

Unofficial PRO Viability Tier List

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Clefable

→ Recommended set #1:

- ◆ **Ability:** Magic Guard
- ◆ **Nature:** Bold/Calm
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, the rest can be distributed between Def and SpD
- ◆ **Moves:**
 1. Calm Mind/Stealth Rock
 2. Moonblast
 3. Soft-Boiled
 4. Thunder Wave/Flamethrower/Knock Off

→ Recommended set #2:

- ◆ **Ability:** Unaware
- ◆ **Nature:** Bold
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 Def
- ◆ **Moves:**

1. Moonblast
2. Wish/Moonlight
3. Protect/Calm Mind
4. Heal Bell/Protect/Flamethrower/Thunder Wave/Knock Off

◆ **Checks/Counters:**

- If Clefable lacks Flamethrower: Scizor, Magnezone, Excadrill, Bisharp, Amoonguss, Venusaur...
- Taunt users such as Heatran, Mew, Jellicent, Gliscor, Gengar...
- Tentacruel, Empoleon, Nidoking, Calm Mind Slowbro or Slowking with Psyshock...



Greninja

→ Recommended set #1:

- ◆ **Ability:** Protean
- ◆ **Nature:** Naive/Timid/Jolly
- ◆ **Item:** Life Orb/Expert Belt
- ◆ **EVs:** 252 SpA, 252 Spe or 252 Atk, 252 Spe or 252 SpA, and the rest can be distributed between SpA and Atk
- ◆ **Moves:**
 1. Hydro Pump/Low Kick
 2. Gunk Shot/Ice Beam
 3. Ice Beam/Hidden Power Fire/U-turn
 4. Hidden Power Fire/Dark Pulse/Spikes/Low Kick/Rock Slide

→ Recommended set #2:

- ◆ **Ability:** Protean
- ◆ **Nature:** Naive
- ◆ **Item:** Choice Scarf
- ◆ **EVs:** 252 Spe, the rest can be distributed between SpA and Atk
- ◆ **Moves:**
 1. Rock Slide/Gunk Shot
 2. U-turn
 3. Ice Beam
 4. Spikes/Low Kick

→ Recommended set #3:

- ◆ **Ability:** Protean
- ◆ **Nature:** Jolly/Timid
- ◆ **Item:** Focus Sash
- ◆ **EVs:** 252 Atk, 252 Spe or 252 SpA, 252 Spe

◆ **Moves:**

1. Toxic Spikes
2. Spikes
3. Taunt
4. Shadow Sneak/Ice Beam

◆ **Checks/Counters:**

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Azumarill

→ Recommended set #1:

◆ **Ability:** Huge Power

◆ **Nature:** Adamant

◆ **Item:** Choice Band

◆ **EVs:** 252 Atk, the rest can be distributed between HP and Spe

◆ **Moves:**

1. Play Rough
2. Liquidation
3. Aqua Jet
4. Superpower/Knock Off/Ice Punch

→ Recommended set #2:

◆ **Ability:** Huge Power

◆ **Nature:** Adamant

◆ **Item:** Sitrus Berry

◆ **EVs:** 252 Atk, the rest can be distributed between HP and Spe

◆ **Moves:**

1. Belly Drum
2. Aqua Jet
3. Play Rough
4. Knock Off

◆ **Checks/Counters:**

- Amoonguss, Tangrowth, Venusaur, Skarmory, Tentacruel, Ferrothorn (if Azumarill lacks Superpower), Mummy Cofagrigus (if Azumarill lacks Knock Off), Slowbro (if Azumarill lacks Knock Off), Will-O-Wisp Rotom-Wash...
- Revenge killers: Magnezone, Dragonite, Breloom, Gengar, Rotom-Wash, Toxicroak, Heliolisk...

→ Recommended set #3:

- ◆ **Ability:** Huge Power
- ◆ **Nature:** Adamant
- ◆ **Item:** Assault Vest
- ◆ **EVs:** 252 HP, 252 Atk
- ◆ **Moves:**
 1. Play Rough
 2. Liquidation
 3. Aqua Jet
 4. Knock Off/Superpower
- ◆ **Checks/Counters:**
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Bisharp

→ Recommended set:

- ◆ **Ability:** Defiant
- ◆ **Nature:** Adamant/Jolly
- ◆ **Item:** Life Orb/Black Glasses/Lum Berry
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Swords Dance
 2. Knock Off
 3. Iron Head
 4. Sucker Punch
- ◆ **Checks/Counters:**
 - Breloom, Conkeldurr, Lucario, Infernape, Bold Volcarona, Gliscor, Hippowdon, Timid Heatran (if Bisharp is Adamant), Foul Play physically defensive Mandibuzz, Will-O-Wisp Rotom-Wash (if Bisharp foregoes Lum Berry)...
 - Revenge killers: Low Kick/Brick Break Weavile, Choice Scarf Tyranitar with Superpower...



Dragonite

→ Recommended set #1:

- ◆ **Ability:** Multiscale
- ◆ **Nature:** Adamant
- ◆ **Item:** Choice Band
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Outrage
 2. Extreme Speed
 3. Fire Punch/Thunder Punch
 4. Earthquake/Superpower

→ Recommended set #2:

- ◆ **Ability:** Multiscale
- ◆ **Nature:** Adamant
- ◆ **Item:** Lum Berry
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Dragon Dance
 2. Outrage
 3. Extreme Speed
 4. Earthquake/Fire Punch/Thunder Punch
- ◆ **Checks/Counters:**
 - Clefable, Azumarill, Skarmory (except for Fire Punch/Thunder Punch), Ferrothorn (except for Fire Punch/Superpower), Ice Beam Slowbro...
 - Revenge killers: Weavile, Mamoswine...
 - Stealth Rock, Sandstorm/Hail damage...

→ Recommended set #3:

- ◆ **Ability:** Multiscale
- ◆ **Nature:** Mild
- ◆ **Item:** Life Orb
- ◆ **EVs:** 252 SpA, the rest can be distributed between Spe and Atk
- ◆ **Moves:**
 1. Hurricane
 2. Thunder
 3. Superpower/Aqua Tail
 4. Extreme Speed
- ◆ **Checks/Counters:**
 - Specially defensive Mew, specially defensive Jirachi, Goodra, Hidden Power Ice Raikou...
 - If Dragonite lacks Aqua Tail: Calm Clefable...
 - If Dragonite lacks Superpower: Chansey, Blissey...
 - Revenge killers: Weavile, Mamoswine, Garchomp, Ice Beam users (Nidoking, Starmie...), Icy Wind Gengar, Hydreigon...
 - Stealth Rock



Ferrothorn

→ Recommended set:

- ◆ **Ability:** Iron Barbs
- ◆ **Nature:** Relaxed/Sassy
- ◆ **Item:** Leftovers/Rocky Helmet/Chople Berry
- ◆ **EVs:** 252 HP, the rest can be distributed between Def and SpD
- ◆ **Moves:**
 1. Spikes/Stealth Rock
 2. Leech Seed
 3. Gyro Ball/Power Whip/Knock Off/Thunder Wave
 4. Power Whip/Protect/Knock Off/Thunder Wave/Stealth Rock
- ◆ **Checks/Counters:**
 - Hidden Power Fire Magnet Pull Magnezone, Hidden Power Fire Tangrowth, Hidden Power Fire Amoonguss, Hidden Power Fire Venusaur, Heatran, Entei, Darmanitan, Flamethrower Clefable, Volcarona, Goodra, Ninetales, Conkeldurr, Machop, Fire Fang or Fire Blast Garchomp, Infernape, Chesnaught, Lucario, Hydreigon, Hidden Power Fire Technician Roserade, Nidoking, Flamethrower or Fire Blast Tyranitar...
 - Swords Dance Bisharp, Swords Dance Scizor, Swords Dance physically defensive Gliscor, Nasty Plot users (Celebi, Mew...)...



Garchomp

→ Recommended set #1:

- ◆ **Ability:** Rough Skin/Sand Veil (if you don't mind being flamed)
- ◆ **Nature:** Jolly/Naive
- ◆ **Item:** Life Orb/Lum Berry/Focus Sash
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Swords Dance
 2. Earthquake
 3. Dragon Claw/Outrage

4. Fire Fang/Fire Blast/Stealth Rock

◆ Checks/Counters:

- Hippowdon, Donphan, Togekiss, Skarmory (if Garchomp lacks Fire Blast), Ferrothorn (if Garchomp lacks Fire Fang/Fire Blast), Tangrowth (if Garchomp lacks Fire Fang/Fire Blast), Slowbro, Bold Clefable, Will-O-Wisp Rotom-Wash (if Garchomp foregoes Lum Berry)...
- Faster threats: Icy Wind Gengar, Weavile, Latios/Latias...

→ Recommended set #2:

◆ Ability: Rough Skin

◆ Nature: Impish

◆ Item: Rocky Helmet

◆ EVs: 252 HP, the rest can be split between Def and Spe

◆ Moves:

1. Stealth Rock
2. Dragon Tail
3. Earthquake
4. Fire Blast/Toxic/Rest

◆ Checks/Counters:

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→ Recommended set #3:

◆ Ability: Rough Skin/Sand Veil (if you still don't mind being flamed)

◆ Nature: Jolly/Naive

◆ Item: Choice Scarf

◆ EVs: 252 Atk, 252 Spe

◆ Moves:

1. Earthquake
2. Outrage
3. Stone Edge/Fire Blast
4. Dragon Claw/Fire Blast

◆ Checks/Counters:

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Heatran

→ Recommended set #1:

◆ Ability: Flash Fire

◆ Nature: Timid

◆ Item: Leftovers

◆ EVs: 252 HP, 252 Spe

◆ **Moves:**

1. Lava Plume/Magma Storm
2. Toxic
3. Taunt/Protect
4. Stealth Rock/Protect/Ancient Power/Stone Edge/Earth Power

→ Recommended set #2:

◆ **Ability:** Flash Fire

◆ **Nature:** Timid

◆ **Item:** Leftovers/Air Balloon/Power Herb

◆ **EVs:** 252 SpA, 252 Spe

◆ **Moves:**

1. Magma Storm
2. Earth Power
3. Taunt
4. Toxic/Solar Beam

→ Recommended set #3:

◆ **Ability:** Flash Fire

◆ **Nature:** Timid

◆ **Item:** Air Balloon

◆ **EVs:** 252 SpA, 252 Spe

◆ **Moves:**

1. Fire Blast/Magma Storm
2. Earth Power
3. Flash Cannon/Hidden Power Ice/Ancient Power/Stone Edge/Taunt/Toxic
4. Stealth Rock/Toxic/Taunt

→ Recommended set #4:

◆ **Ability:** Flash Fire

◆ **Nature:** Calm

◆ **Item:** Leftovers

◆ **EVs:** 252 HP, 252 SpD

◆ **Moves:**

1. Lava Plume
2. Roar/Toxic/Will-O-Wisp
3. Protect/Taunt
4. Toxic/Will-O-Wisp/Stealth Rock/Taunt

→ Recommended set #5:

◆ **Ability:** Flash Fire

◆ **Nature:** Timid

◆ **Item:** Choice Scarf

◆ **EVs:** 252 SpA, 252 Spe

◆ **Moves:**

1. Overheat/Fire Blast
2. Flash Cannon

3. Earth Power/Hidden Power Ice/Dragon Pulse
4. Ancient Power/Stone Edge/Toxic

◆ **Checks/Counters:**

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Latios

→ Recommended set #1:

- ◆ **Ability:** Levitate
- ◆ **Nature:** Timid/Hasty
- ◆ **Item:** Life Orb
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Draco Meteor
 2. Psyshock
 3. Roost
 4. Defog/Surf/Hidden Power Fire/Thunderbolt/Earthquake

→ Recommended set #2:

- ◆ **Ability:** Levitate
- ◆ **Nature:** Timid
- ◆ **Item:** Choice Specs
- ◆ **EVs:** 252 SpA 252 Spe
- ◆ **Moves:**
 1. Draco Meteor
 2. Psychic/Psyshock
 3. Surf/Hidden Power Fire
 4. Trick/Hidden Power Fire/Thunderbolt/Ice Beam/Sleep Talk

→ Recommended set #3:

- ◆ **Ability:** Levitate
- ◆ **Nature:** Timid/Hasty/Naive
- ◆ **Item:** Choice Scarf
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Draco Meteor
 2. Psyshock/Psychic
 3. Defog/Hidden Power Fire/Surf
 4. Trick/Surf/Hidden Power Fire/Thunderbolt/Sleep Talk/Earthquake

→ Recommended set #4:

- ◆ **Ability:** Levitate

- ◆ **Nature:** Timid
- ◆ **Item:** Life Orb/Leftovers
- ◆ **EVs:** 252 SpA, 252 Spe or 252 HP, 252 Spe
- ◆ **Moves:**
 1. Calm Mind
 2. Dragon Pulse/Draco Meteor/Thunderbolt
 3. Psyshock/Stored Power/Ice Beam
 4. Roost/Surf/Hidden Power Fire
- ◆ **Checks/Counters:**
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Manaphy

- Recommended set #1:
 - ◆ **Ability:** Hydration
 - ◆ **Nature:** Timid
 - ◆ **Item:** Leftovers
 - ◆ **EVs:** 252 SpA, 252 Spe
 - ◆ **Moves:**
 1. Tail Glow
 2. Scald/Surf
 3. Ice Beam/Hidden Power Fire
 4. Energy Ball/Psychic
 - ◆ **Checks/Counters:**
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- Recommended set #2:
 - ◆ **Ability:** Hydration
 - ◆ **Nature:** Timid
 - ◆ **Item:** Leftovers
 - ◆ **EVs:** 252 SpA, 252 Spe
 - ◆ **Moves:**
 1. Tail Glow
 2. Rain Dance
 3. Scald/Surf
 4. Energy Ball/Psychic/Ice Beam/Rest
 - ◆ **Checks/Counters:**
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- Recommended set #3:
 - ◆ **Ability:** Hydration

- ◆ **Nature:** Bold
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 16+ Spe, the rest should be placed into Def
- ◆ **Moves:**
 1. Calm Mind
 2. Scald
 3. Rain Dance
 4. Rest
- ◆ **Checks/Counters:**
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Tyranitar

→ Recommended set #1:

- ◆ **Ability:** Sand Stream
- ◆ **Nature:** Adamant
- ◆ **Item:** Choice Band
- ◆ **EVs:** 252 Atk, the rest can be distributed between HP and Spe
- ◆ **Moves:**
 1. Stone Edge
 2. Crunch
 3. Superpower
 4. Pursuit
- ◆ **Checks/Counters:**
 - Azumarill, Clefable, Hippowdon, Tangrowth, Will-O-Wisp Mew, Skarmory, Chesnaught, Alomomola, Garchomp, Conkeldurr, Breloom, Machop, Ferrothorn (except for Superpower), Scizor (if Tyranitar lacks Fire Punch), Gliscor, Klefki (if Tyranitar lacks Fire Punch/Earthquake), Lucario, Bisharp...
 - Revenge killers: Low Kick Weavile, Infernape...

→ Recommended set #2:

- ◆ **Ability:** Sand Stream
- ◆ **Nature:** Relaxed
- ◆ **Item:** Chople Berry/Smooth Rock
- ◆ **EVs:** 252 HP, the rest can be distributed between Def and SpD
- ◆ **Moves:**
 1. Stealth Rock
 2. Stone Edge
 3. Pursuit
 4. Ice Beam/Fire Blast/Crunch

◆ **Checks/Counters:**

- Azumarill, Clefable, Assault Vest Tangrowth, Will-O-Wisp Mew, Assault Vest Goodra, Assault Vest Conkeldurr, Careful Gliscor (if Tyranitar lacks Ice Beam), Klefki (if Tyranitar lacks Fire Blast), Garchomp (if Tyranitar lacks Ice Beam), Chansey, Scizor (if Tyranitar lacks Fire Blast), Ferrothorn (if Tyranitar lacks Fire Blast), Rotom-Wash...
- Revenge killers: Bisharp, Infernape, Low Kick Weavile, Lucario, Breloom...

→ Recommended set #3:

◆ **Ability:** Sand Stream

◆ **Nature:** Jolly

◆ **Item:** Choice Scarf

◆ **EVs:** 252 Atk, 252 Spe

◆ **Moves:**

1. Stone Edge
2. Crunch
3. Superpower
4. Pursuit

◆ **Checks/Counters:**

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Volcarona

→ Recommended set #1:

◆ **Ability:** Flame Body

◆ **Nature:** Timid

◆ **Item:** Lum Berry/Passho Berry/Life Orb

◆ **EVs:** 252 SpA, 252 Spe (0/4 HP, odd number)

◆ **Moves:**

1. Quiver Dance
2. Fire Blast/Flamethrower
3. Giga Drain
4. Bug Buzz/Hidden Power Ground/Hidden Power Ice

→ Recommended set #2:

◆ **Ability:** Flame Body

◆ **Nature:** Bold

◆ **Item:** Leftovers

◆ **EVs:** 248/252 HP (odd number), 16+ Spe, the rest can be distributed between Def and Spe

◆ **Moves:**

1. Quiver Dance
2. Roost
3. Fire Blast/Flamethrower
4. Giga Drain

◆ **Checks/Counters:**

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Weavile

→ Recommended set:

- ◆ **Ability:** Pressure
- ◆ **Nature:** Jolly
- ◆ **Item:** Choice Band/Life Orb
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Knock Off
 2. Icicle Crash
 3. Ice Shard
 4. Pursuit/Low Kick/Brick Break/Swords Dance/Poison Jab
- ◆ **Checks/Counters:**

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Alakazam

→ Recommended set:

- ◆ **Ability:** Magic Guard
- ◆ **Nature:** Timid
- ◆ **Item:** Focus Sash/Life Orb
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Psychic/Psyshock
 2. Focus Blast

3. Shadow Ball/Signal Beam/Hidden Power Ice/Hidden Power Fire/Grass Knot
4. Encore/Taunt/Hidden Power Ice/Hidden Power Fire/Grass Knot/Thunder Wave/Counter

◆ **Checks/Counters:**

- Chansey, Blissey, Goodra, Assault Vest Tangrowth, specially defensive Jirachi, specially defensive Mew, Slowking, specially defensive Skarmory...
- Revenge Killers/Faster threats: Weavile, Bisharp, Choice Band Azumarill, Choice Band Crawdaunt...



Amoonguss

→ Recommended set:

- ◆ **Ability:** Regenerator
- ◆ **Nature:** Bold/Calm
- ◆ **Item:** Black Sludge
- ◆ **EVs:** 252 HP, the rest can be distributed between Def and SpD
- ◆ **Moves:**
 1. Spore
 2. Giga Drain
 3. Clear Smog/Sludge Bomb/Stun Spore
 4. Hidden Power Fire/Clear Smog/Sludge Bomb/Foul Play
- ◆ **Checks/Counters:**
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Breloom

→ Recommended set #1:

- ◆ **Ability:** Technician
- ◆ **Nature:** Jolly/Adamant
- ◆ **Item:** Life Orb/Focus Sash
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Spore
 2. Bullet Seed

3. Mach Punch
4. Swords Dance/Rock Tomb

◆ **Checks/Counters:**

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→ Recommended set #2:

- ◆ **Ability:** Poison Heal
- ◆ **Nature:** Jolly/Adamant
- ◆ **Item:** Toxic Orb
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Swords Dance
 2. Superpower
 3. Seed Bomb
 4. Facade/Mach Punch

◆ **Checks/Counters:**

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Chansey

→ Recommended set:

- ◆ **Ability:** Natural Cure
- ◆ **Nature:** Bold
- ◆ **Item:** Eviolite
- ◆ **EVs:** 252 Def, 252 SpD or 252 HP, 252 Def
- ◆ **Moves:**
 1. Toxic/Thunder Wave
 2. Seismic Toss
 3. Soft-Boiled
 4. Heal Bell/Stealth Rock

◆ **Checks/Counters:**

- Stallbreakers: Taunt users (Gengar, Mew, Gyarados, Magma Storm Heatran...), Togekiss, Jirachi, Gliscor...
- Conkeldurr, Heracross, Machop, Tyranitar, Lucario, Infernape, Breloom, Superpower Scizor...
- Knock Off users: Bisharp, Gliscor, Ferrothorn, Tangrowth...
- Toxic, Toxic Spikes...



Conkeldurr

→ Recommended set #1:

- ◆ **Ability:** Guts
- ◆ **Nature:** Adamant
- ◆ **Item:** Flame Orb
- ◆ **EVs:** 252 Atk, the rest can be distributed between HP and Spe
- ◆ **Moves:**
 1. Drain Punch
 2. Facade
 3. Mach Punch
 4. Knock Off/Ice Punch/Bulk Up

→ Recommended set #2:

- ◆ **Ability:** Sheer Force
- ◆ **Nature:** Adamant
- ◆ **Item:** Life Orb
- ◆ **EVs:** 252 Atk, the rest can be distributed between HP and Spe
- ◆ **Moves:**
 1. Drain Punch
 2. Mach Punch
 3. Ice Punch/Poison Jab
 4. Thunder Punch/Poison Jab/Rock Slide

→ Recommended set #3:

- ◆ **Ability:** Guts
- ◆ **Nature:** Adamant
- ◆ **Item:** Assault Vest
- ◆ **EVs:** 252 Atk, the rest can be distributed between HP and SpD
- ◆ **Moves:**
 1. Drain Punch
 2. Mach Punch
 3. Knock Off/Ice Punch
 4. Ice Punch/Poison Jab/Stone Edge/Facade
- ◆ **Checks/Counters:**



Excadrill

→ Recommended set #1:

- ◆ **Ability:** Sand Rush
- ◆ **Nature:** Jolly/Adamant
- ◆ **Item:** Life Orb/Air Balloon
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Earthquake
 2. Iron Head
 3. Rock Slide
 4. Swords Dance/Rapid Spin
- ◆ **Checks/Counters:**
 - Skarmory, Hippowdon, Slowbro, Tangrowth, Levitate Bronzong, Chesnaught, Power Whip Ferrothorn, physically defensive Gliscor, Alomomola (if Excadrill lacks Swords Dance), Garchomp, Rotom-Wash...
 - Air Balloon/Magnet Rise users: Magnet Pull Magnezone, Heatran....
 - Priority moves: Aqua Jet, Mach Punch, Vacuum Wave...

→ Recommended set #2:

- ◆ **Ability:** Mold Breaker
- ◆ **Nature:** Jolly
- ◆ **Item:** Choice Scarf
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Earthquake
 2. Iron Head
 3. Rock Slide
 4. Rapid Spin
- ◆ **Checks/Counters:**
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→ Recommended set #3:

- ◆ **Ability:** Mold Breaker
- ◆ **Nature:** Careful
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 SpD
- ◆ **Moves:**
 1. Rapid Spin
 2. Earthquake
 3. Iron Head

4. Toxic/Stealth Rock

◆ **Checks/Counters:**

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Gliscor

→ Recommended set:

◆ **Ability:** Poison Heal

◆ **Nature:** Jolly/Careful/Impish

◆ **Item:** Toxic Orb

◆ **EVs:** 244+ HP, the rest can be distributed between Def, SpD and Spe

◆ **Moves:**

1. Swords Dance/Taunt/Defog/Stealth Rock
2. Roost/Protect
3. Earthquake
4. Facade/Knock Off/Toxic/Ice Fang

◆ **Checks/Counters:**

- Calm Mind Slowbro (if Gliscor lacks Taunt), Ice Beam Slowbro, Mamoswine, Weavile, Life Orb Starmie, Calm Mind Suicune (if Gliscor lacks Taunt), Greninja, Azumarill, Crawdaunt, Feraligatr, Intimidate Gyarados, Serperior, Swift Swim users (Kingdra, Kabutops, Omastar, Ludicolo...), Nasty Plot Togekiss (if Gliscor lacks Taunt), Counter Skarmory...



Heracross

→ Recommended set #1:

◆ **Ability:** Guts

◆ **Nature:** Jolly/Adamant

◆ **Item:** Flame Orb

◆ **EVs:** 252 Atk, 252 Spe

◆ **Moves:**

1. Swords Dance
2. Close Combat
3. Megahorn/Facade

4. Facade/Knock Off/Stone Edge

→ Recommended set #2:

- ◆ **Ability:** Moxie/Guts
- ◆ **Nature:** Jolly/Adamant
- ◆ **Item:** Choice Scarf
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Close Combat
 2. Megahorn
 3. Knock Off
 4. Stone Edge/Sleep Talk
- ◆ **Checks/Counters:**
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Latias

→ Recommended set #1:

- ◆ **Ability:** Levitate
- ◆ **Nature:** Timid
- ◆ **Item:** Life Orb
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Draco Meteor
 2. Psyshock
 3. Roost/Healing Wish
 4. Defog/Surf/Hidden Power Fire/Thunderbolt

→ Recommended set #2:

- ◆ **Ability:** Levitate
- ◆ **Nature:** Timid
- ◆ **Item:** Leftovers/Life Orb
- ◆ **EVs:** 252 HP, 252 Spe
- ◆ **Moves:**
 1. Calm Mind
 2. Roost
 3. Dragon Pulse/Thunderbolt
 4. Psyshock/Stored Power/Ice Beam/Surf/Hidden Power Fire
- ◆ **Checks/Counters:**
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Skarmory

→ Recommended set:

- ◆ **Ability:** Sturdy
- ◆ **Nature:** Impish/Careful
- ◆ **Item:** Leftovers/Rocky Helmet/Shed Shell
- ◆ **EVs:** 252 HP, the rest can be distributed between Def and SpD
- ◆ **Moves:**
 1. Brave Bird/Iron Head/Counter/Toxic
 2. Spikes/Defog/Stealth Rock
 3. Roost
 4. Whirlwind/Taunt
- ◆ **Checks/Counters:**
 - Magnet Pull Magnezone, Rotom-Wash, Rotom-Heat, Heatran, Gengar, Taunt users (Gyarados, Mew...), Hydreigon, Nidoking, Thunder Dragonite, Choice Band Dragonite with Fire Punch, Choice Band Diggersby with Fire Punch/Thunder Punch, Choice Band Tyranitar, Flamethrower Clefable, Goodra, Swift Swim users (Kingdra, Kabutops, Ludicolo, Omastar...)...



Rotom-Wash

→ Recommended set:

- ◆ **Ability:** Levitate
- ◆ **Nature:** Bold
- ◆ **Item:** Leftovers
- ◆ **EVs:** 8+ Spe, 252 HP or 252 Def, the rest should be placed into Def or HP
- ◆ **Moves:**
 1. Hydro Pump
 2. Volt Switch
 3. Will-O-Wisp/Pain Split
 4. Defog/Pain Split
- ◆ **Checks/Counters:**
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Suicune

→ Recommended set:

- ◆ **Ability:** Pressure
- ◆ **Nature:** Bold
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 Def
- ◆ **Moves:**
 1. Scald
 2. Calm Mind/Roar
 3. Rest
 4. Sleep Talk/Calm Mind
- ◆ **Checks/Counters:**
 -



Tangrowth

→ Recommended set #1:

- ◆ **Ability:** Regenerator
- ◆ **Nature:** Relaxed
- ◆ **Item:** Leftovers/Rocky Helmet
- ◆ **EVs:** 252 HP, the rest can be distributed between Def and SpD
- ◆ **Moves:**
 1. Giga Drain
 2. Knock Off
 3. Sleep Powder
 4. Hidden Power Ice/Hidden Power Fire/Leech Seed
- ◆ **Checks/Counters:**
 - Volcarona, Scizor (if Tangrowth lacks Hidden Power Fire), Choice Band Entei, Heatran, Nidoking, Choice Band Staraptor, Gengar, Calm Mind Clefable, Venusaur, Amoonguss, Roserade, Tentacruel, Hydreigon, Goodra, Brave Bird Skarmory (if Tangrowth lacks Hidden Power Fire), Ferrothorn (if Tangrowth lacks Hidden Power Fire), Magnezone, Togekiss, Hidden Power Fire Serperior, Bounce Gyarados with Taunt, Mew...

- Toxic, Toxic Spikes...

→ Recommended set #2:

- ◆ **Ability:** Regenerator
- ◆ **Nature:** Sassy
- ◆ **Item:** Assault Vest
- ◆ **EVs:** 252 HP, 252 SpD
- ◆ **Moves:**
 1. Leaf Storm/Giga Drain
 2. Knock Off
 3. Earthquake
 4. Hidden Power Ice/Hidden Power Fire/Sludge Bomb/Rock Slide
- ◆ **Checks/Counters:**
 - Scizor (if Tangrowth lacks Hidden Power Fire), Staraptor, Calm Mind Clefable, Venusaur, Amoonguss, Roserade, Toxicroak, Togekiss, Entei, Ferrothorn (if Tangrowth lacks Hidden Power Fire), Brave Bird Skarmory (if Tangrowth lacks Hidden Power Fire), Hidden Power Fire Serperior (if Tangrowth lacks Hidden Power Fire/Ice or Sludge Bomb), Bounce Gyarados, Mew...
 - Toxic, Toxic Spikes...

A-



Azelf

→ Recommended set #1:

- ◆ **Ability:** Levitate
- ◆ **Nature:** Naive/Hasty/Jolly
- ◆ **Item:** Focus Sash
- ◆ **EVs:** 252 Spe, the rest can be distributed between Atk and SpA
- ◆ **Moves:**
 1. Stealth Rock
 2. Explosion
 3. Taunt
 4. Fire Blast/Knock Off
- ◆ **Checks/Counters:**
 -

→ Recommended set #2:

- ◆ **Ability:** Levitate
- ◆ **Nature:** Timid/Naive

- ◆ **Item:** Life Orb
- ◆ **EVs:** 252 Spe, 252 SpA or 252 Spe, and the rest can be distributed between Atk and SpA
- ◆ **Moves:**
 1. Psychic/Psyshock
 2. Fire Blast
 3. Grass Knot
 4. Nasty Plot/U-turn/Explosion/
- ◆ **Checks/Counters:**
 -



Crawdaunt

- Recommended set #1:
 - ◆ **Ability:** Adaptability
 - ◆ **Nature:** Jolly/Adamant
 - ◆ **Item:** Life Orb/Focus Sash
 - ◆ **EVs:** 252 Atk, 252 Spe
 - ◆ **Moves:**
 1. Swords Dance
 2. Crabhammer
 3. Knock Off/Crunch
 4. Aqua Jet
- Recommended set #2:
 - ◆ **Ability:** Adaptability
 - ◆ **Nature:** Jolly/Adamant
 - ◆ **Item:** Choice Band
 - ◆ **EVs:** 252 Atk, 252 Spe
 - ◆ **Moves:**
 1. Aqua Jet
 2. Knock Off
 3. Crabhammer
 4. Crunch/Superpower
 - ◆ **Checks/Counters:**
 -



Diggersby

→ Recommended set #1:

- ◆ **Ability:** Huge Power
- ◆ **Nature:** Adamant/Jolly
- ◆ **Item:** Life Orb/Focus Sash
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Frustration
 2. Earthquake
 3. Quick Attack
 4. Swords Dance/Fire Punch

→ Recommended set #2:

- ◆ **Ability:** Huge Power
- ◆ **Nature:** Adamant/Jolly
- ◆ **Item:** Choice Scarf
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Frustration
 2. Earthquake
 3. Knock Off/Wild Charge
 4. U-turn/Wild Charge

→ Recommended set #3:

- ◆ **Ability:** Huge Power
- ◆ **Nature:** Adamant/Jolly
- ◆ **Item:** Choice Band
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Frustration
 2. Earthquake
 3. Knock Off/Wild Charge
 4. Quick Attack/U-turn/Wild Charge
- ◆ **Checks/Counters:**
 -



Gastrodon

→ Recommended set #1:

- ◆ **Ability:** Storm Drain
- ◆ **Nature:** Sassy
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, and the rest can be distributed between Def and SpD
- ◆ **Moves:**
 1. Scald
 2. Earthquake/Ice Beam
 3. Recover
 4. Toxic

→ Recommended set #2:

- ◆ **Ability:** Storm Drain
- ◆ **Nature:** Sassy
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, the rest can be distributed between Def and SpD
- ◆ **Moves:**
 1. Curse
 2. Scald
 3. Earthquake
 4. Recover
- ◆ **Checks/Counters:**
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Gengar

→ Recommended set:

- ◆ **Ability:** Cursed Body
- ◆ **Nature:** Timid
- ◆ **Item:** Life Orb
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**

1. Shadow Ball
2. Sludge Wave
3. Focus Blast
4. Taunt/Icy Wind/Destiny Bond

◆ **Checks/Counters:**

- If Gengar lacks Taunt: Chansey...
- If Gengar lacks Icy Wind: Careful Gliscor...
- Assault Vest users: Goodra, Tyranitar, Conkeldurr...
- Revenge killers/Faster threats/Priority users/Pursuit trappers: Choice Band Scizor, Choice Band Azumarill, Choice Scarf Tyranitar, Weavile, Bisharp, Alakazam, Starmie, Sand Rush Excadrill, Greninja...
- Dragalge, specially defensive Mandibuzz, Blissey...



Hydreigon

→ Recommended set #1:

- ◆ **Ability:** Levitate
- ◆ **Nature:** Hasty/Naive/Timid/Modest/Mild/Rash
- ◆ **Item:** Life Orb
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Draco Meteor/Taunt
 2. Dark Pulse
 3. Superpower/Fire Blast/Flamethrower/Earth Power
 4. Flash Cannon/Roost

→ Recommended set #2:

- ◆ **Ability:** Levitate
- ◆ **Nature:** Timid/Modest/Hasty/Naive/Mild/Rash
- ◆ **Item:** Choice Scarf
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Draco Meteor
 2. Dark Pulse
 3. Fire Blast/Flamethrower/Earth Power
 4. U-turn

→ Recommended set #3:

- ◆ **Ability:** Levitate
- ◆ **Nature:** Modest/Timid
- ◆ **Item:** Choice Specs

- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Draco Meteor
 2. Dark Pulse
 3. Flash Cannon
 4. Flamethrower/Fire Blast
- ◆ **Checks/Counters:**
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Kingdra

→ Recommended set #1:

- ◆ **Ability:** Swift Swim
- ◆ **Nature:** Modest
- ◆ **Item:** Choice Specs
- ◆ **EVs:** 252 SpA, 228+ Spe, the rest can be placed into HP or Spe
- ◆ **Moves:**
 1. Hydro Pump
 2. Draco Meteor
 3. Ice Beam/Hidden Power Grass/Hidden Power Electric
 4. Surf

→ Recommended set #2:

- ◆ **Ability:** Swift Swim
- ◆ **Nature:** Rash
- ◆ **Item:** Life Orb
- ◆ **EVs:** 252 SpA, 228+ Spe, the rest can be placed into Atk, HP or Spe
- ◆ **Moves:**
 1. Hydro Pump
 2. Draco Meteor
 3. Surf/Waterfall
 4. Outrage/Ice Beam
- ◆ **Checks/Counters:**
 -



Jirachi

→ Recommended set #1:

- ◆ **Ability:** Serene Grace
- ◆ **Nature:** Careful/Sassy
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 SpD
- ◆ **Moves:**
 1. Iron Head
 2. Toxic/Stealth Rock/Body Slam/Thunder
 3. Wish/**Healing Wish**
 4. Protect/U-turn/Stealth Rock
- ◆ **Checks/Counters:**
 -

→ Recommended set #2:

- ◆ **Ability:** Serene Grace
- ◆ **Nature:** Jolly
- ◆ **Item:** Choice Scarf
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Iron Head
 2. U-turn
 3. Fire Punch/Trick/**Heart Stamp**
 4. Ice Punch/Trick/**Healing Wish**
- ◆ **Checks/Counters:**
 -



Lucario

- ◆ **Ability:** Justified
- ◆ **Nature:** Adamant/Jolly
- ◆ **Item:** Life Orb

→ Recommended set #1:

- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Swords Dance
 2. Close Combat
 3. Extreme Speed/Bullet Punch
 4. Meteor Mash/Crunch/Ice Punch/Bullet Punch/Stone Edge

→ Recommended set #2:

- ◆ **Ability:** Steadfast/Inner Focus
- ◆ **Nature:** Timid/Modest
- ◆ **Item:** Life Orb
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Nasty Plot
 2. Focus Blast/Aura Sphere
 3. Flash Cannon
 4. Vacuum Wave/Dark Pulse
- ◆ **Checks/Counters:**
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Magnezone

→ Recommended set #1:

- ◆ **Ability:** Magnet Pull
- ◆ **Nature:** Timid
- ◆ **Item:** Choice Scarf
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Hidden Power Fire
 2. Thunderbolt
 3. Flash Cannon
 4. Volt Switch
- ◆ **Checks/Counters:**

→ Recommended set #2:

- ◆ **Ability:** Magnet Pull
- ◆ **Nature:** Modest
- ◆ **Item:** Choice Specs/Air Balloon
- ◆ **EVs:** 252 SpA, the rest can be distributed between HP and Spe
- ◆ **Moves:**
 1. Hidden Power Fire
 2. Thunderbolt
 3. Flash Cannon
 4. Volt Switch/Magnet Rise
- ◆ **Checks/Counters:**
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Mamoswine

→ Recommended set #1:

- ◆ **Ability:** Thick Fat
- ◆ **Nature:** Adamant/Jolly
- ◆ **Item:** Life Orb
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Earthquake
 2. Ice Shard
 3. Icicle Crash
 4. Superpower/Stealth Rock/Knock Off

→ Recommended set #2:

- ◆ **Ability:** --
- ◆ **Nature:** Jolly/Adamant
- ◆ **Item:** Focus Sash
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Stealth Rock
 2. Endeavor
 3. Earthquake
 4. Ice Shard
- ◆ **Checks/Counters:**
 -



Mandibuzz

→ Recommended set:

- ◆ **Ability:** Overcoat
- ◆ **Nature:** Bold/Impish/Calm/Careful
- ◆ **Item:** Leftovers/Rocky Helmet
- ◆ **EVs:** 248/252 HP (odd number), the rest can be distributed between Def and SpD
- ◆ **Moves:**
 1. Foul Play

2. Roost
3. Toxic/Taunt/Whirlwind/Brave Bird/Tailwind
4. Defog/Toxic/Knock Off/Whirlwind/Brave Bird/Tailwind

◆ **Checks/Counters:**

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Mantine

→ Recommended set:

- ◆ **Ability:** Water Absorb
- ◆ **Nature:** Bold/Calm
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, the rest can be distributed between Def and SpD
- ◆ **Moves:**
 1. Scald
 2. Roost
 3. Defog
 4. Toxic/Haze
- ◆ **Checks/Counters:**

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Mew

→ Recommended set #1:

- ◆ **Ability:** Synchronize
- ◆ **Nature:** Careful/Calm/Impish/Bold
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, the rest can be distributed between Def, SpD and Spe
- ◆ **Moves:**
 1. Will-O-Wisp/Defog/Stealth Rock
 2. Soft-Boiled
 3. Taunt/Will-O-Wisp
 4. Knock Off/Psychic/Ice Beam
- ◆ **Checks/Counters:**

- Lum Berry Bisharp, Mandibuzz, Hydreigon, Gengar (if Mew lacks Knock Off), Chandelure (if Mew lacks Knock Off), Greninja, Volcarona, Darmanitan, Entei, Swords Dance Scizor...
- Revenge killers: Weavile, Choice Scarf Krookodile, Gengar, Greninja...
- Toxic, Toxic Spikes...

→ Recommended set #2:

- ◆ **Ability:** Synchronize
- ◆ **Nature:** Timid
- ◆ **Item:** Life Orb/Leftovers/Lum Berry
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Nasty Plot
 2. Psyshock/Psychic
 3. Aura Sphere
 4. Fire Blast/Dark Pulse
- ◆ **Checks/Counters:**
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Nidoking

→ Recommended set:

- ◆ **Ability:** Sheer Force
- ◆ **Nature:** Timid/Naive
- ◆ **Item:** Life Orb
- ◆ **EVs:** 252 SpA, 252 Spe or 252 Spe, and the rest can be distributed between SpA and Atk
- ◆ **Moves:**
 - Sludge Wave
 - Earth Power/Superpower
 - Ice Beam
 - Flamethrower/Thunderbolt/Sucker Punch
- ◆ **Checks/Counters:**
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Pelipper

→ Recommended set #1:

- ◆ **Ability:** Drizzle
- ◆ **Nature:** Modest
- ◆ **Item:** Choice Specs
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Hydro Pump
 2. Hurricane
 3. Surf/Knock Off
 4. U-turn
- ◆ **Checks/Counters:**
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→ Recommended set #2:

- ◆ **Ability:** Drizzle
- ◆ **Nature:** Bold
- ◆ **Item:** Damp Rock
- ◆ **EVs:** 248 HP, the rest can be distributed between Def and SpD
- ◆ **Moves:**
 1. Scald
 2. Roost
 3. U-turn/Knock Off
 4. Defog/Hurricane
- ◆ **Checks/Counters:**
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Raikou

→ Recommended set #1:

- ◆ **Ability:** Pressure
- ◆ **Nature:** Timid
- ◆ **Item:** Life Orb/Leftovers/Assault Vest/Air Balloon
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Thunderbolt/Thunder
 2. Hidden Power Ice/Weather Ball/Hidden Power Grass
 3. Aura Sphere
 4. Volt Switch/Calm Mind/Signal Beam/Shadow Ball/Extrasensory

→ Recommended set #2:

- ◆ **Ability:** Pressure
- ◆ **Nature:** Timid
- ◆ **Item:** Choice Specs
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Thunderbolt/Thunder
 2. Hidden Power Ice/Weather Ball/Hidden Power Grass
 3. Aura Sphere
 4. Volt Switch/Signal Beam/Shadow Ball/Extrasensory
- ◆ **Checks/Counters:**
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Reuniclus

→ Recommended set #1:

- ◆ **Ability:** Magic Guard
- ◆ **Nature:** Bold
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 Def
- ◆ **Moves:**
 1. Calm Mind
 2. Psyshock
 3. Focus Blast
 4. Recover
- ◆ **Checks/Counters:**
 - Sableye...

→ Recommended set #2:

- ◆ **Ability:** Magic Guard
- ◆ **Nature:** Quiet
- ◆ **Item:** Life Orb
- ◆ **EVs:** 252 SpA, 252 HP
- ◆ **Moves:**
 1. Trick Room
 2. Psyshock/Psychic
 3. Focus Blast
 4. Shadow Ball
- ◆ **Checks/Counters:**
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Rotom-Heat

→ Recommended set #1:

- ◆ **Ability:** Levitate
- ◆ **Nature:** Timid
- ◆ **Item:** Choice Specs
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Overheat
 2. Thunderbolt
 3. Hidden Power Ice/Trick
 4. Volt Switch
- ◆ **Checks/Counters:**
 -

→ Recommended set #2:

- ◆ **Ability:** Levitate
- ◆ **Nature:** Bold
- ◆ **Item:** Leftovers
- ◆ **EVs:** 248 HP, the rest can be distributed between Def and Spe
- ◆ **Moves:**
 1. Overheat
 2. Volt Switch
 3. Will-O-Wisp
 4. Pain Split
- ◆ **Checks/Counters:**
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Serperior

→ Recommended set:

- ◆ **Ability:** Contrary
- ◆ **Nature:** Timid
- ◆ **Item:** Life Orb/Leftovers
- ◆ **EVs:** 252 SpA, 252 Spe

◆ **Moves:**

1. Leaf Storm
2. Hidden Power Fire
3. Dragon Pulse
4. Glare/Giga Drain/Leech Seed/Taunt

◆ **Checks/Counters:**

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Scizor

→ Recommended set #1:

◆ **Ability:** Technician

◆ **Nature:** Adamant/Jolly

◆ **Item:** Leftovers/Life Orb

◆ **EVs:** 252 Atk, the rest can be distributed between HP and Spe

◆ **Moves:**

1. Swords Dance
2. Bullet Punch
3. Bug Bite/U-turn/Knock Off
4. Roost/Superpower

→ Recommended set #2:

◆ **Ability:** Technician

◆ **Nature:** Adamant

◆ **Item:** Choice Band

◆ **EVs:** 252 Atk, the rest can be distributed between HP and Spe

◆ **Moves:**

1. Bullet Punch
2. U-Turn
3. Superpower
4. Pursuit/Knock Off

◆ **Checks/Counters:**

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Togekiss

→ Recommended set #1:

- ◆ **Ability:** Serene Grace
- ◆ **Nature:** Timid
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, the rest can be distributed between Def, SpA and Spe
- ◆ **Moves:**
 1. Air Slash
 2. Roost
 3. Nasty Plot
 4. Heal Bell/Thunder Wave/Fire Blast/Aura Sphere/Dazzling Gleam

→ Recommended set #2:

- ◆ **Ability:** Serene Grace
- ◆ **Nature:** Bold
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 Def
- ◆ **Moves:**
 1. Air Slash
 2. Roost
 3. Nasty Plot
 4. Heal Bell/Thunder Wave
- ◆ **Checks/Counters:**
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Aerodactyl

→ Recommended set:

- ◆ **Ability:** Pressure
- ◆ **Nature:** Hasty/Jolly
- ◆ **Item:** Focus Sash
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Stealth Rock
 2. Taunt
 3. Double-Edge
 4. Fire Blast/Stone Edge/Tailwind

◆ **Checks/Counters:**

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Blissey

→ Recommended set:

- ◆ **Ability:** Natural Cure
- ◆ **Nature:** Bold
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 Def
- ◆ **Moves:**
 1. Seismic Toss
 2. Soft-Boiled
 3. Toxic/Thunder Wave
 4. Flamethrower/Ice Beam/Heal Bell
- ◆ **Checks/Counters:**
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Celebi

→ Recommended set #1:

- ◆ **Ability:** Natural Cure
- ◆ **Nature:** Bold
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 16+ Spe, the rest should be placed into Def
- ◆ **Moves:**
 1. Giga Drain
 2. Recover
 3. Thunder Wave
 4. Stealth Rock/Perish Song
- ◆ **Checks/Counters:**
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→ Recommended set #2:

- ◆ **Ability:** Natural Cure

- ◆ **Nature:** Timid
- ◆ **Item:** Leftovers/Life Orb
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Nasty Plot/Stealth Rock
 2. Giga Drain/Leaf Storm
 3. Psychic
 4. Recover/Earth Power/Hidden Power Fire
- ◆ **Checks/Counters:**
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Chandelure

→ Recommended set #1:

- ◆ **Ability:** Flash Fire
- ◆ **Nature:** Timid/Modest
- ◆ **Item:** Choice Scarf
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Fire Blast/Flamethrower/Overheat
 2. Shadow Ball
 3. Energy Ball
 4. Trick/Hidden Power Ice/Hidden Power Fighting/Hidden Power Ground/Overheat

→ Recommended set #2:

- ◆ **Ability:** Flash Fire
- ◆ **Nature:** Modest/Timid
- ◆ **Item:** Choice Specs
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Fire Blast/Flamethrower/Overheat
 2. Shadow Ball
 3. Energy Ball
 4. Trick/Hidden Power Ice/Hidden Power Fighting/Hidden Power Ground/Overheat
- ◆ **Checks/Counters:**
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Darmanitan

→ Recommended set #1:

- ◆ **Ability:** Sheer Force
- ◆ **Nature:** Adamant/Jolly
- ◆ **Item:** Life Orb/Choice Band
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Flare Blitz
 2. Rock Slide
 3. Superpower/Earthquake
 4. Earthquake/U-turn/Zen Headbutt

→ Recommended set #2:

- ◆ **Ability:** Sheer Force
- ◆ **Nature:** Adamant/Jolly
- ◆ **Item:** Choice Scarf
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Flare Blitz
 2. Rock Slide/Earthquake
 3. Superpower/Earthquake
 4. U-turn
- ◆ **Checks/Counters:**
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Entei

→ Recommended set:

- ◆ **Ability:** Pressure
- ◆ **Nature:** Adamant/Jolly
- ◆ **Item:** Choice Band
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Sacred Fire

2. Extreme Speed
3. Stone Edge
4. Bulldoze/Iron Head

◆ **Checks/Counters:**

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Feraligatr

→ Recommended set:

- ◆ **Ability:** Sheer Force
- ◆ **Nature:** Jolly/Adamant
- ◆ **Item:** Life Orb
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Dragon Dance/Swords Dance
 2. Liquidation
 3. Ice Punch/Crunch
 4. Crunch/Superpower/Aqua Jet
- ◆ **Checks/Counters:**

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Goodra

→ Recommended set #1:

- ◆ **Ability:** Sap Sipper
- ◆ **Nature:** Modest
- ◆ **Item:** Assault Vest
- ◆ **EVs:** 252 HP, 252 SpA
- ◆ **Moves:**
 1. Draco Meteor/Dragon Pulse
 2. Fire Blast/Flamethrower
 3. Sludge Bomb/Thunderbolt
 4. Earthquake/Superpower/Power Whip/Ice Beam
- ◆ **Checks/Counters:**

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Gyarados

→ Recommended set #1:

- ◆ **Ability:** Intimidate/Moxie
- ◆ **Nature:** Adamant/Jolly
- ◆ **Item:** Lum Berry/Leftovers/Life Orb
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Dragon Dance
 2. Waterfall
 3. Bounce/Earthquake/Crunch
 4. Earthquake/Stone Edge/Crunch/Ice Fang/Taunt

→ Recommended set #2:

- ◆ **Ability:** Intimidate
- ◆ **Nature:** Impish
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 Def
- ◆ **Moves:**
 1. Roar/Dragon Tail
 2. Waterfall
 3. Rest/Taunt
 4. Sleep Talk/Thunder Wave
- ◆ **Checks/Counters:**

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Haxorus

→ Recommended set:

- ◆ **Ability:** Mold Breaker
- ◆ **Nature:** Adamant/Jolly
- ◆ **Item:** Lum Berry/Life Orb
- ◆ **EVs:** 252 Atk, 252 Spe

- ◆ **Moves:**
 1. Dragon Dance/Swords Dance
 2. Outrage/Dragon Claw
 3. Earthquake
 4. Poison Jab/Taunt

- ◆ **Checks/Counters:**

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Hippowdon

→ Recommended set:

- ◆ **Ability:** Sand Stream
- ◆ **Nature:** Impish/Careful
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, the rest can be distributed between Def and SpD
- ◆ **Moves:**
 1. Stealth Rock
 2. Earthquake
 3. Slack Off
 4. Whirlwind/Toxic/Stone Edge
- ◆ **Checks/Counters:**

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Infernape

→ Recommended set #1:

- ◆ **Ability:** --
- ◆ **Nature:** Naive/Jolly
- ◆ **Item:** Life Orb/Expert Belt
- ◆ **EVs:** 252 Spe, the rest can be distributed between Atk and SpA
- ◆ **Moves:**
 1. Close Combat
 2. Fire Blast/Flare Blitz/Flamethrower
 3. Gunk Shot

4. Grass Knot/Hidden Power Ice/Thunder Punch/Mach Punch/Stone Edge

→ Recommended set #2:

- ◆ **Ability:** Blaze
- ◆ **Nature:** Jolly
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, the rest can be distributed between Def, SpD and Spe
- ◆ **Moves:**
 1. Will-O-Wisp
 2. Slack Off
 3. Taunt/Stealth Rock
 4. Low Kick/Close Combat/Flare Blitz

→ Recommended set #3:

- ◆ **Ability:** --
- ◆ **Nature:** Naive
- ◆ **Item:** Choice Scarf
- ◆ **EVs:** 252 Spe, the rest can be distributed between Atk and SpA
- ◆ **Moves:**
 1. Close Combat
 2. Fire Blast/Flare Blitz/Flamethrower/Overheat
 3. U-turn
 4. Hidden Power Ice/Stone Edge

→ Recommended set #4:

- ◆ **Ability:** Iron Fist
- ◆ **Nature:** Jolly
- ◆ **Item:** Choice Band/Life Orb
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Close Combat
 2. Flare Blitz
 3. Thunder Punch/Mach Punch
 4. U-turn
- ◆ **Checks/Counters:**
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Kabutops

→ Recommended set:

- ◆ **Ability:** Swift Swim
- ◆ **Nature:** Adamant

- ◆ **Item:** Life Orb/Lum Berry
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Liquidation
 2. Stone Edge
 3. Swords Dance/Rapid Spin
 4. Aqua Jet/Low Kick/Superpower
- ◆ **Checks/Counters:**
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Klefki

→ Recommended set #1:

- ◆ **Ability:** Prankster
- ◆ **Nature:** Calm/Careful/Bold/Impish
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, the rest can be distributed between Def and SpD
- ◆ **Moves:**
 1. Spikes
 2. Thunder Wave
 3. Foul Play/Play Rough
 4. Magnet Rise/Toxic

→ Recommended set #2:

- ◆ **Ability:** Prankster
- ◆ **Nature:** Calm/Bold
- ◆ **Item:** Light Clay
- ◆ **EVs:** 252 HP, the rest can be distributed between Def and SpD
- ◆ **Moves:**
 1. Reflect
 2. Light Screen
 3. Foul Play
 4. Spikes/Thunder Wave/Magnet Rise
- ◆ **Checks/Counters:**
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Ludicolo

→ Recommended set:

- ◆ **Ability:** Swift Swim
- ◆ **Nature:** Modest
- ◆ **Item:** Life Orb
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Hydro pump/Surf
 2. Giga Drain
 3. Ice Beam
 4. Focus Blast
- ◆ **Checks/Counters:**
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Mienshao

→ Recommended set #1:

- ◆ **Ability:** Regenerator/**Reckless**
- ◆ **Nature:** Naive/Jolly
- ◆ **Item:** Life Orb
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. High Jump Kick
 2. Knock Off
 3. Hidden Power Ice/Stone Edge/Grass Knot
 4. U-turn/Poison Jab/Fake Out
- ◆ **Checks/Counters:**
 -

→ Recommended set #2:

- ◆ **Ability:** Regenerator/**Reckless**
- ◆ **Nature:** Naive/Jolly
- ◆ **Item:** Choice Scarf
- ◆ **EVs:** 252 Atk, 252 Spe

◆ **Moves:**

1. High Jump Kick
2. Knock Off
3. U-turn
4. Stone Edge/Hidden Power Ice

◆ **Checks/Counters:**

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Nidoqueen

→ Recommended set #1:

◆ **Ability:** Sheer Force

◆ **Nature:** Modest

◆ **Item:** Life Orb

◆ **EVs:** 252 SpA, the rest can be distributed between HP and Spe

◆ **Moves:**

1. Earth Power
2. Ice Beam/Flamethrower/Fire Blast
3. Stealth Rock/Toxic Spikes
4. Sludge Wave/Toxic Spikes/Thunderbolt

→ Recommended set #2:

◆ **Ability:** Sheer Force

◆ **Nature:** Bold

◆ **Item:** Black Sludge

◆ **EVs:** 252 HP, 252 Def

◆ **Moves:**

1. Stealth Rock/Toxic Spikes
2. Roar
3. Ice Beam/Flamethrower/Fire Blast
4. Earth Power/Flamethrower/Fire Blast

◆ **Checks/Counters:**

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Salamence

→ Recommended set #1:

- ◆ **Ability:** Intimidate/Moxie
- ◆ **Nature:** Naive/Jolly
- ◆ **Item:** Lum Berry/Life Orb
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Dragon Dance
 2. Dragon Claw/Outrage
 3. Earthquake
 4. Fire Blast/Hydro Pump

→ Recommended set #2:

- ◆ **Ability:** Intimidate/Moxie
- ◆ **Nature:** Naive/Timid/Modest
- ◆ **Item:** Life Orb
- ◆ **EVs:** 252 Spe, the rest can be distributed between Atk and SpA
- ◆ **Moves:**
 1. Draco Meteor
 2. Outrage/Hydro Pump
 3. Fire Blast
 4. Earthquake/Roost

→ Recommended set #3:

- ◆ **Ability:** Moxie
- ◆ **Nature:** Naive/Jolly
- ◆ **Item:** Choice Scarf
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Outrage
 2. Earthquake
 3. Dragon Claw
 4. Aqua Tail/Fire Blast
- ◆ **Checks/Counters:**
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Scolipede

→ Recommended set #1:

- ◆ **Ability:** Speed Boost
- ◆ **Nature:** Adamant/Jolly

- ◆ **Item:** Life Orb
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Megahorn
 2. Aqua Tail/Earthquake
 3. Poison Jab/Rock Slide
 4. Protect/Swords Dance

→ Recommended set #2:

- ◆ **Ability:** Speed Boost
- ◆ **Nature:** Hasty/Naive/Jolly
- ◆ **Item:** Focus Sash
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Spikes
 2. Toxic Spikes
 3. Endeavor
 4. Megahorn/Pin Missile
- ◆ **Checks/Counters:**
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Slowbro

→ Recommended set:

- ◆ **Ability:** Regenerator
- ◆ **Nature:** Bold
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 Def
- ◆ **Moves:**
 1. Scald
 2. Slack Off
 3. Psyshock/Ice Beam/Flamethrower
 4. Calm Mind/Thunder Wave/Toxic
- ◆ **Checks/Counters:**
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Staraptor

→ Recommended set #1:

- ◆ **Ability:** Reckless
- ◆ **Nature:** Adamant/Jolly
- ◆ **Item:** Choice Band
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Brave Bird
 2. Double-Edge
 3. Close Combat/Quick Attack/Final Gambit
 4. U-turn

→ Recommended set #2:

- ◆ **Ability:** Reckless
- ◆ **Nature:** Jolly/Adamant
- ◆ **Item:** Choice Scarf
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Brave Bird
 2. Double-Edge
 3. Close Combat/Final Gambit
 4. U-turn
- ◆ **Checks/Counters:**
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Starmie

→ Recommended set #1:

- ◆ **Ability:** Natural Cure
- ◆ **Nature:** Timid
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 Spe
- ◆ **Moves:**
 1. Scald

2. Rapid Spin
3. Recover
4. Psyshock/Thunder Wave/Toxic

→ Recommended set #2:

- ◆ **Ability:** Analytic
- ◆ **Nature:** Timid
- ◆ **Item:** Life Orb
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Rapid Spin/Recover
 2. Hydro Pump
 3. Psychic/Thunderbolt/Psyshock
 4. Ice Beam/Hidden Power Fire
- ◆ **Checks/Counters:**
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Tentacruel

→ Recommended set #1:

- ◆ **Ability:** Liquid Ooze
- ◆ **Nature:** Bold/Timid
- ◆ **Item:** Black Sludge
- ◆ **EVs:** 252 HP, the rest can be distributed between Def and Spe
- ◆ **Moves:**
 1. Scald
 2. Rapid Spin
 3. Acid Spray/Haze
 4. Toxic Spikes/Knock Off/Sludge Wave

→ Recommended set #2:

- ◆ **Ability:** Liquid Ooze/Rain Dish
- ◆ **Nature:** Timid
- ◆ **Item:** Life Orb/Expert Belt/Black Sludge
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Hydro Pump
 2. Sludge Wave/Sludge Bomb
 3. Ice Beam
 4. Rapid Spin/Toxic Spikes
- ◆ **Checks/Counters:**

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Toxicroak

→ Recommended set #1:

- ◆ **Ability:** Dry Skin
- ◆ **Nature:** Jolly/Adamant
- ◆ **Item:** Life Orb/Black Sludge/*Lum Berry*
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Gunk Shot
 2. Drain Punch
 3. Sucker Punch/Knock Off
 4. Swords Dance/Ice Punch

→ Recommended set #2:

- ◆ **Ability:** Dry Skin
- ◆ **Nature:** Timid/Modest
- ◆ **Item:** Life Orb/Black Sludge
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Nasty Plot
 2. Sludge Bomb/Sludge Wave
 3. Vacuum Wave/Focus Blast
 4. Dark Pulse/Hidden Power Ice/Focus Blast
- ◆ **Checks/Counters:**

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Alomomola

→ Recommended set:

- ◆ **Ability:** Regenerator
- ◆ **Nature:** Bold/Impish/Relaxed/Calm

- ◆ **Item:** Leftovers/Rocky Helmet
- ◆ **EVs:** EVs can be distributed between HP, Def and SpD
- ◆ **Moves:**
 1. Wish
 2. Protect
 3. Scald
 4. Toxic/Knock Off
- ◆ **Checks/Counters:**
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Arcanine

- Recommended set:
- ◆ **Ability:** Intimidate
 - ◆ **Nature:** Impish/Bold
 - ◆ **Item:** Leftovers
 - ◆ **EVs:** 252 HP, 252 Def
 - ◆ **Moves:**
 1. Flare Blitz/Flamethrower
 2. Morning Sun
 3. Will-O-Wisp/Toxic
 4. Extreme Speed/Roar
 - ◆ **Checks/Counters:**
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Chesnaught

- Recommended set:
- ◆ **Ability:** Bulletproof
 - ◆ **Nature:** Impish
 - ◆ **Item:** Leftovers/Rocky Helmet
 - ◆ **EVs:** 252 HP, 252 Def
 - ◆ **Moves:**
 1. Spikes

2. Drain Punch
3. Leech Seed/Synthesis
4. Wood Hammer/Roar

◆ **Checks/Counters:**

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Cloyster

→ Recommended set:

- ◆ **Ability:** Skill Link
- ◆ **Nature:** Jolly/Naive/Adamant
- ◆ **Item:** Focus Sash/Life Orb/Never-Melt Ice/King's Rock
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Shell Smash
 2. Icicle Spear
 3. Rock Blast
 4. Ice Shard/Razor Shell/Hydro Pump
- ◆ **Checks/Counters:**

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Cofagrigus

→ Recommended set #1:

- ◆ **Ability:** Mummy
- ◆ **Nature:** Bold
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 Def
- ◆ **Moves:**
 1. Toxic Spikes
 2. Will-O-Wisp
 3. Hex/Shadow Ball
 4. Pain Split
- ◆ **Checks/Counters:**

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→ Recommended set #2:

- ◆ **Ability:** Mummy
- ◆ **Nature:** Quiet
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 SpA
- ◆ **Moves:**
 1. Trick Room
 2. Nasty Plot
 3. Shadow Ball
 4. Will-O-Wisp/Hidden Power Fighting
- ◆ **Checks/Counters:**



Dragalge

→ Recommended set #1:

- ◆ **Ability:** Adaptability
- ◆ **Nature:** Modest
- ◆ **Item:** Dragon Fang/Black Sludge
- ◆ **EVs:** 252 SpA, the rest can be distributed between HP and Spe
- ◆ **Moves:**
 1. Draco Meteor
 2. Sludge Wave
 3. Toxic Spikes
 4. Focus Blast/Hidden Power Fire

→ Recommended set #2:

- ◆ **Ability:** Adaptability
- ◆ **Nature:** Modest
- ◆ **Item:** Choice Specs
- ◆ **EVs:** 252 SpA, the rest can be distributed between HP and Spe
- ◆ **Moves:**
 1. Draco Meteor
 2. Sludge Wave
 3. Focus Blast/Hidden Power Fire
 4. Surf/Scald

→ Recommended set #3:

- ◆ **Ability:** Adaptability
- ◆ **Nature:** Calm

- ◆ **Item:** Black Sludge
- ◆ **EVs:** 252 HP, 252 SpD
- ◆ **Moves:**
 1. Draco Meteor/Dragon Pulse
 2. Sludge Wave/Sludge Bomb
 3. Toxic Spikes
 4. Scald
- ◆ **Checks/Counters:**
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Empoleon

→ Recommended set:

- ◆ **Ability:** Torrent
- ◆ **Nature:** Calm
- ◆ **Item:** Leftovers/Chople Berry
- ◆ **EVs:** 252 HP, 252 SpD
- ◆ **Moves:**
 1. Stealth Rock/Toxic
 2. Scald
 3. Roar
 4. Defog/Stealth Rock/Ice Beam/Knock Off
- ◆ **Checks/Counters:**
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Galvantula

→ Recommended set:

- ◆ **Ability:** Compound Eyes
- ◆ **Nature:** Timid
- ◆ **Item:** Focus Sash/Life Orb
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Sticky Web

2. Thunder
3. Bug Buzz
4. Energy Ball/Giga Drain/Hidden Power Ice/Hidden Power Fire

◆ **Checks/Counters:**

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Heliolisk

→ Recommended set #1:

- ◆ **Ability:** Dry Skin
- ◆ **Nature:** Timid
- ◆ **Item:** Life Orb/Choice Specs
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Thunderbolt
 2. Hyper Voice
 3. Focus Blast/Surf/Signal Beam/Grass Knot/Hidden Power Ice/Hidden Power Fire
 4. Volt Switch

◆ **Checks/Counters:**

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→ Recommended set #2:

- ◆ **Ability:** Solar Power
- ◆ **Nature:** Timid
- ◆ **Item:** Life Orb/Choice Specs
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Thunderbolt
 2. Hyper Voice
 3. Hidden Power Fire
 4. Volt Switch/Signal Beam/Grass Knot/Focus Blast

◆ **Checks/Counters:**

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Krookodile

→ Recommended set:

- ◆ **Ability:** Moxie/Intimidate
- ◆ **Nature:** Jolly/Adamant
- ◆ **Item:** Choice Scarf
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Earthquake
 2. Knock Off
 3. Pursuit
 4. Stone Edge/Superpower
- ◆ **Checks/Counters:**
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Machop

→ Recommended set #1:

- ◆ **Ability:** Guts
- ◆ **Nature:** Adamant
- ◆ **Item:** Flame Orb
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Close Combat
 2. Facade
 3. Knock Off
 4. Bullet Punch/Ice Punch
- ◆ **Checks/Counters:**
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→ Recommended set #2:

- ◆ **Ability:** No Guard
- ◆ **Nature:** Adamant
- ◆ **Item:** Lum Berry/Choice Band
- ◆ **EVs:** 252 HP, 252 Atk

◆ **Moves:**

1. Dynamic Punch
2. Knock Off
3. Bullet Punch
4. Ice Punch/Stone Edge

◆ **Checks/Counters:**

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Metagross

→ Recommended set #1:

◆ **Ability:** Clear Body

◆ **Nature:** Adamant/Jolly

◆ **Item:** Life Orb/Focus Sash

◆ **EVs:** 252 Atk, 252 Spe

◆ **Moves:**

1. Stealth Rock
2. Meteor Mash
3. Earthquake
4. Explosion/Zen Headbutt

◆ **Checks/Counters:**

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→ Recommended set #2:

◆ **Ability:** Clear Body

◆ **Nature:** Adamant

◆ **Item:** Choice Band

◆ **EVs:** 252 Atk, 252 Spe

◆ **Moves:**

1. Meteor Mash
2. Earthquake/Hammer Arm
3. Zen Headbutt/Thunder Punch
4. Explosion/Bullet Punch/Ice Punch

◆ **Checks/Counters:**

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→ Recommended set #3:

◆ **Ability:** Clear Body

◆ **Nature:** Adamant

◆ **Item:** Assault Vest

◆ **EVs:** 252 HP, the rest can be distributed between Atk and SpD

◆ **Moves:**

1. Pursuit
2. Meteor Mash
3. Bullet Punch
4. Earthquake/Zen Headbutt

◆ **Checks/Counters:**

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Milotic

→ Recommended set #1:

◆ **Ability:** Marvel Scale

◆ **Nature:** Bold

◆ **Item:** Leftovers

◆ **EVs:** 252 HP, 252 Def

◆ **Moves:**

1. Scald
2. Recover
3. Ice Beam/Mirror Coat/Toxic
4. Haze/Toxic/Dragon Tail

→ Recommended set #2:

◆ **Ability:** Marvel Scale

◆ **Nature:** Bold

◆ **Item:** Leftovers

◆ **EVs:** 252 HP, 252 Def

◆ **Moves:**

1. Rest
2. Sleep Talk
3. Scald
4. Dragon Tail

◆ **Checks/Counters:**

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Omastar

→ Recommended set #1:

- ◆ **Ability:** Swift Swim
- ◆ **Nature:** Modest
- ◆ **Item:** Choice Specs
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Hydro Pump
 2. Ice Beam
 3. Scald
 4. Knock Off

→ Recommended set #2:

- ◆ **Ability:** Swift Swim
- ◆ **Nature:** Modest
- ◆ **Item:** Life Orb/Lum Berry
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Shell Smash
 2. Hydro Pump/Surf
 3. Ice Beam
 4. Hidden Power Grass/Earth Power
- ◆ **Checks/Counters:**
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Poliwrath

→ Recommended set:

- ◆ **Ability:** Water Absorb
- ◆ **Nature:** Relaxed
- ◆ **Item:** Leftovers/Rocky Helmet
- ◆ **EVs:** 252 HP, 252 Def
- ◆ **Moves:**
 1. Scald
 2. Circle Throw
 3. Rest
 4. Sleep Talk
- ◆ **Checks/Counters:**
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Porygon-Z

→ Recommended set #1:

- ◆ **Ability:** Adaptability/Download
- ◆ **Nature:** Modest
- ◆ **Item:** Life Orb/Lum Berry
- ◆ **EVs:** 252 SpA, the rest can be distributed between HP and Spe
- ◆ **Moves:**
 1. Nasty Plot/Agility
 2. Agility/Dark Pulse
 3. Tri Attack
 4. Dark Pulse/Thunderbolt/Hidden Power Fighting
- ◆ **Checks/Counters:**
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→ Recommended set #2:

- ◆ **Ability:** Adaptability
- ◆ **Nature:** Timid/Modest
- ◆ **Item:** Choice Specs
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Tri Attack
 2. Dark Pulse/Shadow Ball
 3. Thunderbolt/Ice Beam
 4. Hidden Power Fighting/Ice Beam
- ◆ **Checks/Counters:**
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→ Recommended set #3:

- ◆ **Ability:** Adaptability
- ◆ **Nature:** Timid/Modest
- ◆ **Item:** Choice Scarf
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Tri Attack
 2. Dark Pulse/Shadow Ball
 3. Ice Beam/Thunderbolt
 4. Hidden Power Fighting/Thunderbolt
- ◆ **Checks/Counters:**
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Porygon2

→ Recommended set #1:

- ◆ **Ability:** Trace
- ◆ **Nature:** Calm
- ◆ **Item:** Eviolite
- ◆ **EVs:** 252 HP, the rest can be distributed between Def and SpD
- ◆ **Moves:**
 1. Ice Beam
 2. Thunderbolt
 3. Recover
 4. Toxic/Thunder Wave/Hidden Power Fire

◆ **Checks/Counters:**

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→ Recommended set #2:

- ◆ **Ability:** Download
- ◆ **Nature:** Quiet
- ◆ **Item:** Eviolite
- ◆ **EVs:** 252 SpA, 252 HP
- ◆ **Moves:**
 1. Trick Room
 2. Ice Beam
 3. Thunderbolt
 4. Recover

◆ **Checks/Counters:**

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Quagsire

→ Recommended set:

- ◆ **Ability:** Unaware
- ◆ **Nature:** Relaxed
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 Def

- ◆ **Moves:**
 1. Scald
 2. Recover
 3. Earthquake
 4. Toxic/Encore

- ◆ **Checks/Counters:**

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Roserade

→ Recommended set #1:

- ◆ **Ability:** Natural Cure
- ◆ **Nature:** Calm/Bold
- ◆ **Item:** Black Sludge
- ◆ **EVs:** 252 HP, the rest can be distributed between Def and SpD
- ◆ **Moves:**
 1. Spikes/Toxic Spikes
 2. Giga Drain/Sleep Powder
 3. Giga Drain/Sludge Bomb/Hidden Power Fire
 4. Rest/Synthesis

- ◆ **Checks/Counters:**

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→ Recommended set #2:

- ◆ **Ability:** Natural Cure/Technician
- ◆ **Nature:** Timid
- ◆ **Item:** Black Sludge/Life Orb
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Leaf Storm/Giga Drain
 2. Sludge Bomb
 3. Hidden Power Fire/Sleep Powder
 4. Spikes/Toxic Spikes/Sleep Powder

- ◆ **Checks/Counters:**

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Smeargle

→ Recommended set:

- ◆ **Ability:** Own Tempo
- ◆ **Nature:** Timid
- ◆ **Item:** Focus Sash
- ◆ **EVs:** 252 HP, 252 Spe
- ◆ **Moves:**
 1. Spore
 2. Stealth Rock
 3. Sticky Web
 4. Taunt
- ◆ **Checks/Counters:**
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Snorlax

→ Recommended set:

- ◆ **Ability:** Thick Fat
- ◆ **Nature:** Careful
- ◆ **Item:** Leftovers
- ◆ **EVs:** EVs can be distributed between HP, Def and SpD
- ◆ **Moves:**
 1. Curse
 2. Body Slam/Frustration
 3. Rest
 4. Sleep Talk/Earthquake/Crunch
- ◆ **Checks/Counters:**
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Tyrantrum

→ Recommended set #1:

- ◆ **Ability:** Rock Head
- ◆ **Nature:** Jolly/Adamant
- ◆ **Item:** Lum Berry/Life Orb
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Dragon Dance
 2. Head Smash
 3. Dragon Claw/Outrage
 4. Earthquake/Fire Fang
- ◆ **Checks/Counters:**

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→ Recommended set #2:

- ◆ **Ability:** Rock Head
- ◆ **Nature:** Jolly/Adamant
- ◆ **Item:** Choice Band
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Head Smash
 2. Outrage
 3. Earthquake
 4. Superpower/Fire Fang
- ◆ **Checks/Counters:**

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→ Recommended set #3:

- ◆ **Ability:** Rock Head
- ◆ **Nature:** Jolly
- ◆ **Item:** Choice Scarf
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Head Smash
 2. Outrage
 3. Earthquake
 4. Superpower
- ◆ **Checks/Counters:**

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Uxie

→ Recommended set:

- ◆ **Ability:** Levitate
- ◆ **Nature:** Relaxed
- ◆ **Item:** Mental Herb/**Red Card**
- ◆ **EVs:** 252 HP, the rest can be distributed between Def and SpD
- ◆ **Moves:**
 1. Trick Room
 2. Stealth Rock
 3. Memento
 4. Magic Coat/Skill Swap
- ◆ **Checks/Counters:**
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Venusaur

→ Recommended set #1:

- ◆ **Ability:** Chlorophyll
- ◆ **Nature:** Modest
- ◆ **Item:** Life Orb/Black Sludge
- ◆ **EVs:** 252 SpA, the rest can be distributed between HP and Spe
- ◆ **Moves:**
 1. Growth
 2. Giga Drain
 3. Sludge Bomb/Earthquake
 4. Hidden Power Fire/Hidden Power Ice

→ Recommended set #2:

- ◆ **Ability:** --
- ◆ **Nature:** Bold
- ◆ **Item:** Black Sludge
- ◆ **EVs:** 252 HP, 252 Def
- ◆ **Moves:**
 1. Giga Drain
 2. Sludge Bomb
 3. Synthesis/Leech Seed/Sleep Powder/Hidden Power Fire
 4. Leech Seed/Synthesis/Sleep Powder/Hidden Power Fire/Knock Off
- ◆ **Checks/Counters:**
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Bronzong

→ Recommended set #1:

- ◆ **Ability:** Levitate
- ◆ **Nature:** Sassy
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 SpD
- ◆ **Moves:**
 1. Stealth Rock
 2. Gyro Ball
 3. Earthquake
 4. Toxic/Protect
- ◆ **Checks/Counters:**
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→ Recommended set #2:

- ◆ **Ability:** Levitate
- ◆ **Nature:** Sassy
- ◆ **Item:** Light Clay
- ◆ **EVs:** 252 HP, 252 SpD
- ◆ **Moves:**
 1. Light Screen
 2. Reflect
 3. Gyro Ball
 4. Earthquake/Hypnosis/Explosion/Stealth Rock
- ◆ **Checks/Counters:**
 -

→ Recommended set #3:

- ◆ **Ability:** Levitate
- ◆ **Nature:** Sassy
- ◆ **Item:** Mental Herb/Focus Sash
- ◆ **Moves:**
 1. Trick Room
 2. Stealth Rock
 3. Gyro Ball
 4. Explosion
- ◆ **Checks/Counters:**

•



Crobat

→ Recommended set:

- ◆ **Ability:** Infiltrator
- ◆ **Nature:** Jolly
- ◆ **Item:** Black Sludge
- ◆ **EVs:** 252 HP, 252 Spe
- ◆ **Moves:**
 1. Brave Bird
 2. Roost
 3. Taunt/Defog
 4. Toxic/Super Fang/Taunt
- ◆ **Checks/Counters:**

•



Donphan

→ Recommended set:

- ◆ **Ability:** Sturdy
- ◆ **Nature:** Impish
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 Def
- ◆ **Moves:**
 1. Rapid Spin
 2. Stealth Rock
 3. Earthquake
 4. Knock Off/Roar/Stone Edge/Ice Shard/Toxic
- ◆ **Checks/Counters:**

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Doublade

→ Recommended set:

- ◆ **Ability:** No Guard
- ◆ **Nature:** Sassy
- ◆ **Item:** Eviolite
- ◆ **EVs:** 252 HP, 252 SpD
- ◆ **Moves:**
 1. Gyro Ball
 2. Toxic
 3. Rest
 4. Sleep Talk
- ◆ **Checks/Counters:**
 -



Emboar

→ Recommended set:

- ◆ **Ability:** Reckless
- ◆ **Nature:** Jolly/Adamant
- ◆ **Item:** Life Orb/Choice Band
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Flare Blitz
 2. Superpower
 3. Wild Charge
 4. Sucker Punch/Head Smash
- ◆ **Checks/Counters:**
 -



Forretress

→ Recommended set:

- ◆ **Ability:** Sturdy
- ◆ **Nature:** Relaxed
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 Def
- ◆ **Moves:**
 1. Rapid Spin
 2. Stealth Rock/Spikes/Toxic Spikes
 3. Volt Switch/Spikes
 4. Gyro Ball/Toxic/Pain Split
- ◆ **Checks/Counters:**
 -



Jellicent

→ Recommended set:

- ◆ **Ability:** Water Absorb
- ◆ **Nature:** Bold
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 Def
- ◆ **Moves:**
 1. Will-O-Wisp/Toxic
 2. Taunt
 3. Scald/Hex
 4. Recover
- ◆ **Checks/Counters:**
 -



Jolteon

→ Recommended set:

- ◆ **Ability:** Volt Absorb
- ◆ **Nature:** Timid
- ◆ **Item:** Choice Specs/Life Orb
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Thunderbolt/Thunder
 2. Hidden Power Ice/Hidden Power Grass
 3. Volt Switch
 4. Shadow Ball/Signal Beam
- ◆ **Checks/Counters:**
 -



Lanturn

→ Recommended set:

- ◆ **Ability:** Water Absorb/Volt Absorb
- ◆ **Nature:** Bold/Calm
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, the rest can be distributed between Def and SpD
- ◆ **Moves:**
 1. Scald
 2. Volt Switch
 3. Thunder Wave/Toxic
 4. Heal Bell/Protect
- ◆ **Checks/Counters:**
 -



Medicham

→ Recommended set #1:

- ◆ **Ability:** Pure Power
- ◆ **Nature:** Adamant/Jolly
- ◆ **Item:** Choice Scarf
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. High Jump Kick
 2. Zen Headbutt
 3. Ice Punch
 4. Trick/Thunder Punch
- ◆ **Checks/Counters:**
 -

→ Recommended set #2:

- ◆ **Ability:** Pure Power
- ◆ **Nature:** Jolly/Adamant
- ◆ **Item:** Life Orb/Choice Band
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. High Jump Kick
 2. Zen Headbutt
 3. Ice Punch/Bullet Punch
 4. Thunder Punch
- ◆ **Checks/Counters:**
 -



Ninetales

→ Recommended set:

- ◆ **Ability:** Drought
- ◆ **Nature:** Timid/Modest
- ◆ **Item:** Heat Rock/Air Balloon
- ◆ **EVs:** 252 SpA, 252 Spe

◆ **Moves:**

1. Fire Blast/Flamethrower
2. Solar Beam/Energy Ball
3. Hidden Power Ice/Nasty Plot/Will-O-Wisp
4. Nasty Plot/Sunny Day/Will-O-Wisp

◆ **Checks/Counters:**

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Noivern

→ Recommended set:

◆ **Ability:** Infiltrator

◆ **Nature:** Timid

◆ **Item:** Choice Specs/Life Orb

◆ **EVs:** 252 SpA, 252 Spe

◆ **Moves:**

1. Draco Meteor
2. Hurricane
3. Flamethrower
4. Air Slash/Roost

◆ **Checks/Counters:**

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Sableye

→ Recommended set:

◆ **Ability:** Prankster

◆ **Nature:** Careful/Calm

◆ **Item:** Leftovers

◆ **EVs:** 252 HP, 252 SpD

◆ **Moves:**

1. Recover
2. Will-O-Wisp
3. Taunt

4. Knock Off/Foul Play

◆ **Checks/Counters:**

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Scrafty

→ Recommended set #1:

- ◆ **Ability:** Moxie/Shed Skin
- ◆ **Nature:** Jolly
- ◆ **Item:** Life Orb/Leftovers/Lum Berry
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Dragon Dance
 2. High Jump Kick
 3. Knock Off
 4. Iron Head/Rest/Ice Punch

◆ **Checks/Counters:**

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→ Recommended set #2:

- ◆ **Ability:** Shed Skin
- ◆ **Nature:** Careful
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 SpD
- ◆ **Moves:**
 1. Bulk Up
 2. High Jump Kick
 3. Knock Off/Crunch
 4. Rest

◆ **Checks/Counters:**

•



Seismitoad

→ Recommended set #1:

- ◆ **Ability:** Water Absorb
- ◆ **Nature:** Relaxed/Bold
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 Def
- ◆ **Moves:**
 1. Stealth Rock
 2. Scald
 3. Earthquake/Earth Power
 4. Knock Off/Toxic
- ◆ **Checks/Counters:**

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→ Recommended set #2:

- ◆ **Ability:** Swift Swim
- ◆ **Nature:** Modest
- ◆ **Item:** Life Orb
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Hydro Pump
 2. Earth Power
 3. Sludge Wave
 4. Focus Blast
- ◆ **Checks/Counters:**

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Shedinja

→ Recommended set :

- ◆ **Ability:** Wonder Guard
- ◆ **Nature:** Lonely/Adamant/Naughty
- ◆ **Item:** Focus Sash/**Safety Goggles**
- ◆ **EVs:** 252 Atk, 252 Spe
- ◆ **Moves:**
 1. Swords Dance/Baton Pass
 2. Shadow Sneak
 3. X-Scissor/Will-O-Wisp
 4. Protect/Will-O-Wisp
- ◆ **Checks/Counters:**

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Shuckle

→ Recommended set:

- ◆ **Ability:** Sturdy
- ◆ **Nature:** Bold
- ◆ **Item:** Mental Herb
- ◆ **EVs:** 252 HP, 252 Def
- ◆ **Moves:**
 1. Sticky Web
 2. Stealth Rock
 3. Encore
 4. Infestation/Toxic/Knock Off
- ◆ **Checks/Counters:**
 -



Swampert

→ Recommended set:

- ◆ **Ability:** --
- ◆ **Nature:** Relaxed
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 Def
- ◆ **Moves:**
 1. Stealth Rock
 2. Earthquake
 3. Scald
 4. Roar/Toxic/Protect
- ◆ **Checks/Counters:**
 -



Sylveon

→ Recommended set #1:

- ◆ **Ability:** Pixilate
- ◆ **Nature:** Modest
- ◆ **Item:** Choice Specs
- ◆ **EVs:** 252 SpA, the rest can be distributed between HP and Spe
- ◆ **Moves:**
 1. Hyper Voice
 2. Psyshock
 3. Hidden Power Fire/Hidden Power Ground
 4. Shadow Ball
- ◆ **Checks/Counters:**

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→ Recommended set #2:

- ◆ **Ability:** Pixilate
- ◆ **Nature:** Bold
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 Def
- ◆ **Moves:**
 1. Hyper Voice
 2. Heal Bell
 3. Wish
 4. Protect
- ◆ **Checks/Counters:**

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Talonflame

→ Recommended set #1:

- ◆ **Ability:** Gale Wings
- ◆ **Nature:** Adamant/Jolly
- ◆ **Item:** --

◆ **EVs:** 252 Atk, the rest can be distributed between HP (odd number) and Spe

◆ **Moves:**

1. Acrobatics
2. Swords Dance
3. Roost
4. Will-O-Wisp/Taunt

→ Recommended set #2:

◆ **Ability:** Gale Wings/Flame Body

◆ **Nature:** Careful/Impish

◆ **Item:** --

◆ **EVs:** 248/252 HP (odd number), the rest can be distributed between Def and SpD

◆ **Moves:**

1. Acrobatics
2. Roost
3. Bulk Up/Taunt/Will-O-Wisp
4. Will-O-Wisp/Taunt

→ Recommended set #3:

◆ **Ability:** Gale Wings

◆ **Nature:** Adamant/Jolly

◆ **Item:** Choice Band

◆ **EVs:** 252 Atk, the rest can be distributed between HP (odd number) and Spe

◆ **Moves:**

1. Brave Bird
2. Flare Blitz
3. U-turn
4. Steel Wing/Tailwind

◆ **Checks/Counters:**

- Tyranitar (if Talonflame lacks U-turn), Choice Scarf Tyranitar, Stealth Rock Hippowdon with Whirlwind (if Talonflame lacks Taunt), Stone Edge Hippowdon, Taunt Heatran with Toxic (if Talonflame lacks Taunt), Ancient Power Heatran, Rock Slide physically defensive Gliscor, Kabutops, Omastar, Rhyperior, Tyrantrum (if Talonflame lacks Steel Wing), Slowbro, Toxic Alomomola (if Talonflame lacks Taunt), Suicune (if Talonflame lacks Taunt and isn't running a specially defensive nature), physically defensive Intimidate Gyarados, Counter Skarmory, Chansey (if Talonflame lacks Taunt)...
- Revenge killers: Choice Scarf Magnezone (if Talonflame isn't running a Jolly nature), Choice Scarf Magnetron, Choice Band Dragonite, Choice Band Entei, Raikou (if Talonflame isn't running a Jolly nature), Sand Rush Excadrill, Focus Sash users (Rock Tomb Breloom, Alakazam, etc.)...
- Stealth Rock, Sandstorm/Hail damage, Brave Bird/Flare Blitz recoil, Rough Skin/Iron Barbs recoil...



Torkoal

→ Recommended set:

- ◆ **Ability:** Drought
- ◆ **Nature:** Bold/Relaxed
- ◆ **Item:** Heat Rock
- ◆ **EVs:** 248 HP, 252 Def, 8 SpD
- ◆ **Moves:**
 1. Stealth Rock
 2. Lava Plume
 3. Toxic/Will-O-Wisp
 4. Explosion/Yawn/Rapid Spin
- ◆ **Checks/Counters:**
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Victreebel

→ Recommended set:

- ◆ **Ability:** Chlorophyll
- ◆ **Nature:** Rash/Naughty/Mild/Lonely
- ◆ **Item:** Life Orb
- ◆ **EVs:** EVs can be distributed between Atk, SpA and Spe
- ◆ **Moves:**
 1. Growth
 2. Leaf Blade/Power Whip
 3. Weather Ball/Hidden Power Fire
 4. Sludge Bomb/Sleep Powder
- ◆ **Checks/Counters:**
 -



Weezing

→ Recommended set:

- ◆ **Ability:** Levitate
- ◆ **Nature:** Bold
- ◆ **Item:** Leftovers
- ◆ **EVs:** 252 HP, 252 Def
- ◆ **Moves:**
 1. Toxic Spikes
 2. Sludge Bomb/Flamethrower
 3. Will-O-Wisp
 4. Pain Split/Haze
- ◆ **Checks/Counters:**
 -

C+

Ambipom

Electivire

Escavalier



Espeon

→ Recommended set:

- ◆ **Ability:** Magic Bounce
- ◆ **Nature:** Timid
- ◆ **Item:** Choice Specs/Life Orb
- ◆ **EVs:** 252 SpA, 252 Spe
- ◆ **Moves:**
 1. Psychic/Psyshock
 2. Hidden Power Fire
 3. Dazzling Gleam/Signal Beam/Grass Knot

4. Trick/Shadow Ball/Signal Beam/Grass Knot

◆ **Checks/Counters:**

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Exeggutor

→ Recommended set:

◆ **Ability:** Chlorophyll

◆ **Nature:** Modest

◆ **Item:** Life Orb/Choice Specs

◆ **EVs:** 252 SpA, 252 Spe

◆ **Moves:**

1. Leaf Storm/Solar Beam

2. Psyshock/Psychic

3. Hidden Power Fire

4. Sleep Powder/Giga Drain

◆ **Checks/Counters:**

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Florges

Gallade

Gardevoir

Malamar

Pangoro

Qwilfish

Rhyperior

Shiftry

Slowking

Stoutland

Umbreon



Xatu

→ Recommended set:

- ◆ **Ability:** Magic Bounce
- ◆ **Nature:** Bold
- ◆ **Item:** Leftovers/Rocky Helmet
- ◆ **EVs:** 56+ Spe, the rest can be distributed between HP and Def
- ◆ **Moves:**
 1. Toxic/Thunder Wave
 2. Roost
 3. Heat Wave
 4. Psychic/U-turn
- ◆ **Checks/Counters:**
 -

C

Abomasnow

Barbaracle

Beartic

Blastoise

Braviary

Carracosta

Clawitzer

Delphox

Drapion

Druddigon

Dusknoir

Golurk

Eelektross

Exploud

Floatzel

Flygon

Honchkrow

Hitmontop

Lilligant

Mageton

Miltank

Registeel

Samurott

Sceptile

Sharpedo

Slaking

Spiritomb*

Ursaring

Vaporeon

Venomoth

C-

Accelgor

Aggron

Armaldo

Avalugg (rise)

Beheeyem (drop)

Bouffalant

Cacturne

Cinccino

Claydol (drop)

Cradily?

Crustle

Cryogonal*

Dusclops*

Durant

Garbodor

Gorebyss

Gourgeist

Granbull

Hariyama

Huntail

Kangaskhan

Leafeon

Mesprit

Murkrow

Ninjask

Pinsir*

Regice

Regirock

Relicanth

Rotom

Sawk*

Simipour

Steelix*

Swellow

Torterra

Vivillon

Yanmega (rise)

Zangoose

D

Absol

Aurorus

Banette

Carbink

Charizard

Electabuzz

Electrode

Gigalith

Glaceon

Houndoom

Hitmonlee

Jumpluff

Leavanny

Linoone

Lumineon

Magmortar

Manectric

Meganium

Mismagius

Musharna

Sandslash

Simisage

Simisear

Skuntank

Swanna

Trevenant

Vileplume

Zebstrika

No. Just No.

Ampharos

Flareon

Golduck

Golem

Kecleon

Lapras (rise)

Lickilicky (maybe?)

Luxray

Muk

Phione

Pikachu

Probopass (maybe?)

Pyroar

Raichu

Raticate (maybe?)

Seaking

Tropius

Typhlosion (rise)

Walrein*

<https://giphy.com/gifs/the-office-no-steve-carell-12XMGIWtrHBI5e>

Pokémon that will be added when their preferred abilities/moves get coded:

Aegislash

Ditto

Froslax

Gogoat

Hawlucha

Sawsbuck

Whimsicott

Zoroark

Sigilyph

Jynx

To be added

Blaziken

Liepard