

Generation One

Blastoise

Thanks to Shell Smash, Blastoise is much stronger than it once was, and as Gen 1 Pokemon it has a lot of nostalgia. Still, of the Gen 1 Starters, I believe it is the weakest of the three. Its Hidden Ability, Rain Dish, isn't the strongest ability around, but it's a free Leftovers in the Rain, and as Blastoise is a decently tanky Pokemon, it could work. It is also respectable fast, not *quick*, but not slow by any means. It also has Icy Wind and Haze to potentially dabble in utility, so its move pool isn't the worst. So with this in mind, here is the changes I would make:

Stats: -20 Attack. +10 Special Attack, +10 Health.

Mega Stats: -40 Attack, +10 Health, +20 Special Defence, +10 Defence

Moves: Body Press, Calm Mind. Shadow Ball, Energy Ball, Sludge Bomb.

Misc: Shadow Ball, Energy Ball, Weather Ball, Sludge Bomb and Flash Cannon would all become Aura/Pulse Moves.

The changes to the Stat would help push Blastoise towards being a Special Attacker, rather than being split between attack and special attack, as there are more water-type special moves than physical moves. Calm Mind would help emphasise that, giving you a less risky set-up compared to Shell Smash. Body Press because it has Iron Defence, a decent defence stat, and it just feels like a move it should have.

The rest and the misc is because Mega Launcher, its Mega Evolution ability, isn't all that good? Out of all the different Usage Methods, Aura/Pulse Types is the second smallest, with only explosives being smaller. Aura Sphere meanwhile, shows to me that there is precedence for some Ball powers to also count as Aura/Pulse Types. So I ran with that, adding several moves to list to power up Mega Launcher, and generally giving the Blastoise greater coverage options.

Venusaur

With the Chlorophyll hidden ability and access to sleep powder, Venusaur already functions as a respectable tanky support pokemon that can do some damage as well. Unfortunately, it also shares the space with Amoongus, who despite having less stats than Venusaur, has Regenerator, the more accurate Spore, Rage Powder and Pollen Puff, making it generally the stronger Pokemon. So that means that fixing Venusaur is easy, right? ...

Stats: -10 Attack, +15 Health.

Mega Stats: -29 Attack, +15 Health, +7 Defence/Special Defence

Moves: Bug Buzz, Sludge Wave, Earth Power, Dark Pulse, Calm Mind.

Well, I decided to go a different route. Sure, you could just make Venusaur into a stronger Amoongus, but... Amoongus is one of the only 5 Pokemon to win Worlds 3 times, and Brute Bonnet, its Paradox Counterpart won 2025. We don't need a stronger Amoongus. You *could* give it Pollen Puff, as that can be used to attack as well as Heal, but no Spore and Rage Powder here. Instead, I nudged up Venusaur's defences (as its Special Attack stat is already respectable), and focused more on increasing its coverage with special moves and Calm Mind to give it a set-up option.

Charizard

The most iconic Pokemon after Pikachu, Charizard has received a *lot* of love, and some might argue that it doesn't need any more attention. But as powerful as Mega Charizard Y and Gigantmax Charizard have proven themselves to be, Charizard and Mega Charizard X stand in a similar space to the others in that they can struggle to keep up with the harsh competitive environment. So let's see what we can do to help them out, shall we?

Stats: -5 Attack, +5 Speed.

Mega X Stats: -21 Special Attack. +10 Speed, +11 Defence.

Mega Y Stats: -20 Attack, +10 Speed, +10 Defence.

Moves: Nasty Plot, Aura Sphere, Dark Pulse, Hyper Voice, Icy Wind, Tailwind. Brave Bird, Close Combat, Meteor Mash, Extreme Speed, Drain Punch.

Misc: Make a better special flying-type move than Air Slash.

Base Charizard is pretty close to working, and I don't want to give them Eruption and take away Typhlosion's niche as a starter Pokemon, so instead, I focused on giving it Special Attack set-up, as well as more coverage moves, including Icy Wind and Tailwind for Speed Control. The main thing holding it back is that the most reliable Flying type move is the 75 base move Air Slash, which really isn't strong enough. Give it a more reliable Flying Type special move, and it would be fine.

Brave Bird onwards is all for Mega Charizard X, and the only exception to the move pool changes, as Mega Charizard X needs the extra moves to work. Why on earth it gains such a Special Attack increase when Tough Claws clearly means it is going to be a Physical Attacker is beyond me. It already has Swords & Dragon Dance too, so it can set up. This gives it the changes needed to hit hard, with the special attack increased switch for Defence to stay on the field and Speed to hit first.

Generation Two

Feraligatr

With respectable speed, a solid attack stat, and being a Water-type, Feraligatr is a solid Pokemon already, and Sheer Force is a fine ability, a solid power increase that works magnificently well with Life Orb. Feraligatr doesn't really need any changes there to have a strong second ability... .. *but it should have received Strong Jaws*

Stats: -10 Special Attack, +10 Health.

Mega Stats: -20 Special Attack, +10 Health +10 Special Defence

Type: Water/Dark

Moves: Bulk-Up, Fire Fang/Thunder Fang, Poison Fang, Meteor Mash, Sucker Punch,

While the Dark type does come with 3 weaknesses, it also comes with 2 resistance and an immunity, meaning defensively it's a fair trade. Plus, Feraligatr already gets Bite/Crunch, and adding STAB to them will help them become stronger. It also gains Ice Punch and Focus Punch. So Meteor Mash and Sucker Punch fit, while Fire Fang, Poison Fang and Thunder Fang are actually empowered by Sheer Force (as does Meteor Mash) giving Feraligatr greater coverage, while still being in theme with a potential Strong Jaws replacement. I don't think it should get both Fire and Thunder Fang, as those are opposite to Water, but one of them should be viable at least.

Meganium

Ah poor Meganium, often considered one of the weakest starters by a long-shot, and I can't blame people for it. Very similar to Venusaur, except Leaf Guard is far inferior to Chlorophyll, pure Grass is inferior to Grass/Poison defensively. It doesn't have access to Sleep Powder, and exchanges Venusaur's Special Attack stat for Defence, meaning it's meant to be a tanky support pokemon, only it's even worse than Venusaur thanks to the lack of Sleep Powder. Not to mention Grass does horrible against the first few Johto gyms, adding to its bad reputation. So, what can we do to help Meganium out?

Stats: -10 Attack, +15 Speed.

Mega Stats: -20 Attack, +25 Speed

Abilities: Leaf Guard > Sweet Veil/Aroma Veil

Moves: Pollen Puff, Sludge Wave, Earth Power, Dark Pulse, Calm Mind

With Light Screen, Reflect and Encore, Meganium already has a pretty set of supporting moves, the problem is that it wasn't too good at setting them up. I considered giving it Prankster, but I'm not sure it really fits Meganium, so I think it should either get Sweet Veil (which stops your Pokemon from sleeping) or Aroma Veil (shuts down move denial). Both of which are pretty strong, as Sleep, Taunt and Encore are all rather popular tactics at the end of the day. I also decided to focus on speed over Bulk, as it already has respectable bulk, and I wanted it to stand out compared to Amoongus.

The other moves are more for Mega Meganium, to give it better coverage when you transform your starter into a pokemon that is fast, bulky and hits like a truck. Powerful.

Typhlosion

With decent speed and special attack, as well as access to Eruption, Typhlosion is a respectable pokemon. The main problem Typhlosion faces is that its Hisuian's ghost typing makes it far, *far* stronger defensively, and makes it immune to fake out. While also increasing its Special Attack even more in exchange for a small dip in HP and Speed. So compared to its brethren, what can we give Typhlosion to help it stand out?

Stats: -10 Attack, +10 Special Attack

Abilities: Flash Fire > Competitive

Honestly, Typhlosion is hard to touch. Eruption is such an overwhelming option, that I doubt that adding more moves to its move pool would do much, especially as it has access to decent fire moves if it is hurt. Furthermore, I don't want to make too many changes to its stats either, as it is scarily similar to Charizard. And as it doesn't have a second type, it's hard to expand its move pool further anyway. I *could* add a second type, but the question then becomes, what? Normal maybe, and give it Hyper Voice?

The main change I can see is to swap out the unnecessary Flash Fire (which do so many Fire Pokemon get when they already resist Fire?) for something a bit more, fun. With how prevalent Intimidate is in the format. I feel Competitive is a fantastic way to punish that, or make it harder for the opponents to use and make Typhlosion hit harder.

Plus, considering how territorial Typhlosion's are meant to get, it fits thematically too.

Generation Three

Swampert

A fan favourite (or at least, Mudkip is), with solid bulk, attack, and a slow speed. The main things that are holding Swampert back are its 4x Weakness to Grass (which I'm not removing), the lack of a better Physical Water Move than Liquidation, and its pathetic ability. It has solid set-up and move coverage already, gaining Earthquake and High Horsepower for Ground, Body Press for Fighting, and Rock Slide as a spread move that can flinch. And for set-up, Bulk Up makes it stronger and tougher, while Substitute lets it play even more defensively. Overall, Swampert doesn't need much to make him viable, so let's get him to that level, shall we?

Stats: -10 Speed, -10 Special Attack, +20 Health.

Mega Stats: -20 Speed, -20 Special Attack, +20 Health, +10 Defence/Special Defence.

Ability: Damp > Regenerator.

Mega Ability: Swift Swim > Thick Fat

Moves: Flip Turn, Wave Crash

And there we go, Swampert is now a tanky trick-room attacker. Compared to Ursulana, doesn't hit as hard, and has less health. But has better special bulk, and only has a single weakness (if 4x) compared to Ursulana's 4. Plus, Regenerator and Flip Turn combined makes it hard to take Swampert out. Quite a few water types already have Regenerator, so I think it fits well. Meanwhile, Mega Swampert, who you won't really want to swap out, gains Thick Fat, giving it another resistance and making fire types useless against it.

Sceptile

As someone who watched the anime back in the day, Sceptile has a special place in my heart due to Ash's Treecko/Grovyle, and Sceptile is *fast* 120 speed is jaw-dropping back in the day, and even now it still holds up remarkably well! The problem I see however, is that it's focused more on special attack over physical, despite Leaf Blade being its previous signature move. So, the changes are pretty clear, aren't they?

Stats: -30 Special Attack, +20 Attack, +10 HP.

Mega Stats: -70 Special Attack, +35 Attack, +10 HP/Speed/Defence, +5 Special Defence.

Ability: Unburden > Sharpness.

Moves: Solar Blade, Sacred Sword, Cross Poison, Razor Leaf, Focus Energy

Misc: Make an attack version of Lighting Rod for Mega Sceptile

There we go, much better. Unburden is a powerful ability, don't get me wrong, doubling Sceptile's already impressive speed would make it a terror. But I can't help but think that Sharpness makes more thematic sense. Solar Blade, Sacred Sword and Cross Poison are all added with that in mind, and Focus Energy is because Leaf Blade has an increased crit ratio, so Focus Energy + Leaf Blade = always critting 135 base power move with Sharpness. *Ouch*. Razor Leaf is similar, except its 82.5 in exchange for being a spread move

Blaizken

The first evolved Gen 3 starter we saw, the first Fire/Fighting Starter... and genuinely the *closest* starter to being competitive on the list. It has Flare Blitz, Flame Charge and Close Combat for STAB moves, Swords Dance, Bulk Up and Focus Energy to set up, Speed Boost as an excellent ability, and strong coverage with Brave Bird, Poison Jab, Earthquake and U-Turn. It even has Baton Pass, if you want to set-up, gain Speed, and then switch out for a different Pokemon. Quite frankly, its only weakness is that it's split between Attack and Special Attack, so let's fix that shall we?

Stats: -30 Special Attack, +20 Health, +5 Speed/Attack.

Mega Stats: -50 Special Attack, +20 Health, +10 Speed/Defence/Special Defence.

Generation Four

Empoleon

As the only Water/Steel type in the game, Empoleon has a niche already, and with Steel being as insanely defensive as it is and the same speed as Swampert, it's naturally defensive. The main problem facing Empoleon is its move pool. Despite clearly being a special attacker, it had Defiant for a long time, and has a *lot* of physical moves. On top of that, its stats aren't the greatest, lacking in bulk compared to Swampert. So let's try and clean it up, shall we?

Stats: -10 Speed/Attack, +10 Health/Defence

Moves: Calm Mind, Shadow Ball, Dark Pulse, Aura Sphere, Power Gem, Meteor Beam.

Between Surf, Muddy Water, Weather Ball, Steel Beam and Flash Canon, Empoleon has solid STAB coverage for its special side, with Ice Beam and Air Slash for coverage (though Air Slash could be better), Empoleon has a decent move pool. But by taking some of the coverage it already has and giving them Special variants, as well as Calm Mind for a special attacking set-up, Empoleon receives some much needed variety to help it be a better trick-room sweeper.

Torterra

Big, Slow and Tough with a defensive ability (if not the greatest) and a decent attacking stat. Torterra's stats are respectable. His main problem is that Grass and Ground... isn't a good mix. Grass already resisted electric, and while you do lose your poison weakness from ground, you also lose your resistance to water and grass, and gain a 4x weakness to Ice. Not exactly a good stat spread for a tanky character. Swampert gets away with it by only having one weakness, Torterra does not. So how can this be fixed?

Stats: -5 Special Attack, +5 Health/Special Defence.

Ability: Shell Armour > Thick Fat

Moves: Trick Room, Horn Leech, Bulk Up.

By reducing the 4x weakness to Ice to a 2x weakness and removing the weakness to Fire types, Torterra is now much more tanky. It has 4 weaknesses to its immunity and 2 resistances, but that is much better than before. With Iron Defence and Body Press, it can turn its defence into damage, and it has Wood Hammer and Grassly Glide for Grass and Headlong Rush, Earthquake and High Horsepower for Ground. Rock Slide, Heavy Slam and Crunch gives it decent coverage too. But more importantly, it also has Reflect and Light Screen, so I decided to lean into that and give it Trick Room so it can be its own Trick Room setter. As its Physical, I gave it Horn Leech to compliment Giga Drain, and Bulk-up for a hybrid of defence and offense set-up.

Infernape

Man, Infernape and Blaziken really are similar, aren't they? Infernape starts faster, but Speed Boost quickly turns that around, and Iron Fist isn't anywhere near as good. And Blaziken generally hits harder. It doesn't even have better coverage, as Blaziken's Brave Bird is way better than a powered up Thunder Punch, and Infernape is too frail to make use of Drain Punch either. So what can we do to make it stand out against Blaziken?

Stats: -30 Special Attack, +10 Health/Defence/Special Defence

Moves: Meteor Mash, Headlong Rush, Sucker Punch.

Misc: Make Poison Jab and Sucker Punch into Punching Moves.

Gotta lean into its coverage. Meteor Mash and Headlong Rush are both punching moves, so now you have a strong steel and ground move on your Fire/Fighting pokemon, and Sucker Punch and Poison Jab both being made into Punching Moves also gives you much better coverage. Sucker Punch in particular can be nasty. The added bulk also means your likely to sit around on the field, so Drain Punch will be more viable.

Generation Five

Samurott

As a samurai-themed Pokemon, I always believed it was a shame that Samurott was not a Water/Fighting type, and it would have given him a lot of resistances too. He also doesn't get Sharpness, despite fitting extremely well. The Hisuian counterpart, a more aggressive version of Samurott does though, so Shell Armour is acceptable, and I like the choice of having an offensive or defensive version. The main issue is the stats. They really are meant to be a physical attacker, but they are split between physical and special attack equally, meaning they can't really lean into one more than the other, which is a shame. So let's fix that.

Stats: -30 Special Attack, +10 Health/Attack/Speed.

Type: Base Samurott becomes Water/Fighting

Moves: Wave Crash, Ice Spinner, Cross Poison, Close Combat.

Wave Crash and Close Combat means that we've got some powerful Physical Moves hitting hard, while Ice Spinner and Cross Poison add to X-Scissor, Sacred Sword, Night Slash and Aerial Ace (for Hisuian) for coverage.

Serperior

Naturally fast with decent bulk, Serperior has the broken Contrary ability, meaning that it has a lot of potential already. Maybe too much potential, so we might need to be careful here to ensure that Serperior doesn't leap into the metagame thanks to how insane Contrary is. Its problem, like most starters, is that it has attack and special attack tied, rather than leaning into one over the other, and as it has Leaf Storm to 'lower' its special attack by two stages, I can see the obvious choice from a mile away.

Stats: -15 Attack, +10 Special Attack, +7 HP.

Moves: Draco Meteor. Glare

Technically it can learn Glare through breeding... but come on, its PokéDex entry is always talking about the Glare. Why doesn't it get it already? Oh and for some reason, it also has multiple dragon-type moves already, so giving it Draco Meteor for coverage or an alternative to Leaf Storm seems like a fitting addition.

Emboar

... Okay, I kinda get why Emboar doesn't have Thick Fat, as it doesn't need to reduce Fire and Ice from 1/2th damage to 1/4, but why does it pre-evolutions have it and not it? It's weird that this is the case, I don't think it happens for any other Starter pre-evolution. Anyway, the third and probably the most disliked Fire/Fighting starter, because it is a Fire/Fighter starter! Still, he is bulkier and slower, more for Trick Room than raw speed. He doesn't have the greater bulk though, and his special attack is too high for a physical attacker (you want to make use of Reckless, and they are physical attacks). So, another common change coming in:

Stats: -25 Special Attack, -5 Speed, +15 Defence/Special Defence, +2 Health.

Mega Stats: -35 Special Attack, -15 Speed. +40 Defence, +10 Special Defence, +2 Health

Stats really are the only thing keeping Emboar back, similar to Blaziken. I didn't realise it, but with Flare Blitz and Close Combat, it has Fire/Fighting locked down, and with Wild Charge and Double Edge, it has coverage. It even has Earthquake and High Horsepower for Ground and Knock Off for Dark. Then Bulk-Up and Swords Dance if it wants to set up. Nothing else is really needed.

Generation Six

Greninja

Ah, Greninja, the face of the X&Y anime with Ash-Greninja, quite controversial about being the only X&Y starter that got a 'Mega' at the time too. A fast and powerful attack with the broken Protean Ability to ensure it always does STAB bonus. Its main problem the same as all starters: Split too much between attack and special attack. Water Shuriken was originally physical, explaining this. But now it's shifted into Special, Greninja can fulfil the role as Water's fast sweeper.

Stats: -25 Attack, +20 Special Attack, +5 Health.

Mega/Ash Stats: -45 Attack, +20 Special Attack, +10 Defence/Special Defence, +5 Health.

Moves: Nasty Plot, Sludge Bomb, Earth Power, Power Gem, Shadow Ball, Bug Buzz.

Having moved Grenjina to a special attack, Nasty Plot makes sense in place of Swords Dance, then I looked at its move pool, and made sure to give it some good solid special moves in the types it has attacks with for plenty of coverage. Sludge Bomb gives it a single target poison move, and I threw in Power Gem for the heck of it. Rock deserves more love.

Chesnaught

The armoured knight of the starters, Chesnaught is *extremely* similar to Torterra in that its main problem is the typing. 4x weakness to Flying and *five* other weaknesses alongside? Yikes, even the six resistances don't make up for those gaping weaknesses. A tanky Pokemon would much rather have few resistances and weaknesses than many resistance and weaknesses. And its ability, Bulletproof, does very little to make up for it. Its move pool is respectful for what it's worth, but let's see if we can't make it better.

Stats: -10 Special Attack, +10 Health.

Type: Grass/Steel

Ability: Friend Guard

Moves: Meteor Mash, Taunt.

So, Grass/Steel would still have a 4x weakness to Fire... but only one other weakness in Fighting, and in return has a tremendous *nine* resistances, meaning it really is incomprehensible for defence. This *would* make Chesnaught a superior version of Ferrothorn, who is stated quite similarly to Chesnaught, especially as Friend Guard is more than likely superior to Iron Barbs. But Ferrothorn isn't exactly competitive, so I don't think it's as much of an issue. I had considered giving Chesnaught Follow Me, to really lean into the defending knight focus of the Chesnaught... but going Follow Me and Friend Guard would absolutely murder Clearify, who does see competitive play, and that is going too far. One or the other would be best.

Oh and Meteor Mash for steel STAB and Taunt, because well, it is a knight trying to take aggro you know?

Delphox

Finally, a non-fighting Fire Pokemon! Delphox is pretty good, solid design, Fire/Psychic typing, and is a fast and hard-hitting Pokemon without even having too much attack, and a pretty good move pool too. However, Delphox is just a bit too fragile all things considered, Magician is an extremely gimmicky ability that is hard to use, and Armaroge is just a stronger

Delphox in every way because it doesn't fold like wet paper, has Weak Armour to speed it up, and even hits harder than Delphox. Doesn't matter that its slower if it hits twice as many times as Delphox does. So, how exactly can we change this?

Stats: Attack -9. Defence +9.

Ability: Either Psychic Surge or Prankster

Moves: Taunt

The stat change isn't the greatest, I know. But I don't want to reduce Delphox's speed under 100 (even if it is far less meaningful these days), and there isn't much else I can change. I could lower the Attack more to gain more stats, but I don't want to lower any Starter's stats under 60, as that just feels like cheating, and even then I try to keep it more to 70. So instead, the main way that Delphox can stand out against Armargoe if I can't make it significantly more tanky, is with its ability. And there really is two good choices here.

Psychic Surge means that Delphox becomes a self-sufficient Psybeam spammer, really leaning into its speed and special attack to try and sweep the field alone, with strong supporting pokemon to hopefully keep the heat off it, or allowing you to set up other attacking modes on your team without needing to dedicate two slots to a Psybeam set-up. On the other hand, Delphox has access to Reflect, Light Screen, Will-o-wisp, Encore and Imprison. It already has a fantastic set of supporting moves, so leaning into that can help give it a niche that Armargoe doesn't have. Most supporting pokemon tend to be more durable admittedly, so I'm not sure how effective Prankster Delphox would be, but giving it such a powerful ability seems to be the best way it can keep up.

Generation Seven

Decidueye

Decidueye has a grand honour of being the only non-competitive Generation Seven Starter. Primarina is a powerful special attack sweeper that fits perfectly with its almighty hidden ability, and Incineroar is the GOAT. Decidueye meanwhile, has a pathetic ability and the typical start attack/special attack split. It actually has a good defensive typing, and Grass/Ghost gives decent attacking coverage as well, with a solid move pool to take advantage of it. Its Hisuian counterpart might have a better ability, but the Grass/Fighting pairing is far inferior with the gaping 4x Flying Weakness. So what is needed here?

Stats: -30 Special Attack. +10 Health/Attack/Speed.

Ability: Spectral Bow: Decidueye turns Normal Special Moves into Ghost Physical Moves.

Moves: Hyper Voice, Tri-Attack, Poison Jab

... Look, Pixilate, Liquid Voice and Aerilate are all powerful, at least in part, due to Hyper Voice specifically. So I decided to let Decidueye in on that action by turning Hyper Voice into a physical spread move it has access to. It also gains Tri-Attack, for an alternative to shackles, but mostly the power comes from the Ghost Physical Hyper Voice. And finally Poison Jab for a bit of extra coverage.

Generation Eight

Inteleon

While thematically cool, Interleon has neither the Single Battle dominance of Cinderace, nor the Double Battle power of Rillaboom, making it the clear loser of the starters. Its main problems is that while it's fast and hard hitting, it's far too frail, especially as a pure Water type, with a rather poor move pool. Sniper is a rather poor ability as well, as thematic as it might be, further weakening Inteleon. So, quite a few changes needed here.

Stats: -20 Attack, +20 Health.

Type: Water/Poison or Water/Ghost.

Ability: Sniper - Moves that have an increased chance to critical hit use the higher of the users physical or special attack and have their damage increased by 20%.

Moves: Focus Energy, Air Cutter, Cross Poison, Night Slash, Psycho Cut, Shadow Claw,

So, a small tweak to the stats to give Interleon a bump, then a second typing. Both Water/Poison and Water/Ghost are incredible defensive pairings with Water. Ghost gives you 2 immunities and 6 resistances for 4 weaknesses, and Poison gives you 8 resistances for 3 weaknesses. Poison also lets you attack Grass and Fairy types for super effective damage too. There are arguments for both from flavour. Spies used a lot of poison to get the job done, while the Snipers are like Ghosts, slipping in and out and killing without anyone even knowing they were there. Then a tweak to Sniper. Crits are already powerful, so we don't need to make them stronger. Instead, we focus on making it easier for Snipers to get crits, and be more effective with those attacks than most.

And then, coverage moves. Focus Energy shouldn't have been removed, and all the crit increased ratio moves gives a lot of coverage.

Cinderace

With Libero being nerfed moving into Generation 9, Cinderace fell off hard in single battles, and was never even too strong in doubles either. While Pure Fire is likely better for Libero than not, it has its weaknesses, and Ciderace has neither the coverage to leverage its stats and ability, nor the bulk to last on the field, with speed that has just been outpaced. Easy fixes then.

Stats: -10 Speed, -5 Attack, +5 Health/Defence/Special Defence

Moves: High Horsepower, Poison Jab, Supercell Slam, Meteor Mash, Foul Play, Play Rough

Lowering Speed is something I am reluctant to do, but 119 just isn't too special anymore, and Ciderace needs the bulk, without anywhere else to take it from. So the Speed has to dip in order to give Cinderella some all important bulk. After that, it's all about coverage moves. Ground, Poison, Electricity, Steel, Dark, Ghost, Fairy... gotta give the love to Cinderace with a whole lot more selection in coverage. This is where it really shines compared to Infernape and Blaziken both. I don't think it'll be picked up over them admittedly, but it does have a way to stand out in comparison now.

Generation Nine

Quaquaval

A personal favourite of mine, Quaquaval feels, like all 3 Generation Nine pokemon, on the cusp of being playable. With a solid dual typing, a signature move that makes it faster, and an ability that lets it steamroll fights if it gets going. But it can struggle to actually *get* going, and has to contend against Palifan, who might need some set-up itself, but would even be safe after switching out and is very powerful when transformed. Still, because of this, the change is pretty easy to make.

Stats: -20 Special Attack, +10 Speed, +10 Health.

Moves: Play Rough, Double Edge.

Doesn't need the Special Attack, so lets drop it for Speed and Health, and lets give it a bit more coverage for greater flexibility.

Meowscarada

Apparently, even though Meowscarada has Proteon, most people aren't running it? Regardless, Grass/Dark is a pretty bad match-up, with a whole lot of weaknesses without much in return. And while being a faster and frail hitter can work, being *this* easy to knock-out is a pretty big problem. That being said, I don't want to put Meowscarada back to Grass-Ghost, and neither Grass-Fairy or Grass-Psychic are any better defensively. So what could we do for Meowscarada?

Stats: -15 Special Attack, +15 Health.

Type: Grass/Poison

Moves: Poison Jab, Sucker Punch, Psychic Fangs, Rocky Slide

Playing tribute to the old starters, Meowscarda has far, far fewer weaknesses than before, and a nice dollop of health helps shore up their previous issues with durability. Give them a few more moves for coverage, and I believe it should suffice.

Skeledirge

And last but not least, Skeledirge. With a powerful defensive type, a strong ability to ignore opponent set ups with its attacks, Torch Song to help ramp up the power while dealing damage, and a solid, bulky Pokemon. Skeledirge, much like Quaqaval, is very close to being viable. So it just needs a *little* bit more help getting there.

Stats: -10 Attack. +10 Health.

Moves: Bug Buzz, Psychic Noise, Dark Pulse, Calm Mind

A touch more durability, and a bit more coverage, with two of them being sound-based moves. This should help push Skeledirge up the lists some more.