Power 90	Accuracy 100%	PP 10	10% chance to freeze the target.
Ice Fang	Ice		Power 65	Accuracy 95%	PP 15	10% chance to freeze. 10% chance to flinch.
Ice Punch	Ice		Power 75	Accuracy 100%	PP 15	10% chance to freeze the target.
Incinerate	Fire		Power 60	Accuracy 100%	PP 15	Destroys the foe(s) Berry/Gem.
Iron Defense	Steel		Power —	Accuracy —	PP 15	Raises the user's Defense by 2.
Iron Head	Steel		Power 80	Accuracy 100%	PP 15	30% chance to flinch the target.
Iron Tail	Steel		Power 100	Accuracy 75%	PP 15	30% chance to lower the target's Defense by 1.
Lash Out	Dark		Power 75	Accuracy 100%	PP 5	2x power if the user had a stat lowered this turn.





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Leer	Normal		Power	Accuracy	PP	Lowers the foe(s) Defense by 1.
Low Kick	Fighting		—	100%	20	More power the heavier the target.
Mega Kick	Normal		Power	Accuracy	PP	No additional effect.
Mega Punch	Normal		80	85%	20	No additional effect.
Mimic	Normal		Power	Accuracy	PP	The last move the target used replaces this one.
Muddy Water	Water		90	85%	10	30% chance to lower the foe(s) accuracy by 1.
Mud-Slap	Ground		20	100%	10	100% chance to lower the target's accuracy by 1.
Outrage	Dragon		120	100%	10	Lasts 2-3 turns. Confuses the user afterwards.
Payback	Dark		50	100%	10	Power doubles if the user moves after the target.
Power-Up Punch	Fighting		40	100%	20	100% chance to raise the user's Attack by 1.
Protect	Normal		—	—	10	Prevents moves from affecting the user this turn.
Rain Dance	Water		—	—	5	For 5 turns, heavy rain powers Water moves.
Rest	Psychic		Power	Accuracy	PP	User sleeps 2 turns and restores HP and status.
Retaliate	Normal		70	100%	5	Power doubles if an ally fainted last turn.
Revenge	Fighting		60	100%	10	Power doubles if user is damaged by the target.
Roar	Normal		—	—	20	Forces the target to switch to a random ally.
Rock Blast	Rock		25	90%	10	Hits 2-5 times in one turn.
Rock Polish	Rock		Power	Accuracy	PP	Raises the user's Speed by 2.
Rock Slide	Rock		75	90%	10	30% chance to flinch the foe(s).
Rock Smash	Fighting		40	100%	15	50% chance to lower the target's Defense by 1.



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Rock Throw	Rock		Power 50	Accuracy 90%	PP 15	No additional effect.
Rock Tomb	Rock		Power 60	Accuracy 95%	PP 15	100% chance to lower the target's Speed by 1.
Round	Normal		Power 60	Accuracy 100%	PP 15	Power doubles if others used Round this turn.
Sandstorm	Rock		Power —	Accuracy —	PP 10	For 5 turns, a sandstorm rages.
Sand Tomb	Ground		Power 35	Accuracy 85%	PP 15	Traps and damages the target for 4-5 turns.
Scary Face	Normal		Power —	Accuracy 100%	PP 10	Lowers the target's Speed by 2.
Screech	Normal		Power —	Accuracy 85%	PP 40	Lowers the target's Defense by 2.
Seismic Toss	Fighting		Power —	Accuracy 100%	PP 20	Does damage equal to the user's level.
Shadow Claw	Ghost		Power 70	Accuracy 100%	PP 15	High critical hit ratio.
Shock Wave	Electric		Power 60	Accuracy —	PP 20	This move does not check accuracy.
Sleep Talk	Normal		Power —	Accuracy —	PP 10	User must be asleep. Uses another known move.
Smack Down	Rock		Power 50	Accuracy 100%	PP 15	Removes the target's Ground immunity.
Snarl	Dark		Power 55	Accuracy 95%	PP 15	100% chance to lower the foe(s) Sp. Atk by 1.
Snore	Normal		Power 50	Accuracy 100%	PP 15	User must be asleep. 30% chance to flinch target.
Spite	Ghost		Power —	Accuracy 100%	PP 10	Lowers the PP of the target's last move by 4.
Stealth Rock	Rock		Power —	Accuracy —	PP 20	Hurts foes on switch-in. Factors Rock weakness.
Stomp	Normal		Power 65	Accuracy 100%	PP 20	30% chance to flinch the target.
Stomping Tantrum	Ground		Power 75	Accuracy 100%	PP 10	Power doubles if the user's last move failed.
Stone Edge	Rock		Power 100	Accuracy 80%	PP 5	High critical hit ratio.
Strength	Normal		Power 80	Accuracy 100%	PP 15	No additional effect.

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Substitute	Normal		Power	—	Accuracy	—	PP	10	User takes 1/4 its max HP to put in a substitute.
Sunny Day	Fire		Power	—	Accuracy	—	PP	5	For 5 turns, intense sunlight powers Fire moves.
Superpower	Fighting		Power	120	Accuracy	100%	PP	5	Lowers the user's Attack and Defense by 1.
Surf	Water		Power	90	Accuracy	100%	PP	15	Hits adjacent Pokemon. Double damage on Dive.
Swagger	Normal		Power	—	Accuracy	85%	PP	15	Raises the target's Attack by 2 and confuses it.
Tackle	Normal		Power	40	Accuracy	100%	PP	35	No additional effect.
Taunt	Dark		Power	—	Accuracy	100%	PP	20	Target can't use status moves its next 3 turns.
Thrash	Normal		Power	120	Accuracy	100%	PP	10	Lasts 2-3 turns. Confuses the user afterwards.
Thunder	Electric		Power	110	Accuracy	70%	PP	10	30% chance to paralyze. Can't miss in rain.
Thunderbolt	Electric		Power	90	Accuracy	100%	PP	15	10% chance to paralyze the target.
Thunder Fang	Electric		Power	65	Accuracy	95%	PP	15	10% chance to paralyze. 10% chance to flinch.
Thunder Punch	Electric		Power	75	Accuracy	100%	PP	15	10% chance to paralyze the target.
Thunder Wave	Electric		Power	—	Accuracy	90%	PP	20	Paralyzes the target.
Torment	Dark		Power	—	Accuracy	100%	PP	15	Target can't select the same move twice in a row.
Toxic	Poison		Power	—	Accuracy	90%	PP	10	Badly poisons the target. Poison types can't miss.
Uproar	Normal		Power	90	Accuracy	100%	PP	10	Lasts 3 turns. Active Pokemon cannot fall asleep.
Water Pulse	Water		Power	60	Accuracy	100%	PP	20	20% chance to confuse the target.
Whirlpool	Water		Power	35	Accuracy	85%	PP	15	Traps and damages the target for 4-5 turns.



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Acrobatics	Flying		Power	Accuracy	PP	Power doubles if the user has no held item.
Agility	Psychic		Power	Accuracy	PP	Raises the user's Speed by 2.
Ally Switch	Psychic		Power	Accuracy	PP	The user swaps positions with its ally.
Assurance	Dark		Power	Accuracy	PP	Power doubles if target was damaged this turn.
Astonish	Ghost		Power	Accuracy	PP	30% chance to flinch the target.
Attract	Normal		Power	Accuracy	PP	A target of the opposite gender gets infatuated.
Baton Pass	Normal		Power	Accuracy	PP	User switches, passing stat changes and more.
Beat Up	Dark		Power	Accuracy	PP	All healthy allies aid in damaging the target.
Bite	Dark		Power	Accuracy	PP	30% chance to flinch the target.
Body Slam	Normal		Power	Accuracy	PP	30% chance to paralyze the target.
Breaking Swipe	Dragon		Power	Accuracy	PP	100% chance to lower the foe(s) Attack by 1.
Brine	Water		Power	Accuracy	PP	Power doubles if the target's HP is 50% or less.
Confuse Ray	Ghost		Power	Accuracy	PP	Confuses the target.
Curse	Ghost		Power	Accuracy	PP	Curses if Ghost, else -1 Spe, +1 Atk, +1 Def.
Disable	Normal		Power	Accuracy	PP	For 4 turns, disables the target's last move used.
Dive	Water		Power	Accuracy	PP	Dives underwater turn 1, strikes turn 2.
Double-Edge	Normal		Power	Accuracy	PP	Has 33% recoil.
Double Hit	Normal		Power	Accuracy	PP	Hits 2 times in one turn.
Double Team	Normal		Power	Accuracy	PP	Raises the user's evasiveness by 1.
Draco Meteor	Dragon		Power	Accuracy	PP	Lowers the user's Sp. Atk by 2.

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Dragon Breath	Dragon		Power 60	Accuracy 100%	PP 20	30% chance to paralyze the target.
Dragon Claw	Dragon		Power 80	Accuracy 100%	PP 15	No additional effect.
Dragon Dance	Dragon		Power —	Accuracy —	PP 20	Raises the user's Attack and Speed by 1.
Dragon Darts	Dragon		Power 50	Accuracy 100%	PP 10	Hits twice. Doubles: Tries to hit each foe once.
Dragon Pulse	Dragon		Power 85	Accuracy 100%	PP 10	No additional effect.
Dragon Rush	Dragon		Power 100	Accuracy 75%	PP 10	20% chance to flinch the target.
Dragon Tail	Dragon		Power 60	Accuracy 90%	PP 10	Forces the target to switch to a random ally.
Endure	Normal		Power —	Accuracy —	PP 10	User survives attacks this turn with at least 1 HP.
Facade	Normal		Power 70	Accuracy 100%	PP 20	Power doubles if user is burn/poison/paralyzed.
Fire Blast	Fire		Power 110	Accuracy 85%	PP 5	10% chance to burn the target.
Flamethrower	Fire		Power 90	Accuracy 100%	PP 15	10% chance to burn the target.
Fly	Flying		Power 90	Accuracy 95%	PP 15	Flies up on first turn, then strikes the next turn.
Giga Impact	Normal		Power 150	Accuracy 90%	PP 5	User cannot move next turn.
Grudge	Ghost		Power —	Accuracy —	PP 5	If the user faints, the attack used loses all its PP.
Helping Hand	Normal		Power —	Accuracy —	PP 20	One adjacent ally's move power is 1.5x this turn.
Hex	Ghost		Power 65	Accuracy 100%	PP 10	Power doubles if the target has a status ailment.
Hydro Pump	Water		Power 110	Accuracy 80%	PP 5	No additional effect.
Hyper Beam	Normal		Power 150	Accuracy 90%	PP 5	User cannot move next turn.
Infestation	Bug		Power 20	Accuracy 100%	PP 20	Traps and damages the target for 4-5 turns.
Last Resort	Normal		Power 140	Accuracy 100%	PP 5	Fails unless each known move has been used.





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Light Screen	Psychic		Power	Accuracy	PP	For 5 turns, special damage to allies is halved.
Lock-On	Normal		Power	Accuracy	PP	User's next move will not miss the target.
Outrage	Dragon		Power	Accuracy	PP	Lasts 2-3 turns. Confuses the user afterwards.
Phantom Force	Ghost		Power	Accuracy	PP	Disappears turn 1. Hits turn 2. Breaks protection.
Protect	Normal		Power	Accuracy	PP	Prevents moves from affecting the user this turn.
Psychic Fangs	Psychic		Power	Accuracy	PP	Destroys screens, unless the target is immune.
Quick Attack	Normal		Power	Accuracy	PP	Usually goes first.
Reflect	Psychic		Power	Accuracy	PP	For 5 turns, physical damage to allies is halved.
Rest	Psychic		Power	Accuracy	PP	User sleeps 2 turns and restores HP and status.
Round	Normal		Power	Accuracy	PP	Power doubles if others used Round this turn.
Scald	Water		Power	Accuracy	PP	30% chance to burn the target. Thaws target.
Shadow Ball	Ghost		Power	Accuracy	PP	20% chance to lower the target's Sp. Def by 1.
Sleep Talk	Normal		Power	Accuracy	PP	User must be asleep. Uses another known move.
Snore	Normal		Power	Accuracy	PP	User must be asleep. 30% chance to flinch target.
Solar Beam	Grass		Power	Accuracy	PP	Charges turn 1. Hits turn 2. No charge in sunlight.
Steel Wing	Steel		Power	Accuracy	PP	10% chance to raise the user's Defense by 1.
Substitute	Normal		Power	Accuracy	PP	User takes 1/4 its max HP to put in a substitute.
Sucker Punch	Dark		Power	Accuracy	PP	Usually goes first. Fails if target is not attacking.
Surf	Water		Power	Accuracy	PP	Hits adjacent Pokemon. Double damage on Dive.
Swift	Normal		Power	Accuracy	PP	This move does not check accuracy. Hits foes.
Take Down	Normal		Power	Accuracy	PP	Has 1/4 recoil.
Thief	Dark		Power	Accuracy	PP	If the user has no item, it steals the target's.
Thunder	Electric		Power	Accuracy	PP	30% chance to paralyze. Can't miss in rain.
Thunderbolt	Electric		Power	Accuracy	PP	10% chance to paralyze the target.
Thunder Wave	Electric		Power	Accuracy	PP	Paralyzes the target.
Tri Attack	Normal		Power	Accuracy	PP	20% chance to paralyze or burn or freeze target.
U-turn	Bug		Power	Accuracy	PP	User switches out after damaging the target.
Will-O-Wisp	Fire		Power	Accuracy	PP	Burns the target.



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Aerial Ace	Flying		Power 60	Accuracy —	PP 20	This move does not check accuracy.
Agility	Psychic		Power —	Accuracy —	PP 30	Raises the user's Speed by 2.
Ally Switch	Psychic		Power —	Accuracy —	PP 15	The user swaps positions with its ally.
Block	Normal		Power —	Accuracy —	PP 5	Prevents the target from switching out.
Body Slam	Normal		Power 85	Accuracy 100%	PP 15	30% chance to paralyze the target.
Brick Break	Fighting		Power 75	Accuracy 100%	PP 15	Destroys screens, unless the target is immune.
Bulldoze	Ground		Power 60	Accuracy 100%	PP 20	100% chance lower adjacent Pkmn Speed by 1.
Bullet Punch	Steel		Power 40	Accuracy 100%	PP 30	Usually goes first.
Confide	Normal		Power —	Accuracy —	PP 20	Lowers the target's Sp. Atk by 1.
Confusion	Psychic		Power 50	Accuracy 100%	PP 25	10% chance to confuse the target.
Cut	Normal		Power 50	Accuracy 95%	PP 30	No additional effect.
Defense Curl	Normal		Power —	Accuracy —	PP 40	Raises the user's Defense by 1.
Double-Edge	Normal		Power 120	Accuracy 100%	PP 15	Has 33% recoil.
Double Team	Normal		Power —	Accuracy —	PP 15	Raises the user's evasiveness by 1.
Dynamic Punch	Fighting		Power 100	Accuracy 50%	PP 5	100% chance to confuse the target.
Earthquake	Ground		Power 100	Accuracy 100%	PP 10	Hits adjacent Pokemon. Double damage on Dig.
Endure	Normal		Power —	Accuracy —	PP 10	User survives attacks this turn with at least 1 HP.
Explosion	Normal		Power 250	Accuracy 100%	PP 5	Hits adjacent Pokemon. The user faints.
Facade	Normal		Power 70	Accuracy 100%	PP 20	Power doubles if user is burn/poison/paralyzed.
Flash	Normal		Power —	Accuracy 100%	PP 20	Lowers the target's accuracy by 1.



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Flash Cannon	Steel		Power 80	Accuracy 100%	PP 10	10% chance to lower the target's Sp. Def by 1.
Frustration	Normal		Power —	Accuracy 100%	PP 20	Max 102 power at minimum Happiness.
Fury Cutter	Bug		Power 40	Accuracy 95%	PP 20	Power doubles with each hit, up to 160.
Giga Impact	Normal		Power 150	Accuracy 90%	PP 5	User cannot move next turn.
Grass Knot	Grass		Power —	Accuracy 100%	PP 20	More power the heavier the target.
Gravity	Psychic		Power —	Accuracy —	PP 5	For 5 turns, negates all Ground immunities.
Gyro Ball	Steel		Power —	Accuracy 100%	PP 5	More power the slower the user than the target.
Hammer Arm	Fighting		Power 100	Accuracy 90%	PP 10	Lowers the user's Speed by 1.
Headbutt	Normal		Power 70	Accuracy 100%	PP 15	30% chance to flinch the target.
Hidden Power	Normal		Power 60	Accuracy 100%	PP 15	Varies in type based on the user's IVs.
Hold Back	Normal		Power 40	Accuracy 100%	PP 40	Always leaves the target with at least 1 HP.
Hone Claws	Dark		Power —	Accuracy —	PP 15	Raises the user's Attack and accuracy by 1.
Hyper Beam	Normal		Power 150	Accuracy 90%	PP 5	User cannot move next turn.
Ice Punch	Ice		Power 75	Accuracy 100%	PP 15	10% chance to freeze the target.
Icy Wind	Ice		Power 55	Accuracy 95%	PP 15	100% chance to lower the foe(s) Speed by 1.
Iron Defense	Steel		Power —	Accuracy —	PP 15	Raises the user's Defense by 2.
Iron Head	Steel		Power 80	Accuracy 100%	PP 15	30% chance to flinch the target.
Laser Focus	Normal		Power —	Accuracy —	PP 30	Until the end of the next turn, user's moves crit.
Light Screen	Psychic		Power —	Accuracy —	PP 30	For 5 turns, special damage to allies is halved.
Magnet Rise	Electric		Power —	Accuracy —	PP 10	For 5 turns, the user has immunity to Ground.



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Metal Claw	Steel		Power	50	95%	35	10% chance to raise the user's Attack by 1.
Meteor Mash	Steel		Power	90	90%	10	20% chance to raise the user's Attack by 1.
Mimic	Normal		Power	—	—	10	The last move the target used replaces this one.
Miracle Eye	Psychic		Power	—	—	40	Psychic hits Dark. Evasiveness ignored.
Mud-Slap	Ground		Power	20	100%	10	100% chance to lower the target's accuracy by 1.
Natural Gift	Normal		Power	—	100%	15	Power and type depends on the user's Berry.
Power-Up Punch	Fighting		Power	40	100%	20	100% chance to raise the user's Attack by 1.
Protect	Normal		Power	—	—	10	Prevents moves from affecting the user this turn.
Psychic	Psychic		Power	90	100%	10	10% chance to lower the target's Sp. Def by 1.
Psych Up	Normal		Power	—	—	10	Copies the target's current stat stages.
Psystock	Psychic		Power	80	100%	10	Damages target based on Defense, not Sp. Def.
Pursuit	Dark		Power	40	100%	20	If a foe is switching out, hits it at 2x power.
Rain Dance	Water		Power	—	—	5	For 5 turns, heavy rain powers Water moves.
Reflect	Psychic		Power	—	—	20	For 5 turns, physical damage to allies is halved.
Refresh	Normal		Power	—	—	20	User cures its burn, poison, or paralysis.
Rest	Psychic		Power	—	—	10	User sleeps 2 turns and restores HP and status.
Return	Normal		Power	—	100%	20	Max 102 power at maximum Happiness.
Rock Polish	Rock		Power	—	—	20	Raises the user's Speed by 2.
Rock Slide	Rock		Power	75	90%	10	30% chance to flinch the foe(s).
Rock Smash	Fighting		Power	40	100%	15	50% chance to lower the target's Defense by 1.



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Rock Tomb	Rock		Power 60	Accuracy 95%	PP 15	100% chance to lower the target's Speed by 1.
Rollout	Rock		Power 30	Accuracy 90%	PP 20	Power doubles with each hit. Repeats for 5 turns.
Round	Normal		Power 60	Accuracy 100%	PP 15	Power doubles if others used Round this turn.
Sandstorm	Rock		Power —	Accuracy —	PP 10	For 5 turns, a sandstorm rages.
Scary Face	Normal		Power —	Accuracy 100%	PP 10	Lowers the target's Speed by 2.
Secret Power	Normal		Power 70	Accuracy 100%	PP 20	Effect varies with terrain. (30% paralysis chance)
Self-Destruct	Normal		Power 200	Accuracy 100%	PP 5	Hits adjacent Pokemon. The user faints.
Shadow Ball	Ghost		Power 80	Accuracy 100%	PP 15	20% chance to lower the target's Sp. Def by 1.
Signal Beam	Bug		Power 75	Accuracy 100%	PP 15	10% chance to confuse the target.
Sleep Talk	Normal		Power —	Accuracy —	PP 10	User must be asleep. Uses another known move.
Sludge Bomb	Poison		Power 90	Accuracy 100%	PP 10	30% chance to poison the target.
Snore	Normal		Power 50	Accuracy 100%	PP 15	User must be asleep. 30% chance to flinch target.
Stealth Rock	Rock		Power —	Accuracy —	PP 20	Hurts foes on switch-in. Factors Rock weakness.
Stomping Tantrum	Ground		Power 75	Accuracy 100%	PP 10	Power doubles if the user's last move failed.
Strength	Normal		Power 80	Accuracy 100%	PP 15	No additional effect.
Substitute	Normal		Power —	Accuracy —	PP 10	User takes 1/4 its max HP to put in a substitute.
Sunny Day	Fire		Power —	Accuracy —	PP 5	For 5 turns, intense sunlight powers Fire moves.
Swagger	Normal		Power —	Accuracy 85%	PP 15	Raises the target's Attack by 2 and confuses it.
Swift	Normal		Power 60	Accuracy —	PP 20	This move does not check accuracy. Hits foes.
Take Down	Normal		Power 90	Accuracy 85%	PP 20	Has 1/4 recoil.
Telekinesis	Psychic		Power —	Accuracy —	PP 15	For 3 turns, target floats but moves can't miss it.
Thunder Punch	Electric		Power 75	Accuracy 100%	PP 15	10% chance to paralyze the target.
Toxic	Poison		Power —	Accuracy 90%	PP 10	Badly poisons the target. Poison types can't miss.
Trick	Psychic		Power —	Accuracy 100%	PP 10	User switches its held item with the target's.
Zen Headbutt	Psychic		Power 80	Accuracy 90%	PP 15	20% chance to flinch the target.





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Aerial Ace	Flying		Power 60	Accuracy —	PP 20	This move does not check accuracy.
Agility	Psychic		Power —	Accuracy —	PP 30	Raises the user's Speed by 2.
Air Cutter	Flying		Power 60	Accuracy 95%	PP 25	High critical hit ratio. Hits adjacent foes.
Aqua Jet	Water		Power 40	Accuracy 100%	PP 20	Usually goes first.
Aqua Tail	Water		Power 90	Accuracy 90%	PP 10	No additional effect.
Attract	Normal		Power —	Accuracy 100%	PP 15	A target of the opposite gender gets infatuated.
Barrier	Psychic		Power —	Accuracy —	PP 20	Raises the user's Defense by 2.
Bide	Normal		Power —	Accuracy —	PP 10	Waits 2 turns; deals double the damage taken.
Bind	Normal		Power 15	Accuracy 85%	PP 20	Traps and damages the target for 4-5 turns.
Blizzard	Ice		Power 110	Accuracy 70%	PP 5	10% chance to freeze foe(s). Can't miss in hail.
Body Slam	Normal		Power 85	Accuracy 100%	PP 15	30% chance to paralyze the target.
Brick Break	Fighting		Power 75	Accuracy 100%	PP 15	Destroys screens, unless the target is immune.
Brutal Swing	Dark		Power 60	Accuracy 100%	PP 20	No additional effect. Hits adjacent Pokemon.
Bubble Beam	Water		Power 65	Accuracy 100%	PP 20	10% chance to lower the target's Speed by 1.
Bulldoze	Ground		Power 60	Accuracy 100%	PP 20	100% chance lower adjacent Pkmn Speed by 1.
Captivate	Normal		Power —	Accuracy 100%	PP 20	Lowers the foe(s) Sp. Atk by 2 if opposite gender.
Confide	Normal		Power —	Accuracy —	PP 20	Lowers the target's Sp. Atk by 1.
Curse	Ghost		Power —	Accuracy —	PP 10	Curses if Ghost, else -1 Spe, +1 Atk, +1 Def.
Cut	Normal		Power 50	Accuracy 95%	PP 30	No additional effect.
Defog	Flying		Power —	Accuracy —	PP 15	-1 evasion; clears user and target side's hazards.

 <b>GEN SM</b>  SEARCH  POKEMON  MOVES  ABILITIES  ITEMS  TYPES  FORMATS	Detect	Fighting		Power	Accuracy	PP	Prevents moves from affecting the user this turn.
	Dive	Water		80	100%	10	Dives underwater turn 1, strikes turn 2.
	Double-Edge	Normal		120	100%	15	Has 33% recoil.
	Double Team	Normal		Power	Accuracy	PP	Raises the user's evasiveness by 1.
	Draco Meteor	Dragon		130	90%	5	Lowers the user's Sp. Atk by 2.
	Dragon Breath	Dragon		60	100%	20	30% chance to paralyze the target.
	Dragon Claw	Dragon		80	100%	15	No additional effect.
	Dragon Dance	Dragon		Power	Accuracy	PP	Raises the user's Attack and Speed by 1.
	Dragon Pulse	Dragon		85	100%	10	No additional effect.
	Dragon Rage	Dragon		Power	Accuracy	PP	Deals 40 HP of damage to the target.
	Dragon Rush	Dragon		100	75%	10	20% chance to flinch the target.
	Dragon Tail	Dragon		60	90%	10	Forces the target to switch to a random ally.
	Dynamic Punch	Fighting		100	50%	5	100% chance to confuse the target.
	Earthquake	Ground		100	100%	10	Hits adjacent Pokemon. Double damage on Dig.
	Endure	Normal		Power	Accuracy	PP	User survives attacks this turn with at least 1 HP.
	Extreme Speed	Normal		80	100%	5	Nearly always goes first.
	Facade	Normal		70	100%	20	Power doubles if user is burn/poison/paralyzed.
	Fire Blast	Fire		110	85%	5	10% chance to burn the target.
	Fire Punch	Fire		75	100%	15	10% chance to burn the target.
	Flamethrower	Fire		90	100%	15	10% chance to burn the target.



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Incinerate	Fire		Power 60	Accuracy 100%	PP 15	Destroys the foe(s) Berry/Gem.
Iron Head	Steel		Power 80	Accuracy 100%	PP 15	30% chance to flinch the target.
Iron Tail	Steel		Power 100	Accuracy 75%	PP 15	30% chance to lower the target's Defense by 1.
Leer	Normal		Power —	Accuracy 100%	PP 30	Lowers the foe(s) Defense by 1.
Light Screen	Psychic		Power —	Accuracy —	PP 30	For 5 turns, special damage to allies is halved.
Mimic	Normal		Power —	Accuracy —	PP 10	The last move the target used replaces this one.
Mist	Ice		Power —	Accuracy —	PP 30	For 5 turns, protects user's party from stat drops.
Mud-Slap	Ground		Power 20	Accuracy 100%	PP 10	100% chance to lower the target's accuracy by 1.
Natural Gift	Normal		Power —	Accuracy 100%	PP 15	Power and type depends on the user's Berry.
Ominous Wind	Ghost		Power 60	Accuracy 100%	PP 5	10% chance to raise all stats by 1 (not acc/eva).
Outrage	Dragon		Power 120	Accuracy 100%	PP 10	Lasts 2-3 turns. Confuses the user afterwards.
Power-Up Punch	Fighting		Power 40	Accuracy 100%	PP 20	100% chance to raise the user's Attack by 1.
Protect	Normal		Power —	Accuracy —	PP 10	Prevents moves from affecting the user this turn.
Rage	Normal		Power 20	Accuracy 100%	PP 20	Raises the user's Attack by 1 if hit during use.
Rain Dance	Water		Power —	Accuracy —	PP 5	For 5 turns, heavy rain powers Water moves.
Razor Wind	Normal		Power 80	Accuracy 100%	PP 10	Charges, then hits foe(s) turn 2. High crit ratio.
Reflect	Psychic		Power —	Accuracy —	PP 20	For 5 turns, physical damage to allies is halved.
Rest	Psychic		Power —	Accuracy —	PP 10	User sleeps 2 turns and restores HP and status.
Return	Normal		Power —	Accuracy 100%	PP 20	Max 102 power at maximum Happiness.
Roar	Normal		Power —	Accuracy —	PP 20	Forces the target to switch to a random ally.



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Rock Slide	Rock		Power 75	Accuracy 90%	PP 10	30% chance to flinch the foe(s).
Rock Smash	Fighting		Power 40	Accuracy 100%	PP 15	50% chance to lower the target's Defense by 1.
Rock Tomb	Rock		Power 60	Accuracy 95%	PP 15	100% chance to lower the target's Speed by 1.
Roost	Flying		Power —	Accuracy —	PP 10	Heals 50% HP. Flying-type removed 'til turn ends.
Round	Normal		Power 60	Accuracy 100%	PP 15	Power doubles if others used Round this turn.
Safeguard	Normal		Power —	Accuracy —	PP 25	For 5 turns, protects user's party from status.
Sandstorm	Rock		Power —	Accuracy —	PP 10	For 5 turns, a sandstorm rages.
Secret Power	Normal		Power 70	Accuracy 100%	PP 20	Effect varies with terrain. (30% paralysis chance)
Shock Wave	Electric		Power 60	Accuracy —	PP 20	This move does not check accuracy.
Skull Bash	Normal		Power 130	Accuracy 100%	PP 10	Raises user's Defense by 1 on turn 1. Hits turn 2.
Sky Drop	Flying		Power 60	Accuracy 100%	PP 10	User and foe fly up turn 1. Damages on turn 2.
Slam	Normal		Power 80	Accuracy 75%	PP 20	No additional effect.
Sleep Talk	Normal		Power —	Accuracy —	PP 10	User must be asleep. Uses another known move.
Snore	Normal		Power 50	Accuracy 100%	PP 15	User must be asleep. 30% chance to flinch target.
Steel Wing	Steel		Power 70	Accuracy 90%	PP 25	10% chance to raise the user's Defense by 1.
Stone Edge	Rock		Power 100	Accuracy 80%	PP 5	High critical hit ratio.
Strength	Normal		Power 80	Accuracy 100%	PP 15	No additional effect.
Substitute	Normal		Power —	Accuracy —	PP 10	User takes 1/4 its max HP to put in a substitute.
Sunny Day	Fire		Power —	Accuracy —	PP 5	For 5 turns, intense sunlight powers Fire moves.
Superpower	Fighting		Power 120	Accuracy 100%	PP 5	Lowers the user's Attack and Defense by 1.

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Supersonic	Normal		Power	Accuracy	PP	Causes the target to become confused.
Surf	Water		90	100%	15	Hits adjacent Pokemon. Double damage on Dive.
Swagger	Normal		Power	Accuracy	PP	Raises the target's Attack by 2 and confuses it.
Swift	Normal		60	—	20	This move does not check accuracy. Hits foes.
Tailwind	Flying		Power	Accuracy	PP	For 4 turns, allies' Speed is doubled.
Take Down	Normal		90	85%	20	Has 1/4 recoil.
Thunder	Electric		110	70%	10	30% chance to paralyze. Can't miss in rain.
Thunderbolt	Electric		90	100%	15	10% chance to paralyze the target.
Thunder Punch	Electric		75	100%	15	10% chance to paralyze the target.
Thunder Wave	Electric		Power	Accuracy	PP	Paralyzes the target.
Toxic	Poison		Power	Accuracy	PP	Badly poisons the target. Poison types can't miss.
Twister	Dragon		40	100%	20	20% chance to flinch the foe(s).
Waterfall	Water		80	100%	15	20% chance to flinch the target.
Water Gun	Water		40	100%	25	No additional effect.
Water Pulse	Water		60	100%	20	20% chance to confuse the target.
Whirlpool	Water		35	85%	15	Traps and damages the target for 4-5 turns.
Wing Attack	Flying		60	100%	35	No additional effect.
Wrap	Normal		15	90%	20	Traps and damages the target for 4-5 turns.
Zap Cannon	Electric		120	50%	5	100% chance to paralyze the target.





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Aerial Ace	Flying		Power 60	Accuracy —	PP 20	This move does not check accuracy.
Air Cutter	Flying		Power 60	Accuracy 95%	PP 25	High critical hit ratio. Hits adjacent foes.
Aqua Tail	Water		Power 90	Accuracy 90%	PP 10	No additional effect.
Attract	Normal		Power —	Accuracy 100%	PP 15	A target of the opposite gender gets infatuated.
Bite	Dark		Power 60	Accuracy 100%	PP 25	30% chance to flinch the target.
Body Slam	Normal		Power 85	Accuracy 100%	PP 15	30% chance to paralyze the target.
Brick Break	Fighting		Power 75	Accuracy 100%	PP 15	Destroys screens, unless the target is immune.
Brutal Swing	Dark		Power 60	Accuracy 100%	PP 20	No additional effect. Hits adjacent Pokemon.
Bulldoze	Ground		Power 60	Accuracy 100%	PP 20	100% chance lower adjacent Pkmn Speed by 1.
Captivate	Normal		Power —	Accuracy 100%	PP 20	Lowers the foe(s) Sp. Atk by 2 if opposite gender.
Confide	Normal		Power —	Accuracy —	PP 20	Lowers the target's Sp. Atk by 1.
Crunch	Dark		Power 80	Accuracy 100%	PP 15	20% chance to lower the target's Defense by 1.
Cut	Normal		Power 50	Accuracy 95%	PP 30	No additional effect.
Defense Curl	Normal		Power —	Accuracy —	PP 40	Raises the user's Defense by 1.
Defog	Flying		Power —	Accuracy —	PP 15	-1 evasion; clears user and target side's hazards.
Double-Edge	Normal		Power 120	Accuracy 100%	PP 15	Has 33% recoil.
Double Team	Normal		Power —	Accuracy —	PP 15	Raises the user's evasiveness by 1.
Draco Meteor	Dragon		Power 130	Accuracy 90%	PP 5	Lowers the user's Sp. Atk by 2.
Dragon Breath	Dragon		Power 60	Accuracy 100%	PP 20	30% chance to paralyze the target.
Dragon Claw	Dragon		Power 80	Accuracy 100%	PP 15	No additional effect.



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










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Dragon Dance	Dragon		Power	Accuracy	PP	Raises the user's Attack and Speed by 1.
Dragon Pulse	Dragon		85	100%	10	No additional effect.
Dragon Rage	Dragon		Power	Accuracy	PP	Deals 40 HP of damage to the target.
Dragon Rush	Dragon		100	75%	10	20% chance to flinch the target.
Dragon Tail	Dragon		60	90%	10	Forces the target to switch to a random ally.
Earthquake	Ground		100	100%	10	Hits adjacent Pokemon. Double damage on Dig.
Ember	Fire		40	100%	25	10% chance to burn the target.
Endure	Normal		Power	Accuracy	PP	User survives attacks this turn with at least 1 HP.
Facade	Normal		70	100%	20	Power doubles if user is burn/poison/paralyzed.
Fire Blast	Fire		110	85%	5	10% chance to burn the target.
Fire Fang	Fire		65	95%	15	10% chance to burn. 10% chance to flinch.
Flamethrower	Fire		90	100%	15	10% chance to burn the target.
Fly	Flying		90	95%	15	Flies up on first turn, then strikes the next turn.
Focus Energy	Normal		Power	Accuracy	PP	Raises the user's critical hit ratio by 2.
Frustration	Normal		Power	Accuracy	PP	Max 102 power at minimum Happiness.
Fury Cutter	Bug		40	95%	20	Power doubles with each hit, up to 160.
Giga Impact	Normal		150	90%	5	User cannot move next turn.
Headbutt	Normal		70	100%	15	30% chance to flinch the target.
Heat Wave	Fire		95	90%	10	10% chance to burn the foe(s).
Hidden Power	Normal		60	100%	15	Varies in type based on the user's IVs.

 <b>GEN SM</b>  SEARCH  POKEMON  MOVES  ABILITIES  ITEMS  TYPES  FORMATS   TYPES  FORMATS	Hone Claws	Dark		Power	Accuracy	PP	Raises the user's Attack and accuracy by 1.
	Hydro Pump	Water		110	80%	5	No additional effect.
	Hyper Beam	Normal		150	90%	5	User cannot move next turn.
	Hyper Voice	Normal		90	100%	10	No additional effect. Hits adjacent foes.
	Incinerate	Fire		60	100%	15	Destroys the foe(s) Berry/Gem.
	Iron Defense	Steel		Power	Accuracy	PP	Raises the user's Defense by 2.
	Iron Tail	Steel		100	75%	15	30% chance to lower the target's Defense by 1.
	Laser Focus	Normal		Power	Accuracy	PP	Until the end of the next turn, user's moves crit.
	Leer	Normal		Power	Accuracy	PP	Lowers the foe(s) Defense by 1.
	Mimic	Normal		Power	Accuracy	PP	The last move the target used replaces this one.
	Mud-Slap	Ground		20	100%	10	100% chance to lower the target's accuracy by 1.
	Natural Gift	Normal		Power	Accuracy	PP	Power and type depends on the user's Berry.
	Ominous Wind	Ghost		60	100%	5	10% chance to raise all stats by 1 (not acc/eva).
	Outrage	Dragon		120	100%	10	Lasts 2-3 turns. Confuses the user afterwards.
	Protect	Normal		Power	Accuracy	PP	Prevents moves from affecting the user this turn.
	Rage	Normal		20	100%	20	Raises the user's Attack by 1 if hit during use.
	Rain Dance	Water		Power	Accuracy	PP	For 5 turns, heavy rain powers Water moves.
	Refresh	Normal		Power	Accuracy	PP	User cures its burn, poison, or paralysis.
	Rest	Psychic		Power	Accuracy	PP	User sleeps 2 turns and restores HP and status.
	Return	Normal		Power	Accuracy	PP	Max 102 power at maximum Happiness.
	Thrash	Normal		120	100%	10	Lasts 2-3 turns. Confuses the user afterwards.
	Thunder Fang	Electric		65	95%	15	10% chance to paralyze. 10% chance to flinch.
	Toxic	Poison		Power	Accuracy	PP	Badly poisons the target. Poison types can't miss.
	Twister	Dragon		40	100%	20	20% chance to flinch the foe(s).
	Wish	Normal		Power	Accuracy	PP	Next turn, 50% of the user's max HP is restored.
	Zen Headbutt	Psychic		80	90%	15	20% chance to flinch the target.

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Aerial Ace	Flying		Power 60	Accuracy —	PP 20	This move does not check accuracy.
Aqua Tail	Water		Power 90	Accuracy 90%	PP 10	No additional effect.
Attract	Normal		Power —	Accuracy 100%	PP 15	A target of the opposite gender gets infatuated.
Body Slam	Normal		Power 85	Accuracy 100%	PP 15	30% chance to paralyze the target.
Brick Break	Fighting		Power 75	Accuracy 100%	PP 15	Destroys screens, unless the target is immune.
Brutal Swing	Dark		Power 60	Accuracy 100%	PP 20	No additional effect. Hits adjacent Pokemon.
Bulldoze	Ground		Power 60	Accuracy 100%	PP 20	100% chance lower adjacent Pkmn Speed by 1.
Captivate	Normal		Power —	Accuracy 100%	PP 20	Lowers the foe(s) Sp. Atk by 2 if opposite gender.
Confide	Normal		Power —	Accuracy —	PP 20	Lowers the target's Sp. Atk by 1.
Crunch	Dark		Power 80	Accuracy 100%	PP 15	20% chance to lower the target's Defense by 1.
Cut	Normal		Power 50	Accuracy 95%	PP 30	No additional effect.
Dig	Ground		Power 80	Accuracy 100%	PP 10	Digs underground turn 1, strikes turn 2.
Double-Edge	Normal		Power 120	Accuracy 100%	PP 15	Has 33% recoil.
Double Team	Normal		Power —	Accuracy —	PP 15	Raises the user's evasiveness by 1.
Draco Meteor	Dragon		Power 130	Accuracy 90%	PP 5	Lowers the user's Sp. Atk by 2.
Dragon Breath	Dragon		Power 60	Accuracy 100%	PP 20	30% chance to paralyze the target.
Dragon Claw	Dragon		Power 80	Accuracy 100%	PP 15	No additional effect.
Dragon Pulse	Dragon		Power 85	Accuracy 100%	PP 10	No additional effect.
Dragon Rage	Dragon		Power —	Accuracy 100%	PP 10	Deals 40 HP of damage to the target.
Dragon Rush	Dragon		Power 100	Accuracy 75%	PP 10	20% chance to flinch the target.



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Dragon Tail	Dragon		Power	Accuracy	PP	Forces the target to switch to a random ally.
Dual Chop	Dragon		40	90%	15	Hits 2 times in one turn.
Earth Power	Ground		Power	Accuracy	PP	10% chance to lower the target's Sp. Def by 1.
Earthquake	Ground		90	100%	10	Hits adjacent Pokemon. Double damage on Dig.
Endure	Normal		Power	Accuracy	PP	User survives attacks this turn with at least 1 HP.
Facade	Normal		—	—	10	
False Swipe	Normal		70	100%	20	Power doubles if user is burn/poison/paralyzed.
Fire Blast	Normal		40	100%	40	Always leaves the target with at least 1 HP.
Fire Fang	Fire		Power	Accuracy	PP	10% chance to burn the target.
Flamethrower	Fire		110	85%	5	10% chance to burn. 10% chance to flinch.
Fling	Fire		65	95%	15	10% chance to burn the target.
Frustration	Fire		90	100%	15	10% chance to burn the target.
Fury Cutter	Dark		Power	Accuracy	PP	Flings the user's item at the target. Power varies.
Giga Impact	Dark		—	100%	10	
Headbutt	Normal		Power	Accuracy	PP	Max 102 power at minimum Happiness.
Hidden Power	Normal		—	100%	20	
Hone Claws	Bug		Power	Accuracy	PP	Power doubles with each hit, up to 160.
Hyper Beam	Normal		40	95%	20	
Incinerate	Normal		Power	Accuracy	PP	Power doubles with each hit, up to 160.
Iron Head	Normal		150	90%	5	User cannot move next turn.
	Normal		70	100%	15	30% chance to flinch the target.
	Normal		Power	Accuracy	PP	Varies in type based on the user's IVs.
	Normal		60	100%	15	
	Dark		Power	Accuracy	PP	Raises the user's Attack and accuracy by 1.
	Dark		—	—	15	
	Normal		Power	Accuracy	PP	User cannot move next turn.
	Normal		150	90%	5	
	Fire		Power	Accuracy	PP	Destroys the foe(s) Berry/Gem.
	Fire		60	100%	15	
	Steel		Power	Accuracy	PP	30% chance to flinch the target.
	Steel		80	100%	15	





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Iron Tail	Steel		Power	Accuracy	PP	30% chance to lower the target's Defense by 1.
Laser Focus	Normal		Power	Accuracy	PP	Until the end of the next turn, user's moves crit.
Metal Claw	Steel		Power	Accuracy	PP	10% chance to raise the user's Attack by 1.
Mud Shot	Ground		Power	Accuracy	PP	100% chance to lower the target's Speed by 1.
Mud-Slap	Ground		Power	Accuracy	PP	100% chance to lower the target's accuracy by 1.
Natural Gift	Normal		Power	Accuracy	PP	Power and type depends on the user's Berry.
Outrage	Dragon		Power	Accuracy	PP	Lasts 2-3 turns. Confuses the user afterwards.
Poison Jab	Poison		Power	Accuracy	PP	30% chance to poison the target.
Protect	Normal		Power	Accuracy	PP	Prevents moves from affecting the user this turn.
Rain Dance	Water		Power	Accuracy	PP	For 5 turns, heavy rain powers Water moves.
Rest	Psychic		Power	Accuracy	PP	User sleeps 2 turns and restores HP and status.
Return	Normal		Power	Accuracy	PP	Max 102 power at maximum Happiness.
Roar	Normal		Power	Accuracy	PP	Forces the target to switch to a random ally.
Rock Climb	Normal		Power	Accuracy	PP	20% chance to confuse the target.
Rock Slide	Rock		Power	Accuracy	PP	30% chance to flinch the foe(s).
Rock Smash	Fighting		Power	Accuracy	PP	50% chance to lower the target's Defense by 1.
Rock Tomb	Rock		Power	Accuracy	PP	100% chance to lower the target's Speed by 1.
Round	Normal		Power	Accuracy	PP	Power doubles if others used Round this turn.
Sand Attack	Ground		Power	Accuracy	PP	Lowers the target's accuracy by 1.
Sandstorm	Rock		Power	Accuracy	PP	For 5 turns, a sandstorm rages.



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Sand Tomb	Ground		Power	Accuracy	PP	Traps and damages the target for 4-5 turns.
			35	85%	15	
Scary Face	Normal		Power	Accuracy	PP	Lowers the target's Speed by 2.
			—	100%	10	
Secret Power	Normal		Power	Accuracy	PP	Effect varies with terrain. (30% paralysis chance)
			70	100%	20	
Shadow Claw	Ghost		Power	Accuracy	PP	High critical hit ratio.
			70	100%	15	
Slash	Normal		Power	Accuracy	PP	High critical hit ratio.
			70	100%	20	
Sleep Talk	Normal		Power	Accuracy	PP	User must be asleep. Uses another known move.
			—	—	10	
Snore	Normal		Power	Accuracy	PP	User must be asleep. 30% chance to flinch target.
			50	100%	15	
Stealth Rock	Rock		Power	Accuracy	PP	Hurts foes on switch-in. Factors Rock weakness.
			—	—	20	
Stomping Tantrum	Ground		Power	Accuracy	PP	Power doubles if the user's last move failed.
			75	100%	10	
Stone Edge	Rock		Power	Accuracy	PP	High critical hit ratio.
			100	80%	5	
Strength	Normal		Power	Accuracy	PP	No additional effect.
			80	100%	15	
Substitute	Normal		Power	Accuracy	PP	User takes 1/4 its max HP to put in a substitute.
			—	—	10	
Sunny Day	Fire		Power	Accuracy	PP	For 5 turns, intense sunlight powers Fire moves.
			—	—	5	
Surf	Water		Power	Accuracy	PP	Hits adjacent Pokemon. Double damage on Dive.
			90	100%	15	
Swagger	Normal		Power	Accuracy	PP	Raises the target's Attack by 2 and confuses it.
			—	85%	15	
Swift	Normal		Power	Accuracy	PP	This move does not check accuracy. Hits foes.
			60	—	20	
Swords Dance	Normal		Power	Accuracy	PP	Raises the user's Attack by 2.
			—	—	20	
Tackle	Normal		Power	Accuracy	PP	No additional effect.
			40	100%	35	
Take Down	Normal		Power	Accuracy	PP	Has 1/4 recoil.
			90	85%	20	
Thrash	Normal		Power	Accuracy	PP	Lasts 2-3 turns. Confuses the user afterwards.
			120	100%	10	
Take Down	Normal		Power	Accuracy	PP	Has 1/4 recoil.
			90	85%	20	
Thrash	Normal		Power	Accuracy	PP	Lasts 2-3 turns. Confuses the user afterwards.
			120	100%	10	
Toxic	Poison		Power	Accuracy	PP	Badly poisons the target. Poison types can't miss.
			—	90%	10	
Twister	Dragon		Power	Accuracy	PP	20% chance to flinch the foe(s).
			40	100%	20	
Whirlpool	Water		Power	Accuracy	PP	Traps and damages the target for 4-5 turns.
			35	85%	15	



### Dragapult's Learnset Comparison

Aerobatics - X  
Agility - X  
Ally Switch - X  
Assurance - X  
Astomish - X  
Attract - X  
Baton Pass - X  
Beat Up - X  
Bite - X  
Body Slam - X  
Breeding Swipe - X  
Brine - X  
Confuse Ray - X  
Curse - X  
Disable - X  
Dive - X  
Double-Edge - X  
Double Hit - X  
Double Team - ✓  
Dragon Breath - X  
Dragon Claw - X  
Dragon Dance - X  
Dragon Darts - X  
Dragon Pulse - X  
Dragon Rush - X  
Dragon Tail (no more dragons.) - X  
Endure - ✓  
Facade - ✓  
Fire blast - X  
Flamethrower - X



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Fly - X  
Vigor Impact - ✓  
Grudge - X  
Helping Hand - X  
Hex - X  
Hydro Pump - X  
Hyper Beam - ✓  
Infestation - X  
Last Resort - X  
Light Screen - X  
Lock-On - X  
Outrage - X  
Phantom Force - X  
Protect - ✓  
Psychic Fangs - X  
Quick Attack - X  
Reflect - X  
Rest - ✓  
Round - ✓  
Scald - X  
Shadow Ball - X  
Sleep Talk - ✓  
Snore - ✓  
Solar Beam - X  
Steel Wing - X  
Substitute - ✓  
Sucker Punch - X  
Surf - X  
Swift - X

Pt. 3 of Prev. 2 Pg.

Take Down - X  
Thief - X  
Thunder - X  
Thunderbolt - X  
Thunder Wave - X  
Tri. Attack - X  
U-Turn - X  
Will-O-Wisp - X

This is comparing all 9 pseudo legendary learnsets using Dragapult's learnset for reference. A "X" indicates that not all of the pseudo legendaries learn this move, while a "✓" means that all of the pseudo legendaries do in fact learn the move.