

Vespiqueen 65 speed
Sharpedo All the bitey fangy moves
Magcargo: 70 hp magma storm, Solid Rock, Calm Mind, Petrify
Barbaracle: Waterfall,
Girafarig: Multistrike, Dark Pulse
Shaymin: Wish
Sudowoodo: Seed Bomb, Arena Trap
Corsola: Magic Bounce
Kecleon: 110 HP, 90 def
Lilligant: Hura Burst
Eevee and all eeveelutions: Agility
Virizion: U-turn, Secret Sword, Horn Leech, Aromatherapy
Probopass: 95 Sp Atk
Exeggutor: 125 sp def
Hariyama: Circle Throw
Porygon-Z: Dazzling Gleam
Dodrio: Multistrike ability
Camerupt: Magma Storm, Steam Eruption, Thunderbolt
Slurpuff: Elemental Punches
Claydol: Arena Trap, Flash Cannon
Nidoking: Lovely Kiss
Nidoqueen: Lovely Kiss
Gigalith: 110 Special Attack, Thunderbolt, Ice Beam, Petrify, Sludge Bomb
Bronzong: Cloud Nine (Replaces Light Metal)
Swalot: Putrefy ability (poison type pixilate)
Yanmega: Bug/Dragon, Draco Meteor
Kyurem: Ice Punch, Earthquake, Explosion
Linoone: Close Combat
Kabutops: Adaptability (Replaces Battle Armor), Bulk Up
Wobbuffet: Magic Bounce (Replaces Telepathy)
Snorlax: Slack Off
Slowking: Unaware (Replaces Own Tempo)
Slaking: Defeatist (DO NOT TRY! SOMETHING IS WRONG WITH THIS)
delibird: wonder guard, aeroblast, roost, torment, trick room
Sceptile, wood hammer, knock off, fake out, Hura Burst
ambipom: bullet punch, mach punch, sucker punch, force palm, circle throw, seismic toss,
Normal/Dark
Archeops: drain punch
Arbok: Standoff
Mantine-Water/Fairy, 95 HP, Dazzling Gleam, Filter
Ledian: Tinted lens (replaces Early Bird), Fire Punch, base 90 atk
flareon: fur coat, agility, wild charge, earthquake, stone edge, play rough,
Jolteon: Competitive, Flash Cannon

Kingler: Weak Armor, waterfall-stone edge

Durant: Earthquake

Rampardos: Standoff

Bastiodon: Dragon Tail

Swoobat: Hyper Voice, Sonic Boom, Boomburst, Disarming Voice, Screech, Baton Pass, Disable

Chesnaught: circle throw, wide guard, Stealth Rock

Wigglytuff: Boomburst, no guard (replaces cute charm)- 60 in both defense

Poliwrath: 100 base HP, 100 base atk

Delphox: thunder, thunderbolt, blizzard magical leaf and gravity, energy ball water pulse, ancientpower, ominous wind, aura sphere, caliburn, petrify

Meganium: Flower Veil, Stun Spore, mirror coat, flower shield, stockpile, swallow, spit up, aromatic mist, magic coat

Feraligatr: elemental punches

Druddigon: Dragon/Fighting, Dragon Rush, Bulk Up, Circle Throw,

Cobalion: Vacuum Wave, Secret Sword, Bullet Punch

Emboar: Jump Kick, circle throw

Samurott: Water/Fighting, Sacred Sword, Aura Sphere, Ice Punch, Dual Chop, Mold Breaker, Calm Mind,

Typhlosion: dazzling gleam, earth power, mountaineer ability, fiery dance

Zoroark: Dark/Fairy Type, Dazzling Gleam, Play Rough, Moonblast,

Klinklang: Earthquake, Stone Edge, Superpower, Rapid Spin, Explosion

Cryogonal: Recover, Ice/Steel

Umbreon: Moonblast, Dazzling Gleam, perish song,

Zangoose: Refresh, Shadow Sneak, Sucker punch, Quick Attack, Tough Claws (replaces immunity), Toxic Boost boosts atk and speed, 70 in both defenses

Whiscash: Simple (replaces anticipation)

Magmortar: Mega Launcher, Energy Ball, Scald, Dark Pulse, Dragon Pulse, Aura Sphere, Signal Beam

Froslass: Explosion, defog

Braviary: Fighting/Flying, Bulk Up, mach punch

Cherrim: Grass/Fire, Stun Spore, Fire Blast, Aromatic Mist, Misty Terrain, Baby-Doll-Eyes, Rage Powder

Glaceon: Thunderbolt, Dazzling Gleam, Freeze-Dry, Brine, scald

Relicanth: Shell Smash

Torterra: Grass Pelt (Replaces Shell Armor) Iron Defense, Shell Smash, Grassy Terrain

Goodra: Surf

Basculin: Belly Drum,

Escavalier: Analytic, King's Shield

Carracosta: Close Combat, Rock Wrecker, Head Smash

Sawsbuck: High Jump Kick, Earthquake, Quick Attack, Present, Bulk Up

Eelektross: Ice Punch, Dual Chop, Iron Head, Flame Charge, Fire punch

Beheeyem: Cosmic Power, Magic Room, Ice Beam, Moonblast, Moonlight, Power Gem, Fire Blast, Mirror Coat, Magic Coat, Misty Terrain, Crafty Shield

Accelgor: Toxic Spikes, Defog, Taunt

Golurk: Shadow Sneak, Bulk Up, Swords Dance, Circle Throw, Revenge, Payback, Trick Room

Scyther: Sacred Sword

Bouffalant: Pursuit, Head Smash, Horn Leech

Dusknair: Fighting/Ghost type, Scrappy and Cursed Body abilities, Drain Punch, Soul Feast, Reaper's Smite

Dusclops: Scrappy, Cursed Body, Soul Feast, Reaper's Smite

Banette: Soul Feast, Reaper's Smite

Regice: rapid spin, recover, circle throw, bulk up, calm mind

Registeel: recover, circle throw, bulk up

Regirock: rapid spin, recover, circle throw, bulk up

Auroros: Power Gem, Ice Shard, Petrify

Heliolisk: Electric/Fire, Will-o-wisp, Heat Wave, Solar Beam, Energy Ball, Flamethrower, Fire Blast, Ice Beam, Sunny Day, Flash Cannon, Tri Attack, Dragon Pulse, Earth Power, Weather Ball

Pyroar: Lava Plume, Grass Knot, Fake Out, Competitive (replaces rivalry)

Cresselia: Dazzling Gleam, Cosmic Power

Uxie: Psychic/Fairy, cosmic power, recover

Azelf: Psychic/Fairy, recover

Mesprit: Psychic/Fairy, work up, recover

Phione: Dazzling Gleam, storm drain

Illumise: Bug/Fairy, Quiver Dance (something to rival Volbeat and Tail Glow)

Volbeat: Bug/Fairy

Clawitzer: Vacuum Wave

Pangoro: Iron Head, Bullet Punch, Close Combat, Mach Punch, Sucker Punch, Dynamicpunch, Pursuit

Golem: Bulletproof Ability (Replaces Sand Veil), Head Smash, Shell Smash

Cinccino: Arm Thrust

drapion: bulletproof, technician (Replaces Battle Armor and Keen Eye)

Electivire: reckless ability, flame charge, Swords Dance, Bulk Up, Volt Tackle, Flare Blitz, Close Combat, Iron Head, Submission, Agility

Alomomola: U-turn, healing wish

Clamperl: Sturdy

Huntail: Water/Dark, Sheer Force

Gorebyss: Water/Psychic, Psyshock, Natural Cure

Marowak: Shed Skin, Rock Polish, Head Smash, Submission

Zweilous: Earthquake, Superpower

Ninjask: defog, confuse ray, water shuriken, superpower, acrobatics

Shuckle: Recover, Magic coat, Entrainment

Stoutland: Howl, Bulk Up, Earthquake, Shadow Claw, Extremspeed, 100 Base Speed

Entei: Crunch

Primeape: Scrappy.
Aromatisse: Defog, Natural Cure
gallade: Sucker Punch
walrein: soak, aqua jet
Leafeon: Forest's Curse, Wood Hammer, Stone Edge
Leavanny: Technician
Plusle: Prankster
Minun: Prankster
Dedenne: Nasty Plot, Magic Bounce, Moonblast, Dazzling Gleam
Armaldo: Night Slash, Shadow Claw, Bulk Up, Dragon Claw, Shell Smash, Protean
Masquerain: Water/Bug, Defog, Psychic, Psyshock, Storm Drain
Stats: 70 hp, 80 atk, 70 def, 80 spatk, 82 spdef, 70 speed
Avalugg: Ice Shard, Body Slam, Crunch, Icicle Crash, Rock Climb, Haze, Dragon Tail,
Refrigerate
Jynx: Boomburst, Thunderbolt, Magical Leaf, Ominous Wind, Confuse Ray, Follow me, base 90
atk
Vanilluxe: Thunderbolt, Rapid Spin, Magical Leaf (Mint), Mud Bomb (Chocolate), Swift
(Sprinkles), Psychic (Ice Cream Headache), Grass Knot, Earth Power, Power Gem (Little bits of
candy)
Steelix: Rapid Spin, Mold Breaker
Cacturne: Earth Power
Shiftry: Guts, Wood Hammer, Psycho Cut, leaf blade
Skuntank: Thunderbolt, gunk shot, Knock Off, base 100 atk, 100 sp atk, 90 speed, 115 hp
Purugly: Belly drum, base 115 HP, 60 sp def, 90 atk
Drifblim: fire blast/flamethrower, U-turn, Volt Switch, Air Slash
Beartic: Ice/Water
Darmanitan: Fire/Fighting
Mienshao: Play Rough, Power Whip
Hypno: base 105 defense, Infiltrator, Mind Reader, Miracle Eye,
Golduck: Water/Psychic, Skirmisher, Dazzling Gleam, Disarming Voice, Powder Snow, Increase
atk and special attack by 10 each (92 and 105)
Carbink: Spikes, Recover, Confuse Ray, Magic Coat
Weezing: Recover, Giga Drain, Foul Play, Discharge, Poison/Electric type
Garbodor: Stealth Rock, Giga Drain
Floatzel: Play Rough, Superpower, Crunch, U-Turn,
Ursaring: Quick Attack
Absol: Intimidate (base form), Dark/Psychic, elemental fangs
Flygon: Tinted Lens, Stealth Rock
Noivern: Volt Switch, Defog, Safeguard, Aura Sphere
Cofagrigus: Clear Smog
Tyrantrum: Bulk Up, Dragon Dance, Unaware
Exploud: Base 80 defenses, work up
Dragalge: Clear Smog, base 80 HP

Ampharos: Flash Cannon, Focus Blast
Doublade: 50 Spdef, 90 Spatk, Will-o-Wisp, Disable
Zebstrika Earthquake normal/electric swords dance
Dugtrio: Elemental Fangs, Crunch, Smack Down, Knock Off
Lapras: Analytic, Calm Mind
Moltres: Sootstorm
Omastar: Petrify

Type balance alterations

Fairy-types are now weak to Fire-type moves
Ice is now resistant to Grass, Ground, and Ghost-type moves

Ability Alterations

Slow Start: Now lasts for only 2 turns
Healer: Can now function on the user of this ability in addition to allies
Gluttony: Certain Berries are consumed immediately
Sand Veil: Now functions like Leaf Guard (but applies in sandstorm rather than sun)
Illuminate: Now functions as Victory Star
Stench: 20% rather than 10% flinch chance
Analytic: 50% damage increase rather than 30%
Big Pecks: Now raises defenses when stats would be dropped, called Big Pex
Justified: Boosts both attack and special attack
Mega Launcher: now affects Flamethrower, Ice Beam, Thunderbolt, and Signal Beam

Move alterations

Bind, Wrap, Clamp, Firespin, Infestation, Sand Tomb: 100% accuracy, 35 base power
Elemental Punches: Base 85 Power
Block: Now a base 50 power physical normal move, keeps existing effects
Meditate: raises atk and spdef by 1 each
Draining Kiss: Base 75 power, but heals only 50% damage
Explosion: Reverted back to Gen 4 version
Overheat, Leaf Storm, Draco Meteor, Psycho Boost, Wide Guard, Hydro Pump, Blizzard, Thunder, and Fire Blast: Reverted to Gen 5 versions
Iron Tail: 80% accuracy, high chance of critical hit (as stone edge)
Sucker Punch: Back to +2 priority and benefits from Iron Fist
Spiky Shield: Name changed to Thorn Aegis
Hyper Beam/Giga Impact/Blast Burn/Frenzy Plant/Hydro Cannon: Base Power Increased to 200
Sheer Cold/Fissure: Now have base 200 power and 90 accuracy, recharge for a turn after use
Horn Drill: As Sheer Cold/Fissure, type changed to ground
Guillotine: As Sheer Cold/Fissure, type changed to steel

New Moves

Reaper's Smite: Base 90 power ghost move with 10% chance of lowering defense

- Dusknoir
- Banette
- Dusclops

Soul Feast: Base 75 power physical ghost move that allows the user to heal half the damage done.

- Dusknoir
- Banette
- Dusclops

Petrify-Rock-type, Special, Base 90 power, base 90 accuracy, 10% chance of lowering foe's speed

- Gigalith
- Omastar
- Magcargo
- Delphox
- Aurorus

Hura Burst: A Grass-type version of eruption

- Sceptile
- Lilligant

soot gust: Fire/Flying combination special move with base 85 power

- Moltres

Caliburn fire version of psyshock

- Delphox

Items

Rowap/Jabocca Berries deal 25% damage rather than 12.5%

New Abilities

Standoff: Removes positive priority on all moves.

_____ Pokemon with this ability

- Rampardos
- Arbok

Skirmisher-Increases priority of attacking moves that are 40 power or less by +1

_____ Pokemon with this ability:

- Golduck

Aura Surge-a fighting type overgrow

- Lucario

Multistrike: Functions as Parental Bond, but the second attack only has .2x the power of the original rather than .3

- Girafarig
- Dodrio