

#	Pokémon	Move 1	Move 2	Move 3	Move 4	Move 5	Move 6	Move 7	Move 8	Move 9	Move 10	Auto [1]	Type1 [2]	Type2	HP	Att	Total
1	Bulbasaur	Vine Whip	Synthesis	Tackle	Petal Dance							Melee	Grass	Poison	125	75	200
2	Ivysaur	Vine Whip	Synthesis	Tackle	Petal Dance	Leech Seed	Take Down	Poison Powder				Melee	Grass	Poison	400	100	500
3	Venusaur	Vine Whip	Synthesis	Tackle	Petal Dance	Leech Seed	Take Down	Poison Powder	Toxic	Mega Drain	Solar Beam	Melee	Grass	Poison	550	150	700
4	Charmander	Fire Punch	Ember	Fire Spin	Scratch							Melee	Fire	-	75	125	200
5	Charmeleon	Fire Punch	Ember	Fire Spin	Scratch	Dragon Claw	Metal Claw	Flamethrower				Melee	Fire	-	100	400	500
6	Charizard	Fire Punch	Ember	Fire Spin	Scratch	Dragon Claw	Metal Claw	Flamethrower	Flare Blitz	Flame Charge	Fire Blast	Melee	Fire	Flying	200	600	800
7	Squirtle	Bubble	Whirlpool	Withdraw	Tackle							Melee	Water	-	100	100	200
8	Wartortle	Bubble	Whirlpool	Withdraw	Tackle	Waterfall	Aqua Jet	Surf				Melee	Water	-	250	250	500
9	Blastoise	Bubble	Whirlpool	Withdraw	Tackle	Waterfall	Aqua Jet	Surf	Blizzard	Aqua Ring	Hydro Pump	Melee	Water	-	400	400	800
10	Caterpie	String Shot	Take Down	Lunge	Tackle							Melee	Bug	-	110	90	200
11	Metapod	String Shot	Take Down	Lunge	Tackle	Electroweb	Harden	Iron Defense				Melee	Bug	-	275	25	300
12	Butterfree	String Shot	Take Down	Lunge	Tackle	Electroweb	Harden	Iron Defense	Rage Powder	Silver Wind	U-Turn	Melee	Bug	Flying	150	250	400
13	Weedle	String Shot	Tackle	Lunge	Poison Sting							Melee	Bug	Poison	100	100	200
14	Kakuna	String Shot	Tackle	Lunge	Poison Sting	Electroweb	Harden	Iron Defense				Melee	Bug	Poison	250	50	300
15	Beedrill	String Shot	Tackle	Lunge	Poison Sting	Electroweb	Harden	Iron Defense	Agility	Aerial Ace	Pin Missile	Melee	Bug	Poison	150	250	400
16	Pidgey	Gust	Whirlwind	Tailwind	Twister							Range	Normal	Flying	100	100	200
17	Pidgeotto	Gust	Whirlwind	Tailwind	Twister	Agility	Hurricane	Mud-Slap				Range	Normal	Flying	250	250	500
18	Pidgeot	Gust	Whirlwind	Tailwind	Twister	Agility	Hurricane	Mud-Slap	Sky Attack	Heat Wave	Roost	Range	Normal	Flying	400	400	800
19	Rattata	Tackle	Take Down	Crunch	Scratch	Focus Energy						Melee	Normal	-	75	125	200
20	Raticate	Tackle	Take Down	Crunch	Scratch	Focus Energy	Flame Wheel	Zen Headbutt	Taunt	Iron Tail	Fury Swipes	Melee	Normal	-	150	450	600
21	Spearow	Take Down	Aerial Ace	Growl	Fly	Leer						Melee	Normal	Flying	75	125	200
22	Fearow	Take Down	Aerial Ace	Growl	Fly	Leer	Steel Wing	U-Turn	Whirlwind	Drill Peck	Tri Attack	Melee	Normal	Flying	100	500	600
23	Ekans	Poison Sting	Mud Bomb	Rock Tomb	Mud-Slap	Leer						Range	Poison	-	80	120	200
24	Arbok	Poison Sting	Mud Bomb	Rock Tomb	Mud-Slap	Leer	Sludge Bomb	Sucker Punch	Earthquake	Crunch	Iron Tail	Range	Poison	-	150	450	600
25	Pikachu	Iron Tail	Thunder Shock	Thunderbolt	Spark	Volt Tackle						Melee	Electric	-	70	130	200
26	Raichu	Iron Tail	Thunder Shock	Thunderbolt	Spark	Volt Tackle	Agility	Thunder	Electric Terrain	Charge	Giga Impact	Melee	Electric	-	150	450	600
27	Sandsrew	Scratch	Metal Claw	Dig	Sandstorm	Rollout						Melee	Ground	-	80	120	200
28	Sandslash	Scratch	Metal Claw	Dig	Sandstorm	Rollout	Fury Swipes	Earthquake	Swords Dance	Aerial Ace	Night Slash	Melee	Ground	-	150	350	500
29	Nidoran	Mud-Slap	Growl	Flatter	Focus Energy							Range	Poison	-	140	60	200
30	Nidorina	Mud-Slap	Growl	Flatter	Focus Energy	Supersonic	Poison Sting	Venom Drench				Range	Poison	-	325	175	500
31	Nidoqueen	Mud-Slap	Growl	Flatter	Focus Energy	Supersonic	Poison Sting	Venom Drench	Swords Dance	Stealth Rock	Sludge Bomb	Range	Poison	Ground	600	200	800
32	Nidoran	Take Down	Toxic	Rock Smash	Iron Tail							Melee	Poison	-	60	140	200
33	Nidorino	Take Down	Toxic	Rock Smash	Iron Tail	Growl	Amnesia	Rock Tomb				Melee	Poison	-	175	325	500
34	Nidoking	Take Down	Toxic	Rock Smash	Iron Tail	Growl	Amnesia	Rock Tomb	Earthquake	Megahorn	Taunt	Melee	Poison	Ground	200	600	800
35	Clefairy	Follow Me	Flash	Rollout	Take Down	Light Screen						Melee	Fairy	-	120	80	200
36	Clefable	Follow Me	Flash	Rollout	Take Down	Light Screen	Amnesia	Soft Boiled	Psychic	Belly Drum	Dazzling Gleam	Melee	Fairy	-	450	250	700
37	Vulpix	Flamethrower	Ember	Charm	Roar	Flame Charge						Range	Fire	-	110	90	200
38	Ninetales	Flamethrower	Ember	Charm	Roar	Flame Charge	Solar Beam	Confuse Ray	Heat Wave	Will-O-Wisp	Fire Blast	Range	Fire	-	550	250	800
39	Jigglypuff	Take Down	Sing	Mega Punch	Flash	Rollout						Melee	Normal	Fairy	140	60	200
40	Wigglytuff	Take Down	Sing	Mega Punch	Flash	Rollout	Rest	Sweet Kiss	Dynamic Punch	Bounce	Play Rough	Melee	Normal	Fairy	450	150	600
41	Zubat	Taunt	Whirlwind	Gust	Supersonic	Leech Life						Range	Poison	Flying	80	120	200
42	Golbat	Taunt	Whirlwind	Gust	Supersonic	Leech Life	Sludge Bomb	Venom Drench	Tailwind	Roost	Nasty Plot	Range	Poison	Flying	200	400	600
43	Oddish	Poison Powder	Stun Spore	Flash	Petal Dance							Range	Grass	Poison	75	125	200
44	Gloom	Poison Powder	Stun Spore	Flash	Petal Dance	Synthesis	Bullet Seed	Charm				Range	Grass	Poison	250	350	600
45	Vileplume	Poison Powder	Stun Spore	Flash	Petal Dance	Synthesis	Bullet Seed	Charm	Mega Drain	Solar Beam	Swords Dance	Range	Grass	Poison	300	500	800
46	Paras	Leech Seed	Poison Powder	Light Screen	Stun Spore	Rage Powder						Range	Bug	Grass	80	120	200
47	Parasect	Leech Seed	Poison Powder	Light Screen	Stun Spore	Rage Powder	Spore	Metal Claw	Psybeam	Agility	Bullet Seed	Range	Bug	Grass	200	500	700
48	Venomoth	String Shot	Poison Powder	Flash	Stun Spore	Psybeam						Range	Bug	Poison	120	80	200
49	Venomoth	String Shot	Poison Powder	Flash	Stun Spore	Psybeam	Agility	Silver Wind	Supersonic	Psychic	Gust	Range	Bug	Poison	350	350	700
50	Diglett	Dig	Mud Bomb	Stealth Rock	Growl	Mud-Slap						Range	Ground	-	60	140	200
51	Dugtrio	Dig	Mud Bomb	Stealth Rock	Growl	Mud-Slap	Sucker Punch	Earthquake	Shore Up	Rock Tomb	Rock Throw	Range	Ground	-	100	600	700
52	Meowth	Scratch	Taunt	Fury Swipes	U-Turn	Growl						Melee	Normal	-	85	115	200
53	Persian	Scratch	Taunt	Fury Swipes	U-Turn	Growl	Flail	Play Rough	Nasty Plot	Roar	Night Slash	Melee	Normal	-	300	400	700
54	Psyduck	Confuse Ray	Light Screen	Icy Wind	Whirlpool	Amnesia						Range	Water	-	80	120	200
55	Golduck	Confuse Ray	Light Screen	Icy Wind	Whirlpool	Amnesia	Mud Bomb	Hydro Pump	Psychic	Psybeam	Ice Beam	Range	Water	-	200	500	700
56	Mankey	Taunt	Submission	Scratch	Leer	Fury Swipes						Melee	Fighting	-	60	140	200
57	Primeape	Taunt	Submission	Scratch	Leer	Fury Swipes	Mega Punch	Meditate	Cross Chop	Close Combat	Night Slash	Melee	Fighting	-	150	550	700
58	Growlithe	Flamethrower	Ember	Flame Charge	Roar	Flame Wheel						Melee	Fire	-	80	120	200
59	Arcanine	Flamethrower	Ember	Flame Charge	Roar	Flame Wheel	Crunch	Agility	Fire Blast	Flare Blitz	Extreme Speed	Melee	Fire	-	350	450	800
60	Poliwag	Bubble	Waterfall	Flail	Surf							Melee	Water	-	90	110	200
61	Poliwhirl	Bubble	Waterfall	Flail	Surf	Amnesia	Mega Punch	Bulk Up				Melee	Water	-	350	350	700
62	Poliwrath	Bubble	Waterfall	Flail	Surf	Amnesia	Mega Punch	Bulk Up	Dynamic Punch	Power-Up Punch	Ice Punch	Melee	Water	Fighting	350	450	800
63	Abra	Teleport	Psybeam	Flash	Light Screen							Range	Psychic	-	45	155	200
64	Kadabra	Teleport	Psybeam	Flash	Light Screen	Psychic	Barrier	Dazzling Gleam				Range	Psychic	-	90	410	500
65	Alakazam	Teleport	Psybeam	Flash	Light Screen	Psychic	Barrier	Dazzling Gleam	Recover	Shadow Ball	Psycho Cut	Range	Psychic	-	100	700	800
66	Machop	Rolling Kick	Submission	Bulk Up	Rock Smash							Melee	Fighting	-	80	120	200
67	Machoke	Rolling Kick	Submission	Bulk Up	Rock Smash	Mega Punch	Work Up	Cross Chop				Melee	Fighting	-	200	500	700
68	Machop	Rolling Kick	Submission	Bulk Up	Rock Smash	Mega Punch	Work Up	Cross Chop	Close Combat	Power-Up Punch	Dynamic Punch	Melee	Fighting	-	250	550	800
69	Bellsprout	Razor Leaf	Synthesis	Sludge Bomb	Bullet Seed							Range	Grass	Poison	80	120	200
70	Weepinbell	Razor Leaf	Synthesis	Sludge Bomb	Bullet Seed	Vine Whip	Stun Spore	Slam				Range	Grass	Poison	250	350	600
71	Victreebel	Razor Leaf	Synthesis	Sludge Bomb	Bullet Seed	Vine Whip	Stun Spore	Slam	Swords Dance	Solar Beam	Hyper Beam	Range	Grass	Poison	300	500	800
72	Tentacool	Bubble	Barrier	Sludge Bomb	Whirlpool	Poison Sting						Range	Water	Poison	90	110	200
73	Tentacuel	Bubble	Barrier	Sludge Bomb	Whirlpool	Poison Sting	Hydro Pump	Ice Beam	Supersonic	Icy Wind	Confuse Ray	Range	Water	Poison	550	150	700
74	Geodude	Flail	Dig	Tackle	Harden							Melee	Rock	Ground	140	60	200
75	Graveler	Flail	Dig	Tackle	Harden	Stealth Rock	Rollout	Self Destruct				Melee	Rock	Ground	610	90	700
76	Golem	Flail	Dig	Tackle	Harden	Stealth Rock	Rollout	Self Destruct	Earthquake	Explosion	Rock Polish	Melee	Rock	Ground	700	100	800
77	Ponyta	Flame Charge	Bounce	Fire Spin	Stomp	Agility						Melee	Fire	-	100	100	200
78	Rapidash	Flame Charge	Bounce	Fire Spin	Stomp	Agility	Flame Wheel	Flare Blitz	Fire Blast	Megahorn	Will-O-Wisp	Melee	Fire	-	400	400	800
79	Stowpoke	Tackle	Zen Headbutt	Light Screen	Ice Punch	Growl						Melee	Water	Psychic	130	70	200
80	Slowbro	Tackle	Zen Headbutt	Light Screen	Ice Punch	Growl	Belly Drum	Surf	Withdraw	Rest	Amnesia	Melee	Water	Psychic	650	150	800
81	Magnemite	Flash Cannon	Metal Sound	Supersonic	Electroweb	Charge						Range	Electric	Steel	80	120	200
82	Magneton	Flash Cannon	Metal Sound	Supersonic	Electroweb	Charge	Light Screen	Electric Terrain	Thunder	Thunderbolt	Explosion	Range	Electric	Steel	300	400	700
83	Farfetch'd	Sky Attack	Sucker Punch	U-Turn	Gust	Swords Dance	Tailwind	Steel Wing	Heat Wave	Roost	Night Slash	Melee	Normal	Flying	350	350	700
84	Doduo	Take Down	Agility	Drill Peck	Growl	Flail						Melee	Normal	Flying	80	120	200
85	Dodrio	Take Down	Agility	Drill Peck	Growl	Flail	Aerial Ace	Swords Dance	Work Up	Tri Attack	Tailwind	Melee	Normal	Flying	200	500	700
86	Seel	Take Down	Blizzard	Surf	Lick	Growl						Melee	Water	-	110	90	200
87	Dewgong	Take Down	Blizzard	Surf	Lick	Growl	Slam	Aurora Veil	Aqua Jet	Aqua Ring	Rest	Melee	Water	Ice	500	200	700
88	Grimer	Tackle	Toxic	Slam	Acid Armor	Venom Drench						Melee	Poison	-	110	90	200
89	Muk	Tackle	Toxic	Slam	Acid Armor	Venom Drench	Power-Up Punch	Fire Punch	Taunt	Rock Tomb	Lick	Melee	Poison	-	650	150	800
90	Shellder	Withdraw	Bubble	Ice Beam	Barrier	Iron Defense						Range	Water	-	120	80	200
91	Cloyster	Withdraw	Bubble	Ice Beam	Barrier	Iron Defense	Spikes	Rock Blast	Supersonic	Icy Wind	Iceide Crash	Range	Water	Ice	575	225	800
92	Gastly	Lick	Astonish	Smog	Sucker Punch							Melee	Ghost	Poison	50	150	200
93	Haunter	Lick	Astonish	Smog	Sucker Punch	Toxic	Confuse Ray	Hypnosis				Melee	Ghost	Poison	125	575	700
94	Gengar	Lick	Astonish	Smog	Sucker Punch	Toxic	Confuse Ray	Hypnosis	Mega Drain	Shadow Ball	Will-O-Wisp	Melee	Ghost	Poison	150	650	800

#	Pokémon	Move 1	Move 2	Move 3	Move 4	Move 5	Move 6	Move 7	Move 8	Move 9	Move 10	Auto [1]	Type1 [2]	Type2	HP	Att	Total
95	Onix	Flash Cannon	Stealth Rock	Sandstorm	Harden	Iron Tail	Rock Smash	Rock Throw	Rock Polish	Roar	Rock Tomb	Range	Rock	Ground	600	100	700
96	Drowzee	Psybeam	Taunt	Light Screen	Barrier	Flash						Range	Psychic	-	120	80	200
97	Hypno	Psybeam	Taunt	Light Screen	Barrier	Flash	Flatter	Psychic	Shadow Ball	Meditate	Hypnosis	Range	Psychic	-	500	200	700
98	Krabby	Surf	Flail	Stomp	Harden	Leer						Melee	Water	-	70	130	200
99	Kingler	Surf	Flail	Stomp	Harden	Leer	Slam	Metal Claw	Swords Dance	Take Down	Giga Impact	Melee	Water	-	100	600	700
100	Voltrob	Self Destruct	Taunt	Thunder Shock	Rollout	Tackle						Melee	Electric	-	110	90	200
101	Electrode	Self Destruct	Taunt	Thunder Shock	Rollout	Tackle	Charge	Sucker Punch	Light Screen	Explosion	Spark	Melee	Electric	-	400	300	700
102	Exeggcute	Psychic	Sludge Bomb	Leech Seed	Flash	Synthesis						Range	Grass	Psychic	130	70	200
103	Exeggutor	Psychic	Sludge Bomb	Leech Seed	Flash	Synthesis	Bullet Seed	Egg Bomb	Stomp	Solar Beam	Stun Spore	Range	Grass	Psychic	250	550	800
104	Cubone	Bonemerang	Growl	Sandstorm	Focus Energy	Leer						Melee	Ground	-	130	70	200
105	Marowak	Bonemerang	Growl	Sandstorm	Focus Energy	Leer	Outrage	Rock Tomb	Belly Drum	Earthquake	Aerial Ace	Melee	Ground	-	525	175	700
106	Hitmonlee	Rolling Kick	Submission	Close Combat	Focus Energy	Bulk Up	Meditate	Rock Smash	Bounce	High Jump Kick	Sucker Punch	Melee	Fighting	-	50	650	700
107	Hitmonchan	Dynamic Punch	Comet Punch	Mega Punch	Fire Punch	Close Combat	Thunder Punch	Ice Punch	Power-Up Punch	Rock Smash	Drain Punch	Melee	Fighting	-	75	625	700
108	Lickitung	Lick	Slam	Stomp	Mega Punch	Iron Tail	Amnesia	Rock Smash	Rollout	Belly Drum	Power-Up Punch	Range	Normal	-	600	100	700
109	Koffing	Flamethrower	Smog	Sludge Bomb	Self Destruct	Lava Plume						Melee	Poison	-	140	60	200
110	Weezing	Flamethrower	Smog	Sludge Bomb	Self Destruct	Lava Plume	Venom Drench	Explosion	Shadow Ball	Toxic	Will-O-Wisp	Range	Poison	-	450	350	800
111	Rhyhorn	Roar	Take Down	Stomp	Crunch	Iron Tail						Melee	Ground	Rock	120	80	200
112	Rhydon	Roar	Take Down	Stomp	Crunch	Iron Tail	Megahorn	Earthquake	Rock Smash	Dragon Rush	Rock Polish	Melee	Ground	Rock	300	500	800
113	Chansey	Take Down	Mega Punch	Light Screen	Egg Bomb	Sing	Rock Smash	Flail	Soft Boiled	Charm	Sweet Kiss	Melee	Normal	-	675	25	700
114	Tangela	Vine Whip	Slam	Leech Seed	Synthesis	Stun Spore	Amnesia	Rage Powder	Substitute	Mega Drain	Rest	Melee	Grass	-	400	300	700
115	Kangaskhan	Take Down	Outrage	Stomp	Mega Punch	Focus Energy	Leer	Rock Tomb	Rest	Power-Up Punch	Crunch	Melee	Normal	-	350	350	700
116	Horsea	Bubble	Icy Wind	Agility	Whirlpool	Twister						Range	Water	-	90	110	200
117	Seadra	Bubble	Icy Wind	Agility	Whirlpool	Twister	Flash Cannon	Dragon Pulse	Ice Beam	Dragon Dance	Hydro Pump	Range	Water	-	250	450	700
118	Goldene	Splash	Aqua Jet	Surf	Take Down	Flail						Melee	Water	-	70	130	200
119	Seaking	Splash	Aqua Jet	Surf	Take Down	Flail	Bounce	Waterfall	Supersonic	Megahorn	Agility	Melee	Water	-	350	450	800
120	Staryu	Icy Wind	Flash Cannon	Ice Beam	Twister	Flash						Range	Water	-	60	140	200
121	Starmie	Icy Wind	Flash Cannon	Ice Beam	Twister	Flash	Confuse Ray	Psychic	Blizzard	Hyper Beam	Hydro Pump	Range	Water	Psychic	150	650	800
122	Mr. Mime	Substitute	Taunt	Psychic	Barrier	Hypnosis	Follow Me	Meditate	Light Screen	Charm	Nasty Plot	Range	Psychic	Fairy	575	125	700
123	Scyther	Lunge	Swords Dance	Steel Wing	Tailwind	Agility	U-Turn	Aerial Ace	Night Slash	Rock Smash	Silver Wind	Melee	Bug	Flying	100	700	800
124	Jynx	Psychic	Blizzard	Ice Beam	Flash	Sing	Meditate	Psybeam	Aurora Veil	Draining Kiss	Sweet Kiss	Range	Ice	Psychic	150	550	700
125	Electabuzz	Thunder	Thunder Shock	Thunderbolt	Charge	Thunder Punch	Meditate	Cross Chop	Dynamic Punch	Electroweb	Power-Up Punch	Melee	Electric	-	300	400	700
126	Magmar	Flamethrower	Ember	Follow Me	Flare Blitz	Lava Plume	Smog	Cross Chop	Belly Drum	Will-O-Wisp		Melee	Fire	-	175	525	700
127	Pinsir	Take Down	Submission	Dig	Focus Energy	Bulk Up	Harden	Rock Tomb	Rock Smash	Close Combat	Earthquake	Melee	Bug	-	75	725	800
128	Tauros	Hyper Beam	Outrage	Blizzard	Earthquake	Thunderbolt	Flamethrower	Zen Headbutt	Giga Impact	Take Down	Iron Tail	Melee	Normal	-	100	600	700
129	Magikarp	Splash	Bounce	Tackle	Flail							Melee	Water	-	25	25	50
130	Gyarados	Splash	Bounce	Tackle	Flail	Dragon Dance	Outrage	Waterfall	Crunch	Hyper Beam	Taunt	Melee	Water	Flying	200	400	600
131	Lapras	Hydro Pump	Whirlpool	Blizzard	Ice Beam	Sing	Growl	Aurora Veil	Iceberg Crash	Rest	Icy Wind	Range	Water	Ice	650	150	800
132	Ditto	Transform										Range	Normal	-	350	350	700
133	Eevee	Flail	Take Down	Charm	Dig	Growl						Melee	Normal	-	100	100	200
134	Vaporeon	Flail	Take Down	Charm	Dig	Growl	Acid Armor	Hydro Pump	Aqua Ring	Waterfall	Whirlpool	Melee	Water	-	600	200	800
135	Jolteon	Flail	Take Down	Charm	Dig	Growl	Pin Missile	Agility	Spark	Thunder	Thunderbolt	Melee	Electric	-	250	550	800
136	Flareon	Flail	Take Down	Charm	Dig	Growl	Flamethrower	Lava Plume	Ember	Fire Blast	Flare Blitz	Melee	Fire	-	200	600	800
137	Porygon	Thunderbolt	Flamethrower	Ice Beam	Hyper Beam	Agility	Recover	Tri Attack	Iron Tail	Psybeam	Shadow Ball	Range	Normal	-	350	350	700
138	Omanite	Bubble	Icy Wind	Whirlpool	Spikes	Withdraw						Range	Water	Rock	140	60	200
139	Omastar	Bubble	Icy Wind	Whirlpool	Spikes	Withdraw	Rock Blast	Hydro Pump	Ice Beam	Rock Polish	Supersonic	Range	Water	Rock	575	225	800
140	Kabuto	Aqua Jet	Withdraw	Waterfall	Metal Sound	Surf						Melee	Rock	Water	70	130	200
141	Kabutops	Aqua Jet	Withdraw	Waterfall	Metal Sound	Surf	Sandstorm	Rock Tomb	Swords Dance	Night Slash	Aerial Ace	Melee	Rock	Water	150	650	800
142	Aerodactyl	Crunch	Take Down	Fly	Earthquake	Sky Attack	Dragon Claw	Rock Tomb	Agility	Roost	Sandstorm	Melee	Rock	Flying	125	675	800
143	Snorlax	Take Down	Mega Punch	Outrage	Earthquake	Harden	Rest	Amnesia	Rollout	Belly Drum	Giga Impact	Melee	Normal	-	650	150	800
144	Articuno	Sky Attack	Ice Beam	Blizzard	Agility	Aurora Veil	U-Turn	Roost	Steel Wing	Hurricane	Icy Wind	Range	Ice	Flying	600	400	1000
145	Zapdos	Sky Attack	Thunder	Charge	Thunderbolt	Metal Sound	Agility	Roost	Thunder Shock	Drill Peck	Light Screen	Range	Electric	Flying	350	650	1000
146	Moltres	Sky Attack	Flamethrower	Heat Wave	Leer	Fire Spin	Will-O-Wisp	Roost	Ember	Lava Plume	Fire Blast	Range	Fire	Flying	500	500	1000
147	Dratini	Agility	Extreme Speed	Dragon Rush	Dragon Dance							Melee	Dragon	-	80	120	200
148	Dragonair	Agility	Extreme Speed	Dragon Rush	Dragon Dance	Dragon Pulse	Earthquake	Twister				Melee	Dragon	-	300	400	700
149	Dragonite	Agility	Extreme Speed	Dragon Rush	Dragon Dance	Dragon Pulse	Earthquake	Twister	Outrage	Hyper Beam	Draco Meteor	Melee	Dragon	Flying	400	500	900
150	Mewtwo	Psychic	Shadow Ball	Thunderbolt	Bulk Up	Psystrike	Blizzard	Recover	Psycho Cut	Hyper Beam	Giga Impact	Range	Psychic	-	550	750	1300
151	Mew	Psychic	Flash Cannon	Amnesia	Heat Wave	Thunder	Teleport	Recover	Tri Attack	Hyper Beam	Giga Impact	Range	Psychic	-	650	650	1300

Type	Tier	Attack	Wait	HP	TW	BB	BC	HP	HP	In-Game Description [13]
Megahorn	Bug	A	213	5	x	x	x	x	x	Using its tough and impressive horn, the user rams into enemies in front of itself with no letup, dealing huge damage to them.
U-turn	Bug	C	243	5	x	x	x	x	x	After attacking surrounding enemies, the user moves back to dodge enemies' counterattacks.
Leech Life	Bug	D	158	0	x	x	x	x	x	The user sucks the blood of enemies directly in front of itself, damaging them. Part of the damage dealt is absorbed to restore the user's HP.
Lunge	Bug	C	180	5	x	x	x	x	x	The user lunges toward enemies in front of itself, damaging them.
Sticky Web	Bug	C	118	2	x	x	x	x	x	The user spews a sticky thread in three directions, creating nets that will damage enemies and often lower their movement speed.
Rage Wind	Bug	C	53	5	x	x	x	x	x	Scales carried by the wind swirl around the user, damaging enemies hit by them. Some or all of the user's status sometimes rise at random.
Silver Powder	Bug	C	0	2	x	x	x	x	x	The user scatters a cloud of iridescent powder on itself, causing surrounding enemies to target it.
Poison Mist	Bug	B	7	0	x	x	x	x	x	The user shoots three wispy spores in front of itself, damaging enemies hit by them.
Grunch	Dark	B	370	5	x	x	x	x	x	The user takes aim and then bites on to enemies a short distance in front of itself, damaging them.
Sucker Punch	Dark	C	130	5	x	x	x	x	x	The user briefly disappears and moves a short distance. It then charges toward enemies, damaging them.
Night Slash	Dark	B	83	5	x	x	x	x	x	The user dashes forward, slashing surrounding enemies and damaging them. Critical hits land more easily.
Taunt	Dark	META	0	2	x	x	x	x	x	The user taunts surrounding enemies, forcing them to target it.
Nasty Plot	Dark	B	0	0	x	x	x	x	x	The user stimulates its brain by thinking bad thoughts, raising the amount of damage it deals for a while.
Flatter	Dark	A/S [14]	0	6	x	x	x	x	x	The user flatters enemies in front of itself, which confuses them but raises the amount of damage they deal and reduces the amount of damage they take.
Draco Meteor	Dragon	A [15]	377	5	x	x	x	x	x	The user summons several meteors down around itself, damaging enemies hit by them. Sometimes reduces the amount of damage the user deals.
Dragon Claw	Dragon	B	296	5	x	x	x	x	x	The user gathers its strength, then charges forward while spinning, damaging enemies with its sharp claws.
Dragon Rush	Dragon	B	147	5	x	x	x	x	x	The user flies into enemies a short distance from itself, hitting them directly, damaging them.
Twister	Dragon	B	115	7	x	x	x	x	x	The user whips up several tornadoes and sends them out in front of itself, damaging enemies hit by them.
Outrage	Dragon	B	104	5	x	x	x	x	x	The user rampages about, attacking and damaging any enemies in its path. Sometimes confuses the user.
Dragon Dance	Dragon	B	0	8	x	x	x	x	x	The user vigorously performs a mystic, powerful dance that raises the amount of damage it deals and its movement speed for a while.
Dragon Pulse	Dragon	B	188	7	x	x	x	x	x	The user sends a shock wave flying from its mouth, damaging enemies hit by it.
Dragonite	Dragon	A	224	5	x	x	x	x	x	The user strikes the area in front of itself with a lightning bolt, dealing damage to nearby enemies. Sometimes paralyzes enemies.
Thunder Punch	Electric	B	194	5	x	x	x	x	x	The user charges its fist with electricity and unleashes a shocking punch on enemies directly in front of itself, sometimes paralyzing them.
Thunder Shock	Electric	B	173	5	x	x	x	x	x	After storing up electricity, the user fires it toward enemies in front of itself, dealing damage to them. Sometimes paralyzes enemies.
Volt Tackle	Electric	B	110	6	x	x	x	x	x	After electrifying itself and charging toward enemies, the user jumps and discharges electricity, damaging enemies hit by it and sometimes paralyzing them.
Spark	Electric	B	81	5	x	x	x	x	x	The user charges its body with electricity and charges toward enemies in front of itself. Sometimes paralyzes enemies.
Thunderbolt	Electric	C	80	5	x	x	x	x	x	The user discharges tremendous electricity all around itself, dealing damage to enemies around it. Sometimes paralyzes enemies.
Electric Terrain	Electric	C	0	5	x	x	x	x	x	The user charges electrical power beneath itself, raising the damage it deals for a while.
Electroweb	Electric	F	0	2	x	x	x	x	x	The user spreads an electric net out directly in front of itself, lowering the movement speed of enemies hit by it for a while.
Charge	Electric	A	0	9	x	x	x	x	x	The user stores up electricity, raising the damage it deals and making it resistant to negative effects for a while.
Dazzling Gleam	Fairy	C	148	5	x	x	x	x	x	The user moves about as it emits a powerful flash that damages enemies hit by it.
Psychic	Fairy	C	98	5	x	x	x	x	x	The user attacks nearby enemies in front of itself and smacks them with a 2-headed chop, damaging them. Critical hits land more easily.
Charm	Fairy	D	0	3	x	x	x	x	x	The user makes surrounding enemies less wary with its cute behavior, often reducing the amount of damage they deal.
Draining Kiss	Fairy	D	165	9	x	x	x	x	x	The user kisses enemies directly in front of itself and damages them. Part of the damage dealt restores the user's HP.
Sweet Kiss	Fairy	C	165	3	x	x	x	x	x	The user kisses enemies directly in front of itself with a sweet, angelic kiss that often confuses them.
High Jump Kick	Fighting	B	402	5	x	x	x	x	x	After charging toward enemies in front of itself, the user jumps up and deals damage with a knee kick. The user also takes recoil damage.
Close Combat	Fighting	SS	245	5	x	x	x	x	x	The user jumps toward enemies in front of itself and smacks them with a 2-headed chop, damaging them. Critical hits land more easily.
Close Combat	Fighting	SS	245	5	x	x	x	x	x	The user gets right up on enemies in front of itself and smacks them with a single blow, damaging them. Sometimes raises the amount of damage the user takes.
Drain Punch	Fighting	B	223	9	x	x	x	x	x	The user fires a punch at enemies directly in front of itself, damaging them. It also absorbs power with its fist, restoring its own HP.
Rolling Kick	Fighting	B	156	5	x	x	x	x	x	The user kicks as it spins in place, dealing damage to surrounding enemies.
Submission	Fighting	B	130	5	x	x	x	x	x	The user spins toward enemies in front of itself, smacking them into them. Deals damage to enemies hit by the user as it whirls around.
Close Combat	Fighting	B	245	5	x	x	x	x	x	The user punches enemies directly in front of itself with full, concentrated power. Sometimes confuses enemies.
Power-Up Punch	Fighting	B	64	5	x	x	x	x	x	The user delivers a punch with its hard fist at enemies directly in front of itself, damaging them. Often raises the amount of damage the user deals.
Rock Smash	Fighting	F	29	1	x	x	x	x	x	The user unleashes its fury, damaging enemies in a broad area nearby and destroying surrounding trees and rocks.
Bulk Up	Fighting	SS	0	8	x	x	x	x	x	The user tenses its muscles to bulk up its body, raising the damage it deals for a while. This also reduces the amount of damage the user takes.
Fire Punch	Fire	C	229	5	x	x	x	x	x	The user rubs its fist with the power of flames, and strikes enemies directly in front of it with a burning punch. Deals damage and sometimes burns enemies.
Fire Blast	Fire	A	279	5	x	x	x	x	x	The user sprays an all-consuming fire on the ground, damaging enemies hit by it and sometimes burning them.
Flame Wheel	Fire	D	132	5	x	x	x	x	x	The user spouts scarlet flames all around itself, dealing damage to enemies around it. Sometimes burns enemies.
Heat Wave	Fire	B	123	7	x	x	x	x	x	The user exhales hot breath in front of itself, damaging enemies hit by it and sometimes burning them.
Ember	Fire	C	109	7	x	x	x	x	x	The user fires sparks in front of itself that spin and run in three directions when they hit the ground. Deals damage to enemies they hit. Sometimes burns enemies.
Fire Spin	Fire	B	97	5	x	x	x	x	x	The user creates flames all around itself and fires them off in a spiral. Deals damage to enemies they hit. Sometimes burns enemies.
Flare Wheel	Fire	C	84	5	x	x	x	x	x	The user continuously breathes out long flames for a while. Deals damage to enemies as long as they remain in the flames. Sometimes burns enemies.
Flame Wheel	Fire	C	84	5	x	x	x	x	x	The user cloaks itself in fire and charges forward, damaging enemies it hits and sometimes burning them.
Flame Charge	Fire	B	0	5	x	x	x	x	x	The user stores up the power of flames, raising the damage it deals for a while.
Flare Blitz	Fire	B	128	5	x	x	x	x	x	The user creates a path of flames in front of itself and charges forward along it. Deals damage to enemies. Sometimes burns enemies.
Will-O-Wisp	Fire	D	19	0	x	x	x	x	x	The user creates a path of flames in front of itself and attacks enemies directly in front of it. Often burns enemies.
Drill Peck	Flying	A	321	5	x	x	x	x	x	The user attacks enemies directly in front of itself with its sharp beak, damaging them.
Fly	Flying	B	243	5	x	x	x	x	x	The user flies toward enemies far in front of itself, then swoops down to deal damage to them.
Bounce	Flying	B	186	5	x	x	x	x	x	The user bounces forward high into the air twice, damaging enemies it hits.
Sky Attack	Flying	A	125	5	x	x	x	x	x	After flying up and tracing itself, the user charges at enemies directly in front of itself, damaging them. Critical hits land more easily.
Swift	Flying	B	124	5	x	x	x	x	x	The user strikes enemies in front of itself with lightning, dealing damage.
Hurricane	Flying	C	105	5	x	x	x	x	x	The user whips up an intense wind around itself, damaging surrounding enemies and sometimes confusing them.
Gust	Flying	C	81	7	x	x	x	x	x	The user sends an intense gust of wind out in front of itself that whirls around and damages enemies hit by it.
Tailwind	Flying	D	0	2	x	x	x	x	x	The user creates an intense swirling wind that raises its movement speed for a while.
Rest	Flying	F	0	0	x	x	x	x	x	The user briefly rests its body, restoring a bit of its HP.
Lick	Ghost	C	233	5	x	x	x	x	x	The user licks enemies all around itself with its long tongue, damaging them. Sometimes paralyzes enemies.
Astonish	Ghost	B	180	5	x	x	x	x	x	The user tries to startle enemies directly in front of itself, damaging those taken by surprise.
Shadow Ball	Ghost	B	83	7	x	x	x	x	x	The user hurls a shadowy blob in front of itself, damaging enemies hit by it. Sometimes raises the amount of damage they take.
Confuse Ray	Ghost	A	0	3	x	x	x	x	x	The user exposes surrounding enemies to a sinister ray, often confusing them.
Vine Whip	Grass	SS	227	5	x	x	x	x	x	The user strikes enemies in front of itself with whiplike vines. Deals damage to enemies hit by them.
Sticky Bomb	Grass	B	109	5	x	x	x	x	x	The user gathers up and then fires a sticky ball in front of itself, dealing damage to enemies hit by them.
Bullet Seed	Grass	C	168	7	x	x	x	x	x	The user sends several seeds flying out in front of itself simultaneously, damaging enemies hit by them.
Mega Drain	Grass	B	165	9	x	x	x	x	x	The user attacks enemies in front of itself, dealing damage to them. Some of the damage dealt is absorbed by the user, restoring its HP.
Petal Dance	Grass	C	156	5	x	x	x	x	x	The user spins in place, scattering petals that deal damage to enemies around it.
Razor Leaf	Grass	B	118	7	x	x	x	x	x	The user launches sharp-edged leaves to slash at enemies, damaging them. Critical hits land more easily.
Leaf Storm	Grass	B	103	9	x	x	x	x	x	The user creates a need on the ground in front of itself. Enemies in front of itself are gradually damaged. Part of the damage dealt is absorbed to restore the user's HP.
Stun Spore	Grass	D	21	3	x	x	x	x	x	The user scatters numbing powder directly in front of itself. Often paralyzes enemies hit by it.
Synthesis	Grass	B	0	5	x	x	x	x	x	The user absorbs light, raising the damage it deals for a while.
Spore	Grass	D	0	0	x	x	x	x	x	The user scatters sleep-inducing spores directly in front of itself, often making enemies fall asleep.
Earthquake	Ground	C	580	5	x	x	x	x	x	The user causes an earthquake that damages surrounding enemies.
Dig	Ground	A	243	5	x	x	x	x	x	The user digs a tunnel to travel beneath the feet of enemies in front of itself, then pops out from beneath them to damage them.
Mud Bomb	Ground	B	215	5	x	x	x	x	x	The user throws a lump of mud in front of itself that splits open when it hits the ground, damaging surrounding enemies and sometimes raising the amount of damage they take.
Boomerang	Ground	B	131	7	x	x	x	x	x	The user throws a boomerang made of bone, damaging enemies hit by it.
Mud Slap	Ground	B	88	7	x	x	x	x	x	The user hurls mud in three directions, dealing damage to enemies hit by it. Sometimes reduces their movement speed.
Stone Edge	Ground	D	0	2	x	x	x	x	x	The user gathers stones from beneath itself, restoring a bit of its HP.
Spikes	Ground	C	221	5	x	x	x	x	x	The user scatters spikes in front of itself, damaging enemies that step on them.
Ice Punch	Ice	C	175	5	x	x	x	x	x	The user chills its fist and unleashes a freezing punch on enemies directly in front of it. Sometimes freezes enemies.
Ice Shard	Ice	B	143	5	x	x	x	x	x	The user dropsigid icicles in front of itself. Deals damage to enemies hit by them and sometimes freezes them.
Ice Beam	Ice	C	133	7	x	x	x	x	x	The user fires an icy cold beam at enemies in front of itself. Deals damage to enemies and sometimes freezes them.
Ice Wind	Ice	B	126	7	x	x	x	x	x	The user sends a freezing gust of chilly air in front of itself, damaging them. Sometimes lowers enemies' movement speed.
Blizzard	Ice	D	52	5	x	x	x	x	x	The user moves about while creating a blizzard centered on itself. Deals damage to enemies around the user and sometimes freezes them.
Aura Veil	Ice	A	0	7	x	x	x	x	x	The user cloaks itself in a veil of light, reducing the amount of damage it takes for a while.
Mega Punch	Normal	A [16]	561	5	x	x	x	x	x	After approaching enemies in front of itself, the user slugs enemies directly in front of itself with a muscle-packed punch, damaging them.
Self-Destruct	Normal	META	494	5	x	x	x	x	x	The user approaches enemies and causes an explosion, damaging all surrounding enemies. The trade-off is that the user takes enough damage to knock itself out.
Hyper Beam	Normal	B	300	5	x	x	x	x	x	The user stores up power and then fires a nuclear beam at enemies. Deals severe damage to enemies it hits.
Scratch	Normal	B	231	5	x	x	x	x	x	The user scratches its hard, pointed claws over enemies directly in front of itself, damaging them.
Slam	Normal	B	211	5	x	x	x	x	x	The user slams nearby enemies with a long tail, vines, or the like, damaging all of them.
Take Down	Normal	B	189	5	x	x	x	x	x	The user slams into enemies in front of itself with a reckless, full-body charge, damaging all enemies hit by it. The user also takes recoil damage.
Stomp	Normal	B	190	5	x	x	x	x	x	The user stomps on enemies in front of itself with a big foot, damaging them.
Gas Impact	Normal	B	176	5	x	x	x	x	x	The user focuses its energy and charges toward enemies in front of itself, dealing huge damage to them.
Tackle	Normal	C	163	5	x	x	x	x	x	The user smashes into enemies in front of itself with all its might, damaging them.
Fury Swipes	Normal	A	146	5	x	x	x	x	x	The user repeatedly swipes at enemies directly in front of itself, damaging them.
Extreme Speed	Normal	B	130	5	x	x	x	x	x	The user charges into enemies in front of itself with blinding speed, damaging them.
Fat	Normal	C	130	5	x	x	x	x	x	The user falls about, damaging enemies it hits.
Tie Attack	Normal	C	81	5	x	x	x	x	x	The user's body is imbued with three powers as it attacks enemies in front of itself, damaging them. Sometimes burns, paralyzes, or freezes enemies.
Splash	Normal	D	56	3	x	x	x	x	x	The user splashes in place.
Harden	Normal	A	0	5	x	x	x	x	x	The user stiffens its body, lowering the damage it takes for a while.
Swords Dance	Normal	B	0	5	x	x	x	x	x	With a frenetic dance to uplift the fighting spirit, the user raises the amount of damage it deals for a while.
Growl	Normal	B	0	4	x	x	x	x	x	The user growls in an menacing way, making surrounding enemies less wary and often reducing the amount of damage they deal.
Leer	Normal	B	0	3	x	x	x	x	x	The user glares at nearby enemies to intimidate them, often raising the amount of damage they take.
Whirlwind	Normal	D	0	2	x	x	x	x	x	The user whips up a strong wind around itself, blowing away enemies hit by it.
Recover	Normal	F	0	9	x	x	x	x	x	Restoring its own cells, the user restores its HP.
Roar	Normal	D	0	2	x	x	x	x	x	The user roars intensely, blowing away surrounding enemies.
Soft-Boiled	Normal	D	0	2	x	x	x	x	x	The user restores its HP with the power of eggs.
Supersonic	Normal	A	0	3	x	x	x	x	x	The user generates odd sound waves from its body, often confusing surrounding enemies.
Sing	Normal	F	0	3	x	x	x	x	x	The user sings to enemies around itself with its calming voice, often putting them to sleep.
Transform	Normal	F [17]	0	0	x	x	x	x	x	When Ditto transforms into another Pokemon, this changes into a move that Pokemon can learn.
Substitute	Normal	META	0	5	x	x	x	x	x	The user puts out a substitute for itself that enemies are forced to attack.
Hyper Drum	Normal	A	0	2	x	x	x	x	x	The user uses its own HP to raise all of its stats for a while.
Work Up	Normal	A	0	8	x	x	x	x	x	The user is roused, raising the amount of damage it deals and reducing the amount of damage it takes for a while.
Flash	Normal	F	0	2	x	x	x	x	x	The user suddenly flashes a bright light at surrounding enemies, often lowering their movement speed.
Focus Energy	Normal	B	0	5	x	x	x	x	x	The user takes a deep breath and focuses, raising the amount of damage it deals for a while.
Egg Bomb	Normal	C	201	5	x	x	x	x	x	The user scatters eggs around itself, damaging enemies hit by them.
Follow Me	Normal									

	Type [3]	Tier [4]	Attack [5]	Wait [6]	HP [7]	MP [8]	SP [9]	TP [10]	CP [11]	LP [12]	CP [13]	In-game Description [13]
Agility	Psychic	F	0	2	x	x						The user relaxes and lightens its body, raising its movement speed for a while.
Teleport	Psychic	F	0	3	x	x						The user utilizes its psychic powers to teleport. (Meta? for positioning?)
Meditate	Psychic	B	0		x	x						The user meditates to awaken the power deep within its body, raising the amount of damage it deals for a while.
Rest	Psychic	F	0	9	x	x						The user rests in place, greatly restoring its HP.
Rock Throw	Rock	S	234	5	x	x						The user picks up two rocks and hurls them in front of itself, damaging enemies hit by them.
Rock Tomb	Rock	A	212	5	x	x						The user drops boulders directly in front of itself, damaging enemies hit by them and sometimes lowering their movement speed.
Shash Rock	Rock	B	120	5	x	x						The user creates pillars of stone from the ground, damaging enemies hit by them.
Sandstorm	Rock	C	117	5	x	x						The user creates a sandstorm around itself, damaging enemies hit by it.
Rollout	Rock	C	130	5	x	x						The user spins around, damaging surrounding enemies it smashes into.
Rock Polish	Rock	F	0	2	x	x						The user polishes its body to reduce drag, raising its movement speed for a while.
Rock Blast	Rock				x	x						The user hurls hard rocks in front of itself, damaging enemies hit by them.
Metal Claw	Steel	B	211	5	x	x						The user rakes enemies in front of itself with its steel claws, dealing damage. Sometimes raises the amount of damage the user deals.
Flash Cannon	Steel	B	170	7	x	x						The user focuses all of its light energy into a single point and fires a beam in front of itself, sometimes raising the amount of damage enemies take.
Steel Wing	Steel	B	81	5	x	x						The user charges at enemies in front of itself and smacks them with its hard wings, dealing damage. Sometimes reduces the amount of damage the user takes.
Iron Tail	Steel	C	67	5	x	x						The user swings its steel hard tail, damaging surrounding enemies and sometimes raising the amount of damage they take.
Metal Sound	Steel	B	0	3	x	x						Enemies near the user are forced to listen to a horrible sound like metal scraping, often raising the amount of damage they take.
Iron Defense	Steel	A	0	5	x	x						The user hardens its skin until it's like iron, lowering the damage it takes for a while.
Waterfall	Water	A	252	5	x	x						The user approaches enemies in front of itself and creates a pillar of water beneath them. This deals damage to enemies it hits.
Hydro Pump	Water	SS [18]	213	5	x	x						The user shoots four pillars of water up from the ground and sends them out in front of itself. Deals damage to enemies hit by them.
Aqua Jet	Water	B	182	5	x	x						The user charges at enemies in front of itself with tremendous speed, dealing damage to them.
Surf	Water	B	127	5	x	x						The user creates a wide wave and charges forward on it. Deals damage to enemies caught in the wave.
Whirlpool	Water	D	84	5	x	x						The user creates a whirlpool around itself. Deals damage to enemies around the user.
Bubble	Water	C	68	7	x	x						The user fires bubbles in three directions. Deals damage to enemies hit by the bubbles and sometimes lowers their movement speed.
Withdraw	Water	A	0	5	x	x						The user withdraws into its hard shell, reducing the amount of damage it takes for a while.
Aqua Ring	Water	C	0	9	x	x						The user envelops itself in a veil made of water, restoring some of its HP.

AbraKazam	MOVES										BINGO BONUSES and STATS														
	Move 1	Move 2	Move 3	Move 4	Move 5	Move 6	Move 7	Move 8	Move 9	Move 10	Bonus 1 [20]		Bonus 2 [21]		Bonus 3 [22]		Gold pot stats [23]		Rose stats (v0) [24]		Notes/Anomalies				
Type [25]	Psychic	Psychic	Normal	Psychic	Psychic	Psychic	Fairy	Normal	Ghost	Psychic															
Flare [26]	F	B	F	B	A	A	C	F	B	A															
Attack [27]	0	89	0	0	121	0	146	0	63	311															
Wait [28]	3	7	2	3	7	5	5	9	7	5															
WL [29]	x	x	x	x	x	x	x	x	x	x	Psychic Type Moves Wast -9%	Resistant to Effects +10%	Movement Speed +30%	Psychic Type Moves Wast -10%	Resistant to Poisoned +100%	Movement Speed +40%	ATK of Psychic Type Moves +20%	Resistant to Burned +100%	Movement Speed +50%	+10	+200	100	700	800	High DPS with Psychic and good bingo
WP [30]	x	x	x	x	x	x	x	x	x	x															
BB [31]	x	x																							
BC [32]	x																								
BP [33]		x																							
BT [34]	x	x	x	x	x	x																			

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#	Pokémon	Bonus 1 [35]			Bonus 2 [36]			Bonus 3 [37]			Gold pot stats [38]		Base stats (lv0) [39]			Notes/Anomalies
		HP	ATK	Total	HP	ATK	Total	HP	ATK	Total	HP	ATK	Total			
1	Bulbasaur	Hit Healing +2%	Healing from K.O. +2%	Own Knockback Distance -10%	Healing per Wave +50%	Resistant to Poisoned +100%	Own Knockback Distance -20%	ATK of Grass Type Moves +20%	HP +550	Own Knockback Distance -30%	525-625	475-575	125	75	200	All 3 have high DPS with Vine Whip
2	Ivysaur	Hit Healing +2%	Healing from K.O. +2%	Own Knockback Distance -10%	Healing per Wave +40%	Resistant to Poisoned +100%	Own Knockback Distance -20%	ATK of Grass Type Moves +15%	HP +250	Own Knockback Distance -30%	+275	+25	400	100	500	
3	Venusaur	Hit Healing +2%	Healing from K.O. +2%	Own Knockback Distance -10%	Ice Type Damage Taken -50%	Resistant to Poisoned +100%	Own Knockback Distance -20%	ATK of Grass Type Moves +10%	Fire-Type Damage Taken -50%	Own Knockback Distance -30%	+150	+50	550	150	700	
4	Charmander	Fire Type Moves Wait -5%	Critical Hit Rate +5%	Movement Speed +30%	ATK of Fire Type Moves +15%	Critical Hit Rate +20%	Resistant to Burned +100%	ATK of Fire Type Moves +20%	ATK + 550	Movement Speed +40%	475-575	525-625	75	125	200	
5	Charmeleon	Fire Type Moves Wait -5%	Critical Hit Rate +5%	Movement Speed +30%	ATK of Fire Type Moves +10%	Critical Hit Rate +15%	Resistant to Burned +100%	ATK of Fire Type Moves +15%	ATK +250	Movement Speed +40%	+25	+275	100	400	500	
6	Charizard	Fire Type Moves Wait -5%	Critical Hit Rate +5%	Movement Speed +30%	Fire Type Moves Wait -5%	Critical Hit Rate +10%	Resistant to Burned +100%	ATK of Fire Type Moves +10%	Critical Hit Rate +15%	Movement Speed +40%	+100	+200	200	600	800	
7	Squirtle	ATK of Water Type Moves +5%	Water Type Moves Wait -5%	Natural HP Healing +10%	ATK of Water Type Moves +15%	Water Type Moves Wait -20%	Own Knockback Distance -20%	ATK of Water Type Moves 20%	ATK +550	HP +550	500-600	500-600	100	100	200	
8	Wartortle	ATK of Water Type Moves +5%	Water Type Moves Wait -5%	Natural HP Healing +10%	ATK of Water Type Moves +10%	Water Type Moves Wait -15%	Own Knockback Distance -20%	ATK of Water Type Moves 15%	ATK +350	HP +350	+150	+150	250	250	500	
9	Blastoise	ATK of Water Type Moves +5%	Water Type Moves Wait -5%	Natural HP Healing +10%	ATK of Water Type Moves +10%	Water Type Moves Wait -10%	Own Knockback Distance -20%	ATK of Water Type Moves 10%	Water Type Moves -15%	Own Knockback Distance -30%	+150	+150	400	400	800	Good DPS with Hydro Pump
10	Caterpie	Movement Speed +30%	Resistant to ↓ Effects +10%	Hit Healing +2%	Movement Speed +40%	Resistant to ↓ Effects +20%	Hit Healing +3%	ATK +500	Wait for Standard Attacks -50%	HP +500	510-610	490-590	110	90	200	
11	Metapod	Taking Critical Hits Rate -10%	Resistant to ↓ Effects +20%	Healing per Wave +30%	Taking Critical Hits Rate -20%	Resistant to ↓ Effects +30%	Healing per Wave +50%	Resistant to Status Conditions +30%	Own Knockback Distance -40%	HP +450	+165	-65	275	25	300	
12	Butterfree	Movement Speed +30%	Resistant to ↓ Effects +10%	Healing from K.O. +5%	Movement Speed +40%	Resistant to ↓ Effects +10%	Own Knockback Distance -10%	ATK +400	Own Knockback Distance -20%	HP +500	-125	+225	150	250	400	Low BST, but bingo bonus 3 can make up for it
13	Weedle	Movement Speed +30%	Critical Hit Damage +5%	Bug Type Move Wait -5%	Movement Speed +40%	Resistant to Poisoned +100%	Healing from K.O. +5%	HP +500	Natural HP Healing +30%	ATK +500	500-600	500-600	100	100	200	
14	Kakuna	Own Knockback Distance -20%	Critical Hit Damage +5%	HP upon Recovery +10%	Own Knockback Distance -20%	Resistant to Poisoned +100%	HP upon Recovery +10%	Own Knockback Distance -50%	HP upon Recovery +20%	HP +450	+150	-50	250	50	300	
15	Beedrill	Movement Speed +30%	Critical Hit Damage +10%	Bug Type Move Wait -5%	Movement Speed +40%	Resistant to Poisoned +100%	Critical Hit Rate +10%	ATK of Bug Type Moves +20%	Critical Hit Damage +40%	ATK +450	-100	+200	150	250	400	Low BST, but bingo bonus 3 can make up for it
16	Pidgey	Resistant to ↓ Effects +10%	Movement Speed +30%	ATK of Flying Type Moves +5%	Resistant to ↓ Effects +20%	Movement Speed +50%	Flying Type Move Wait -15%	Resistant to DEF ↓ +100%	ATK +550	Attack of Flying Type Moves +20%	500-600	500-600	100	100	200	
17	Pidgeotto	Resistant to ↓ Effects +10%	Movement Speed +30%	ATK of Flying Type Moves +5%	Resistant to ↓ Effects +20%	Movement Speed +40%	Flying Type Move Wait -10%	Resistant to DEF ↓ +100%	ATK +350	Attack of Flying Type Moves +15%	+150	+150	250	250	500	
18	Pidgeot	Resistant to ↓ Effects +10%	Movement Speed +30%	ATK of Flying Type Moves +5%	Resistant to ↓ Effects +20%	Movement Speed +30%	Flying Type Move Wait -10%	Resistant to DEF ↓ +100%	Movement Speed +40%	Attack of Flying Type Moves +10%	+150	+150	400	400	800	
19	Rattata	ATK of Normal Type Moves +5%	Movement Speed +30%	Time to Recover -10%	ATK of Normal Type Moves +5%	Movement Speed +40%	Wait for Standard Attacks -30%	ATK +550	Movement Speed +50%	HP +600	475-575	525-625	75	125	200	
20	Raticate	ATK of Normal Type Moves +5%	Movement Speed +30%	Time to Recover -10%	ATK of Normal Type Moves +5%	Movement Speed +30%	Wait for Standard Attacks -25%	ATK +200	Movement Speed +30%	HP +500	+75	+325	150	450	600	
21	Spearow	ATK of Flying Type Moves +5%	Critical Hits Rate +5%	Critical Hit Damage +10%	ATK of Flying Type Moves +15%	Critical Hit Rate +15%	Critical Hit Damage +15%	ATK +400	Critical Hit Rate 20%	Critical Hit Damage +25%	475-575	525-625	75	125	200	
22	Fearow	ATK of Flying Type Moves +5%	Critical Hits Rate +5%	Critical Hit Damage +10%	ATK of Flying Type Moves +10%	Critical Hit Rate +10%	Critical Hit Damage +15%	ATK of Flying Type Moves +30%	Critical Hit Rate +15%	Critical Hit Damage +25%	+25	+375	100	500	600	High DPS with Drill Peck and good bingos
23	Ekans	Time to Recover -10%	Resistant to ↓ Effects +10%	Healing per Wave +30%	HP upon Recovery +20%	Resistant to Poisoned +100%	Wait for Standard Attacks -25%	ATK +550	Resistant to ↓ Effects +20%	Wait for Standard Attacks -50%	480-580	520-620	80	120	200	
24	Arbok	Time to Recover -10%	Resistant to ↓ Effects +10%	Healing per Wave +25%	HP upon Recovery +10%	Resistant to Poisoned +100%	Wait for Standard Attacks -20%	ATK +200	Resistant to ↓ Effects +20%	Wait for Standard Attacks -30%	+70	+330	150	450	600	
25	Pikachu	Electric Type Moves Wait -5%	ATK of Electric Type Moves +5%	Movement Speed +30%	Resistant to Paralyzed +100%	ATK of Electric Type Moves +15%	Movement Speed +20%	Electric Type Damage Taken -50%	ATK of Electric Type Moves +50%	ATK +550	470-570	530-630	70	130	200	
26	Raichu	Electric Type Moves Wait -5%	ATK of Electric Type Moves +5%	Movement Speed +30%	Resistant to Paralyzed +100%	ATK of Electric Type Moves +15%	Movement Speed +40%	Electric Type Damage Taken -50%	Electric Type Moves Wait -20%	ATK +200	+80	+320	150	450	600	
27	Sandshrew	Taking Critical Hits Rate -10%	Critical Hit Damage +5%	Movement Speed +30%	Taking Critical Hits Rate -20%	Critical Hits Rate +15%	Movement Speed +50%	Taking Critical Hits Rate -30%	ATK +550	Movement Speed +50%	480-580	520-620	80	120	200	
28	Sandslash	Taking Critical Hits Rate -10%	Critical Hit Damage +5%	Movement Speed +30%	Taking Critical Hits Rate -20%	Critical Hits Rate +10%	Movement Speed +40%	Taking Critical Hits Rate -30%	ATK+300	Movement Speed +50%	+70	+230	150	350	500	
29	Nidoran	Poison Type Moves Wait -5%	Normal Type Moves Wait -5%	Resistant to ↓ Effects +10%	Poison Type Moves Wait -20%	Normal Type Moves Wait -20%	Resistant to Poisoned +100%	Poison Type Moves Wait -20%	Normal Type Moves Wait -20%	HP +500	540-640	460-560	140	60	200	
30	Nidorina	Poison Type Moves Wait -5%	Normal Type Moves Wait -5%	Resistant to ↓ Effects +10%	Poison Type Moves Wait -15%	Normal Type Moves Wait -15%	Resistant to Poisoned +100%	Poison Type Moves Wait -15%	Normal Type Moves Wait -15%	HP +300	+185	+115	325	175	500	
31	Nidoqueen	Poison Type Moves Wait -5%	Normal Type Moves Wait -5%	Resistant to ↓ Effects +10%	Poison Type Moves Wait -10%	Normal Type Moves Wait -10%	Resistant to Poisoned +100%	Poison Type Moves Wait -10%	Normal Type Moves Wait -10%	Resistant to ↓ Effects +20%	+275	+25	600	200	800	
32	Nidoran	Taking Critical Hits Rate -10%	ATK of Normal Type Moves +5%	Own Knockback Distance -10%	Resistant to Poisoned +100%	Critical Hit Damage +15%	Own Knockback Distance -20%	ATK +500	Critical Hit Rate +20%	Own Knockback Distance -30%	460-560	540-640	60	140	200	
33	Nidorino	Taking Critical Hits Rate -10%	ATK of Normal Type Moves +5%	Own Knockback Distance -10%	Resistant to Poisoned +100%	Critical Hit Damage +10%	Own Knockback Distance -20%	Normal Type Moves Wait -15%	Critical Hit Rate +15%	Own Knockback Distance -30%	+115	+185	175	325	500	
34	Nidoking	Taking Critical Hits Rate -10%	ATK of Normal Type Moves +5%	Own Knockback Distance -10%	Resistant to Poisoned +100%	Critical Hit Damage +5%	Own Knockback Distance -20%	Critical Hit Damage +10%	Critical Hit Rate +10%	Own Knockback Distance -30%	+25	+275	200	600	800	High DPS with Megahorn
35	Clefairy	Pokemon Size Change -10%	Normal Type Moves Wait -10% [40]	Resistant to ↓ Effects +10%	Pokemon Size Change -15%	Normal Type Moves Wait -20%	Resistant to Poisoned +100%	Pokemon Size Change -15%	HP +500	Resistant to Burned +100%	520-620	480-580	120	80	200	
36	Clefable	Pokemon Size Change -10%	Normal Type Moves Wait -5%	Resistant to ↓ Effects +10%	Pokemon Size Change -15%	Normal Type Moves Wait -10%	Resistant to Poisoned +100%	Pokemon Size Change -25%	Resistant to Burned +100%	Resistant to ↓ Effects +40%	+330	+170	450	250	700	
37	Vulpix	Fire Type Moves Wait -5%	ATK of Fire Type Moves +5%	Fire Type Damage Taken -25%	Fire Type Moves Wait -10%	ATK of Fire Type Moves +15%	Resistant to Burned +100%	Fire Type Moves Wait -20%	ATK of Fire Type Moves +20%	HP +500	510-610	490-590	110	90	200	
38	Ninetales	Fire Type Moves Wait -5%	ATK of Fire Type Moves +5%	Fire Type Damage Taken -25%	Fire Type Moves Wait -10%	ATK of Fire Type Moves +10%	Resistant to Burned +100%	Fire Type Moves Wait -15%	ATK of Fire Type Moves +15%	Time to Recover -10%	+440	+160	550	250	800	
39	Jigglypuff	Time to Recover -10%	ATK of Normal Type Moves +5%	Normal Type Moves Wait -5%	Pokemon Size Change +25%	ATK of Normal Type Moves +20%	Normal Type Moves Wait -15%	Pokemon Size Change +25%	HP +500	Normal Type Moves Wait -20%	540-640	460-550	140	60	200	
40	Wigglytuff	Time to Recover -10%	ATK of Normal Type Moves +5%	Normal Type Moves Wait -5%	Pokemon Size Change +25%	ATK of Normal Type Moves +15%	Normal Type Moves Wait -10%	Pokemon Size Change +25%	Dragon Type Damage Taken -50%	Normal Type Moves Wait -15%	+310	+90	450	150	600	
41	Zubat	Hit Healing +1%	Movement Speed +30%	Resistant to ↓ Effects +10%	Hit Healing +2%	Movement Speed +40%	Resistant to Poisoned +100%	Hit Healing +3%	Movement Speed +50%	ATK +550	480-580	520-620	80	120	200	

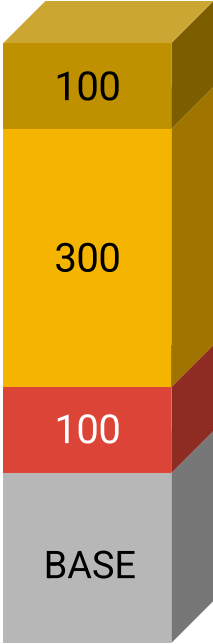
#	Pokémon	Bonus 1 [35]			Bonus 2 [36]			Bonus 3 [37]			Gold pot stats [38]		Base stats (Iv0) [39]			Notes/Anomalies
		HP	ATK	Total	HP	ATK	Total	HP	ATK	Total	HP	ATK	Total			
42	Golbat	Hit Healing +1%	Movement Speed +30%	Resistant to ↓ Effects +10%	Hit Healing +2%	Movement Speed +40%	Resistant to Poisoned +100%	Hit Healing +3%	Movement Speed +40%	ATK +250	+120	+280	200	400	600	Contender for worst fully evolved Pokemon in the game besides Ditto
43	Oddish	ATK of Grass Type Moves +5%	Movement Speed +30%	Resistant to ↓ Effects +10%	ATK of Grass Type Moves +20%	Movement Speed +40%	Resistant to Poisoned +100%	ATK of Grass Type Moves +20%	Grass Type Moves Wait -10%	ATK +500	475-575	525-625	75	125	200	
44	Gloom	ATK of Grass Type Moves +5%	Movement Speed +30%	Resistant to ↓ Effects +10%	ATK of Grass Type Moves +15%	Movement Speed +40%	Resistant to Poisoned +100%	ATK of Grass Type Moves +15%	Grass Type Moves Wait -15%	ATK +250	+175	+225	250	350	600	
45	Vileplume	ATK of Grass Type Moves +5%	Movement Speed +30%	Resistant to ↓ Effects +10%	ATK of Grass Type Moves +10%	Movement Speed +40%	Resistant to Poisoned +100%	ATK of Grass Type Moves +10%	Grass Type Moves Wait -10%	Hit Healing +3%	+50	+150	300	500	800	High stats, but sorely lacking in good moves
46	Paras	Healing per Wave +30%	Grass Type Moves Wait -5%	Time to Recover -10%	Healing per Wave +40%	Grass Type Moves Wait -15%	HP upon Recovery +20%	Natural HP Healing +15%	Grass Type Moves Wait -20%	ATK +550	480-580	520-620	80	120	200	Extremely poor move selection, no use
47	Parasect	Healing per Wave +20%	Grass Type Moves Wait -5%	Time to Recover -10%	Healing per Wave +30%	Grass Type Moves Wait -10%	HP upon Recovery +10%	Natural HP Healing +10%	Critical Hit Rate +20%	HP +350	+120	+380	200	500	700	
48	Venonat	Resistant to ↓ Effects +10%	Resistant to Status Conditions +10%	Taking Critical Hits Rate -10%	Resistant to ↓ Effects +20%	Resistant to Poisoned +100%	Taking Critical Hits Rate -20%	Resistant to ↓ Effects +30%	Resistant to Status Conditions +30%	ATK +600	520-620	480-580	120	80	200	
49	Venomoth	Resistant to ↓ Effects +10%	Resistant to Status Conditions +10%	Taking Critical Hits Rate -10%	Resistant to ↓ Effects +20%	Resistant to Poisoned +100%	Taking Critical Hits Rate -15%	Resistant to ↓ Effects +30%	Resistant to Status Conditions +20%	HP +350	+230	+270	350	350	700	
50	Diglett	Ground Type Moves Wait -5%	ATK of Ground Type Moves +5%	Movement Speed +30%	Ground Type Moves Wait -15%	ATK of Normal Type Moves +15%	Movement Speed +40%	ATK +500	ATK of Ground Type Moves +20%	Movement Speed +50%	460-540	560-640	60	140	200	
51	Dugtrio	Ground Type Moves Wait -5%	ATK of Ground Type Moves +5%	Movement Speed +30%	Ground Type Moves Wait -10%	ATK of Normal Type Moves +10%	Movement Speed +30%	Critical Hit Rate +20%	ATK of Ground Type Moves +15%	Movement Speed +40%	+40	+460	100	600	700	
52	Meowth	Normal Type Moves Wait -5%	Movement Speed +30%	Critical Hit Rate +5%	Normal Type Moves Wait -15%	Movement Speed +40%	Critical Hit Damage +5%	Normal Type Moves Wait -20%	Movement Speed +50%	ATK +550	485-585	515-615	85	115	200	
53	Persian	Normal Type Moves Wait -5%	Movement Speed +30%	Critical Hit Rate +5%	Normal Type Moves Wait -10%	Movement Speed +40%	Resistant to Paralyzed +100%	Normal Type Moves Wait -15%	Movement Speed +40%	ATK +250	+215	+285	300	400	700	
54	Psyduck	Water Type Moves Wait -5%	Psychic Type Moves Wait -5%	Movement Speed +30%	Water Type Moves Wait -10%	Psychic Type Moves Wait -10%	Movement Speed +30%	ATK +500	ATK of Psychic Type Moves +20%	Movement Speed +40%	480-580	520-620	80	120	200	Excellent DPS with Hydro Pump and good binges
55	Golduck	Water Type Moves Wait -5%	Psychic Type Moves Wait -5%	Movement Speed +30%	Water Type Moves Wait -10%	Psychic Type Moves Wait -10%	Movement Speed +30%	ATK of Water Type Moves +25%	ATK of Psychic Type Moves +15%	Movement Speed +30%	+120	+380	200	500	700	
56	Mankey	Fighting Type Moves Wait -5%	ATK of Normal Type Moves +5%	Resistant to ↓ Effects +20%	Fighting Type Moves Wait -10%	ATK of Normal Type Moves +15%	Resistant to Asleep +100%	ATK +500	Normal Type Moves Wait -20%	Resistant to ↓ Effects +30%	460-560	540-640	60	140	200	High DPS with Close Combat
57	Primeape	Fighting Type Moves Wait -5%	ATK of Normal Type Moves +5%	Resistant to ↓ Effects +20%	Fighting Type Moves Wait -10%	ATK of Normal Type Moves +10%	Resistant to Asleep +100%	ATK of Fighting Type Moves +20%	Normal Type Moves Wait -15%	Resistant to ↓ Effects +30%	+90	+410	150	550	700	
58	Growlithe	Fire Type Damage Taken -25%	Fire Type Moves Wait -5%	ATK of Fire Type Moves +5%	Resistant to Burn +100%	Fire Type Moves Wait -15%	ATK of Fire Type Moves +15%	ATK +500	Fire Type Moves Wait -20%	ATK of Fire Type Moves +20%	480-580	520-620	80	120	200	
59	Arcanine	Fire Type Damage Taken -25%	Fire Type Moves Wait -5%	ATK of Fire Type Moves +5%	Resistant to Burn +100%	Fire Type Moves Wait -10%	ATK of Fire Type Moves +10%	Normal Type Moves Wait -15%	Fire Type Moves Wait -15%	ATK of Fire Type Moves +15%	+270	+330	350	450	800	
60	Poliwhg	ATK of Water Type Moves +5%	Critical Hit Damage +5%	Movement Speed +30%	ATK of Water Type Moves +20%	Water Type Moves Wait -20%	Water Type Damage Taken -25%	ATK of Water Type Moves +25%	ATK +550	HP +600	490-590	510-610	90	110	200	
61	Poliwhirl	ATK of Water Type Moves +5%	Critical Hit Damage +5%	Movement Speed +30%	ATK of Water Type Moves +15%	Water Type Moves Wait -15%	Water Type Damage Taken -25%	ATK of Water Type Moves +20%	ATK +300	HP +300	+260	+240	350	350	700	
62	Poliwrath	ATK of Water Type Moves +5%	Critical Hit Damage +5%	Movement Speed +30%	ATK of Water Type Moves +10%	Water Type Moves Wait -10%	Water Type Damage Taken -25%	ATK of Water Type Moves +15%	ATK of Fighting Type Moves +20%	Water Type Moves Wait -15%	+0	+100	350	450	800	
63	Abra	Psychic Type Moves Wait -5%	Resistant to ↓ Effects +10%	Movement Speed +30%	Psychic Type Moves Wait -20%	Resistant to Poisoned +100%	Movement Speed +40%	ATK of Psychic Type Moves +30%	Resistant to Burned +100%	ATK +550	445-545	555-655	45	155	200	
64	Kadabra	Psychic Type Moves Wait -5%	Resistant to ↓ Effects +10%	Movement Speed +30%	Psychic Type Moves Wait -15%	Resistant to Poisoned +100%	Movement Speed +40%	ATK of Psychic Type Moves +25%	Resistant to Burned +100%	ATK +250	+45	+255	90	410	500	High DPS with Psychic and good binges
65	Alakazam	Psychic Type Moves Wait -5%	Resistant to ↓ Effects +10%	Movement Speed +30%	Psychic Type Moves Wait -10%	Resistant to Poisoned +100%	Movement Speed +40%	ATK of Psychic Type Moves +20%	Resistant to Burned +100%	Movement Speed +50%	+10	+290	100	700	800	
66	Machop	ATK of Fighting Type Moves +5%	Fighting Type Moves Wait -5%	Own Knockback Distance -10%	ATK of Fighting Type Moves +20%	Fighting Type Moves Wait -20%	Own Knockback Distance -20%	ATK of Fighting Type Moves +20%	Fighting Type Moves Wait -20%	ATK + 450	480-580	520-620	80	120	200	Excellent buffer with Bulk Up + Fighting Type Moves Wait -%
67	Machoke	ATK of Fighting Type Moves +5%	Fighting Type Moves Wait -5%	Own Knockback Distance -10%	ATK of Fighting Type Moves +15%	Fighting Type Moves Wait -15%	Own Knockback Distance -20%	ATK of Fighting Type Moves +15%	Fighting Type Moves Wait -15%	Critical Hit Rate +20%	+120	+380	200	500	700	Excellent buffer with Bulk Up or Work Up
68	Machop	ATK of Fighting Type Moves +5%	Fighting Type Moves Wait -5%	Own Knockback Distance -10%	ATK of Fighting Type Moves +10%	Fighting Type Moves Wait -10%	Own Knockback Distance -20%	ATK of Fighting Type Moves +10%	Fighting Type Moves Wait -10%	ATK of Normal Type Moves +20%	+50	+50	250	550	800	
69	Bellsprout	Grass Type Moves Wait -5%	ATK of Grass Type Moves +5%	Critical Hit Rate +5%	Resistant to Poisoned +100%	ATK of Grass Type Moves +20%	Critical Hit Rate +20%	ATK +550	ATK of Grass Type Moves +20%	Critical Hit Damage +20%	480-580	520-620	80	120	200	Excellent DPS with Vine Whip and good binges
70	Weepinbell	Grass Type Moves Wait -5%	ATK of Grass Type Moves +5%	Critical Hit Rate +5%	Resistant to Poisoned +100%	ATK of Grass Type Moves +15%	Critical Hit Rate +15%	ATK +300	ATK of Grass Type Moves +15%	Critical Hit Damage +15%	+170	+230	250	350	600	
71	Victreebel	Grass Type Moves Wait -5%	ATK of Grass Type Moves +5%	Critical Hit Rate +5%	Resistant to Poisoned +100%	ATK of Grass Type Moves +10%	Critical Hit Rate +10%	Grass Type Moves Wait -10%	ATK of Grass Type Moves +10%	Critical Hit Damage +10%	+50	+150	300	500	800	Decent Hydro Pump user
72	Tentacool	Natural HP Healing +10%	Water Type Moves Wait -5%	Resistant to ↓ Effects +20%	Resistant to ↓ Effects +30%	Water Type Moves Wait -15%	Resistant to Poisoned +100%	HP +500	Water Type Moves Wait -20%	Resistant to ↓ Effects 50%	490-590	510-610	90	110	200	
73	Tentacruel	Natural HP Healing +10%	Water Type Moves Wait -5%	Resistant to ↓ Effects +20%	Resistant to ↓ Effects +30%	Water Type Moves Wait -10%	Resistant to Poisoned +100%	Natural HP Healing +20%	Water Type Moves Wait -15%	Resistant to ↓ Effects +50%	+460	+40	550	150	700	
74	Geodude	ATK of Normal Type Moves +5%	ATK of Ground Type Moves +5%	Own Knockback Distance -10%	ATK of Normal Type Moves +20%	ATK of Ground Type Moves +20%	Own Knockback Distance -20%	HP +550	ATK of Ground Type Moves +25%	Own Knockback Distance -30%	540-640	460-560	140	60	200	
75	Graveler	ATK of Normal Type Moves +5%	ATK of Ground Type Moves +5%	Own Knockback Distance -10%	ATK of Normal Type Moves +15%	ATK of Ground Type Moves +15%	Critical Hit Damage +20%	ATK +450	ATK of Ground Type Moves +20%	Own Knockback Distance -30%	+470	+30	610	90	700	
76	Golem	ATK of Normal Type Moves +5%	ATK of Ground Type Moves +5%	Own Knockback Distance -10%	ATK of Normal Type Moves +10%	ATK of Ground Type Moves +10%	Critical Hit Damage +20%	ATK of Normal Type Moves +20%	ATK of Ground Type Moves +15%	Own Knockback Distance -30%	+90	+10	700	100	800	Highest base HP in the game, good defense buffer
77	Ponyta	Fire Type Moves Wait -5%	ATK of Fire Type Moves +5%	Movement Speed +30%	Fire Type Moves Wait -15%	Resistant to Burned +100%	Movement Speed +40%	Fire Type Moves Wait -20%	Fire Type Damage Taken -50%	ATK + 500	500-600	500-600	100	100	200	Decent DPS with Megahorn
78	Rapidash	Fire Type Moves Wait -5%	ATK of Fire Type Moves +5%	Movement Speed +30%	Fire Type Moves Wait -10%	Resistant to Burned +100%	Movement Speed +40%	Fire Type Moves Wait -15%	Fire Type Damage Taken -50%	ATK of Fire Type Moves +25%	+300	+300	400	400	800	
79	Slowpoke	Healing per Wave +30%	Time to Recover -10%	HP +100	Resistant to Confused +100%	HP upon Recovery +10%	HP +200	Healing per Wave +40%	Time to Recover -20%	HP + 350	530-630	470-570	130	70	200	
80	Slowbro	Healing per Wave +20%	Time to Recover -10%	Taking Critical Hits Rate -25%	Resistant to Confused +100%	HP upon Recovery +10%	Taking Critical Hits Rate -25% [4]	Healing per Wave +30%	Time to Recover -15%	Taking Critical Hits Rate -50%	+520	+80	650	150	800	
81	Magnemite	ATK of Electric Type Moves +5%	Electric Type Moves Wait -5%	Steel Type Moves Wait -10%	ATK of Electric Type Moves +15%	Electric Type Moves Wait -15%	Resistant to Poisoned +100%	Resistant to Paralyzed +100%	Steel Type Moves Wait -15%	ATK +500	480-575	525-620	80	120	200	

#	Pokémon	Bonus 1 [35]			Bonus 2 [36]			Bonus 3 [37]			Gold pot stats [38]		Base stats (IV) [39]			Notes/Anomalies
		HP	ATK	Total	HP	ATK	Total	HP	ATK	Total	HP	ATK	Total			
82	Magneton	ATK of Electric Type Moves +5%	Electric Type Moves Wait -5%	Steel Type Moves Wait -10%	ATK of Electric Type Moves +10%	Electric Type Moves Wait -10%	Resistant to Poisoned +100%	Resistant to Paralyzed +100%	Normal Type Moves Wait -10%	ATK of Electric Type Moves +30%	+220	+280	300	400	700	Good buffer with Charge, or DPS with Thunder
83	Farfetch'd	Flying Type Moves Wait -10%	Critical Hit Rate +15%	Critical Hit Damage +10%	Flying Type Moves Wait -10%	Critical Hit Rate +10%	Critical Hit Damage +20%	Flying Type Moves Wait -15%	Critical Hit Rate +20%	ATK +300	750-850	750-850	350	350	700	Easy to get, decent early game with Sky Attack
84	Doduo	Wait for Standard Attacks -20%	Flying Type Move Wait -5%	Movement Speed +30%	Wait for Standard Attacks -30%	Flying Type Moves Wait -15%	Movement Speed +40%	Movement Speed +50%	Flying Type Moves Wait -20%	ATK +500	480-580	520-620	80	120	200	
85	Dodrio	Wait for Standard Attacks -20%	Flying Type Move Wait -5%	Movement Speed +30%	Wait for Standard Attacks -25%	Flying Type Moves Wait -10%	Movement Speed +40%	Movement Speed +50%	Flying Type Moves Wait -15%	ATK of Normal Type Moves +30%	+120	+380	200	500	700	Decent DPS with Drill Peck, buffer with Work Up
86	Seel	Water Type Moves Wait -5%	ATK of Water Type Moves +5%	Resistant to Status Conditions +10%	Fire Type Damage Taken -25%	Resistant to Status Conditions +30%	Ice Type Damage Taken -25%	Fire Type Damage Taken -25%	HP +550	Ice Type Damage Taken -25%	510-610	490-590	110	90	200	
87	Dewgong	Water Type Moves Wait -5%	ATK of Water Type Moves +5%	Resistant to Status Conditions +10%	Fire Type Damage Taken -25%	Resistant to Frozen 100%	Ice Type Damage Taken -25%	Fire Type Damage Taken -25%	Natural HP Healing +10%	Ice Type Damage Taken -25%	+390	+110	500	200	700	No good moves, bingos are too niche, very lacking
88	Grimer	Poison Type Moves Wait -5%	Natural HP Healing +10%	Pokemon Size Change -10%	Poison Type Moves Wait -15%	Pokemon Size Change -15%	Resistant to Poisoned +100%	Pokemon Size Change -25%	HP +550	Poison Type Moves Wait -20%	510-610	490-590	110	90	200	
89	Muk	Poison Type Moves Wait -5%	Natural HP Healing +10%	Pokemon Size Change -10%	Poison Type Moves Wait 10%	Pokemon Size Change -15%	Resistant to Poisoned +100%	Pokemon Size Change -25%	Natural HP Healing +20%	Poison Type Moves Wait -15%	+540	+60	650	150	800	Decent defense buffer with Acid Armor
90	Shellder	Resistant to Status Conditions +10%	Taking Critical Hits Rate -25%	Movement Speed +30%	Resistant to Status Conditions +30%	Taking Critical Hits Rate -25%	Movement Speed +40%	Water Type Moves Wait -20%	Taking Critical Hits Rate -50%	Natural HP Healing +20%	520-620	480-580	120	80	200	Bonus 3 needs confirmation, as we have a HP +500 bonus too
91	Cloyster	Resistant to Status Conditions +10%	Taking Critical Hits Rate -25%	Movement Speed +30%	Resistant to Frozen +100%	Taking Critical Hits Rate -25%	Movement Speed +20%	Ice Type Moves Wait -15%	Taking Critical Hits Rate -50%	Resistant to Status Conditions +40%	+455	+145	575	225	800	Shellder Bonus 3 HP+500 turned into Resistant to Status Conditions +40% for me
92	Gastly	Ghost Type Moves Wait -5%	ATK of Ghost Type Moves +5%	Normal Type Damage Taken -25%	ATK of Ghost Type Moves +20%	Resistant to Poisoned +100%	Fighting Type Damage Taken -25%	ATK +500	Ground Type Damage Taken -50%	Ghost Type Moves Wait -20%	450-550	550-650	50	150	200	
93	Hauunter	Ghost Type Moves Wait -5%	ATK of Ghost Type Moves +5%	Normal Type Damage Taken -25%	ATK of Ghost Type Moves +15%	Resistant to Poisoned +100%	Fighting Type Damage Taken -25%	ATK of Ghost Type Moves +20%	Ground Type Damage Taken -50%	Ghost Type Moves Wait -15%	+75	+425	125	575	700	
94	Gengar	Ghost Type Moves Wait -5%	ATK of Ghost Type Moves +5%	Normal Type Damage Taken -25%	ATK of Ghost Type Moves +10%	Resistant to Poisoned +100%	Fighting Type Damage Taken -25%	ATK of Ghost Type Moves +15%	Normal-Type Damage Taken -25%	Ghost Type Moves Wait -10%	+25	+75	150	650	800	Great stats, sorely lacking in good moves
95	Onix	ATK of Rock Type Moves +5%	Movement Speed +30%	Rock Type Moves Wait -5%	ATK of Rock Type Moves +15%	Movement Speed +40%	Rock Type Moves Wait -10%	ATK of Rock Type Moves +20%	Movement Speed +50%	Rock Type Moves Wait -15%	1000-1100	500-600	600	100	700	Easy to get, steamrolls the main game, very solid as a DPS or buffer
96	Drowzee	Psychic Type Moves Wait -5%	Healing per Wave +30%	Resistant to ↓ Effects +10%	Healing per Wave +40%	Resistant to Asleep +100%	Psychic Type Moves Wait -15%	HP +600	Resistant to ↓ Effects +30%	Psychic Type Moves Wait -20%	520-620	480-580	120	80	200	
97	Hypno	Psychic Type Moves Wait -5%	Healing per Wave +20%	Resistant to ↓ Effects +10%	Healing per Wave +30%	Resistant to Asleep +100%	Psychic Type Moves Wait -10%	HP +250	Resistant to ↓ Effects +30%	Psychic Type Moves Wait -15%	+380	+120	500	200	700	Fairly sturdy defense buffer
98	Krabby	ATK of Normal Type Moves +5%	Taking Critical Hits Rate -20%	Resistant to ↓ Effects +10%	ATK of Normal Type Moves +15%	Resistant to ↓ Effects +30%	Taking Critical Hit Damage -30%	Taking Critical Hits Rate -50%	Resistant to Damage Down -100%	ATK +500	470-570	530-630	70	130	200	
99	Kingler	ATK of Normal Type Moves +5%	Taking Critical Hits Rate -20%	Resistant to ↓ Effects +10%	ATK of Normal Type Moves +10%	Resistant to ↓ Effects +20%	Taking Critical Hits Rate -30%	Taking Critical Hits Rate -50%	Resistant to Damage Down -100%	ATK of Normal Type Moves +20%	+30	+470	100	600	700	Decent defense buffer, lacks moves to do anything else
100	Voltorb	ATK of Normal Type Moves +5%	Normal Type Moves Wait -5%	Movement Speed +50%	Movement Speed +50%	ATK of Normal Type Moves +15%	Resistant to Paralyzed +100%	Movement Speed +100%	Normal Type Moves Wait -20%	ATK +700	510-610	490-590	110	90	200	
101	Electrode	ATK of Normal Type Moves +5%	Normal Type Moves Wait -5%	Movement Speed +50%	Movement Speed +50%	ATK of Normal Type Moves +10%	Resistant to Paralyzed +100%	Movement Speed +100%	Normal Type Moves Wait -10%	ATK +400	+290	+210	400	300	700	Passable buffer with Charge
102	Exeggcuter	ATK of Grass Type Moves +5%	Grass Type Moves Wait -5%	Wait for Standard Attacks -20%	ATK of Grass Type Moves +15%	Grass Type Moves Wait -15%	Wait for Standard Attacks -25%	ATK +600	Grass Type Moves Wait -20%	Wait for Standard Attacks -30%	530-630	470-570	130	70	200	
103	Exeggutor	ATK of Grass Type Moves +5%	Grass Type Moves Wait -5%	Wait for Standard Attacks -15%	ATK of Grass Type Moves +15%	Grass Type Moves Wait -10%	Wait for Standard Attacks -15%	ATK of Psychic Type Moves +30%	Grass Type Moves Wait -15%	Psychic Type Moves Wait -15%	+120	+480	250	550	800	Very powerful Psychic, but bingos slots 1 and 2 aren't helpful
104	Cubone	Taking Critical Hits Rate -20%	Electric Type Damage Taken -10%	Ground Type Moves Wait -5%	ATK of Ground Type Moves +15%	Electric Type Damage Taken -15%	Taking Critical Hits -30%	Electric Type Damage Taken -30%	Taking Critical Hits -50%	ATK +550	530-630	470-570	130	70	200	
105	Marowak	Taking Critical Hits Rate -20%	Electric Type Damage Taken -10%	Ground Type Moves Wait -5%	ATK of Ground Type Moves +10%	Electric Type Damage Taken -15%	Taking Critical Hits -30%	Electric Type Damage Taken -30%	Taking Critical Hits -50%	ATK +500	+395	+105	525	175	700	
106	Hitmonlee	ATK of Fighting Type Moves +5%	Fighting Type Moves Wait -5%	Movement Speed +30%	ATK of Fighting Type Moves +15%	Resistant to Paralyzed +100%	Critical Hit Damage +10%	ATK of Fighting Type Moves +20%	Fighting Type Moves Wait -20%	Critical Hit Rate +15%	450-550	1050-1150	50	650	700	Excellent DPS with Close Combat and good bingos
107	Hitmonchan	Critical Hit Damage +5%	Resistant to ↓ Effects +10%	Movement Speed +30%	Resistant To Status Conditions +20%	Critical Hit Rate +10%	Resistant to ↓ Effects +20%	Wait for Standard Attacks -75%	Critical Hit Damage +15%	ATK of Fighting Type Moves +20%	475-575	1025-1125	75	625	700	
108	Lickitung	ATK of Normal Type Moves +5%	Resistant to Status Conditions +10%	Resistant to ↓ Effects +10%	ATK of Normal Type Moves +15%	Resistant to Status Conditions +15%	Resistant to Confused +100%	ATK of Normal Type Moves +20%	Resistant to Status Conditions +25%	Resistant to ↓ Effects +30%	1005-1100	500-595	600	100	700	
109	Koffing	Poison Type Moves Wait -5%	Ground Type Damage Taken -20%	ATK of Poison Type Moves +5%	Poison Type Moves Wait -10%	ATK of Poison Type Moves +15%	Resistant to Poisoned +100%	Ground Type Damage Taken -30%	Poison Type Moves Wait -20%	ATK +550	540-630	470-560	140	60	200	
110	Weezing	Poison Type Moves Wait -5%	Ground Type Damage Taken -20%	ATK of Poison Type Moves +5%	Poison Type Moves Wait -10%	ATK of Poison Type Moves +10%	Resistant to Poisoned +100%	Ground Type Damage Taken -30%	Poison Type Moves Wait -15%	ATK of Poison Type Moves +20%	+310	+290	450	350	800	
111	Rhyhorn	Critical Hit Damage +5%	Own Knockback Distance -10%	Electric Type Damage Taken -10%	Critical Hit Damage +15%	Electric Type Damage Taken -15%	Own Knockback Distance -20%	Critical Hit Damage +20%	Own Knockback Distance -25%	Own Knockback Distance -30%	520-620	480-580	120	80	200	
112	Rhydon	Critical Hit Damage +5%	Own Knockback Distance -10%	Electric Type Damage Taken -10%	Critical Hit Damage +10%	Electric Type Damage Taken -15%	Own Knockback Distance -20%	Critical Hit Damage +15%	Electric Type Damage Taken -25%	Own Knockback Distance -30%	+180	+420	300	500	800	
113	Chansey	Normal Type Moves Wait -5%	Ghost Type Damage Taken -10%	Resistant to Status Conditions +10%	Ghost Type Damage Taken -15%	Resistant to Status Conditions +20%	Normal Type Moves Wait -10%	Critical Hit Rate +30%	Resistant to Status Conditions +30%	Pokemon Size Change -50%	1075-1175	425-525	675	25	700	
114	Tangela	Grass Type Moves Wait -5%	HP upon Recovery +10%	Natural HP Healing +10%	Grass Type Moves Wait -5%	Resistant to Status Conditions +50%	Healing per Wave +30%	Grass Type Moves Wait -5%	Resistant to Status Conditions +50%	Healing per Wave +40%	800-900	700-800	400	300	700	
115	Kangaskhan	ATK of Normal Type Moves +5%	Resistant to Status Conditions +10%	Own Knockback Distance -10%	ATK of Normal Type Moves +15%	Resistant to Status Conditions +15%	Own Knockback Distance -15%	ATK of Normal Type Moves +20%	Normal Type Moves Wait -15%	Own Knockback Distance -25%	750-850	750-850	350	350	700	
116	Horsea	Water Type Moves Wait -5%	ATK of Water Type Moves +5%	Critical Hit Damage +10%	Water Type Moves Wait -15%	ATK of Water Type Moves +15%	Critical Hit Damage +15%	ATK +600	Critical Hit Damage +25%	Water Type Moves Wait -20%	490-590	510-610	90	110	200	
117	Seadra	Water Type Moves Wait -5%	ATK of Water Type Moves +5%	Critical Hit Damage +10%	Water Type Moves Wait -10%	ATK of Water Type Moves +10%	Critical Hit Damage +15%	ATK of Water Type Moves +20%	Critical Hit Damage +25%	Water Type Moves Wait -15%	+160	+340	250	450	700	Excellent DPS with Hydro Pump and good bingos
118	Golddeen	ATK of Water Type Moves +5%	Normal Type Moves Wait -5%	Electric Type Damage Taken -10%	ATK of Water Type Moves +15%	Resistant to Burned +100%	Electric Type Damage Taken -20%	Water Type Moves Wait -20%	ATK +500	Electric Type Damage Taken -30%	470-570	530-630	70	130	200	
119	Seaking	ATK of Water Type Moves +5%	Normal Type Moves Wait -5%	Electric Type Damage Taken -10%	ATK of Water Type Moves +10%	Resistant to Burned +100%	Electric Type Damage Taken -20%	Water Type Moves Wait -15%	ATK of Water Type Moves +20%	Electric Type Damage Taken -30%	+280	+320	350	450	800	

#	Pokémon	Bonus 1 [35]			Bonus 2 [36]			Bonus 3 [37]			Gold pot stats [38]		Base stats (lv0) [39]			Notes/Anomalies
		HP	ATK	Total	HP	ATK	Total	HP	ATK	Total	HP	ATK	Total			
120	Staryu	Water Type Moves Wait -5%	Ice Type Moves Wait -5%	Movement Speed +30%	Water Type Moves +15%	Pokemon Size Change -10%	Movement Speed +40%	Water Type Moves Wait -20%	Pokemon Size Change -15%	ATK +500	460-560	540-640	60	140	200	Generally considered the best DPS Pokémon in the game
121	Starmie	Water Type Moves Wait -5%	Ice Type Moves Wait -5%	Movement Speed +30%	Water Type Moves Wait -10%	Pokemon Size Change -10%	Movement Speed +15%	Water Type Moves Wait -15%	Pokemon Size Change -15%	ATK of Water Type Moves +30%	+90	+510	150	650	800	
122	Mr. Mime	Psychic Type Moves Wait +10%	Resistant to ↓ Effects +10%	ATK of Psychic Type Moves +15%	Psychic Type Moves Wait -10%	Resistant to ↓ Effects +20%	ATK of Psychic Type Moves +20%	Psychic Type Moves Wait -15%	Dragon Type Damage Taken -50%	ATK +500	1075-1175	525-625	575	125	700	
123	Scyther	ATK of Bug Type Moves +5%	Bug Type Moves Wait -5%	Movement Speed +30%	ATK of Bug Type Moves +15%	Bug Type Moves Wait -10%	Movement Speed +40%	Bug Type Moves Wait -15%	ATK of Bug Type Moves +20%	Movement Speed +50%	500-600	1100-1200	100	700	800	Great Pokémon in early game (700+ atk)
124	Jynx	Fairy Type Moves Wait -5%	Psychic Type Moves Wait -5%	Ice Type Moves Wait -5%	ATK of Ice Type Moves +15%	ATK of Psychic Type Moves +15%	Resistant to Frozen +100%	Water Type Damage Taken -50%	ATK of Ice Type Moves +20%	ATK of Psychic Type Moves +20%	550-650	950-1050	150	550	700	
125	Electabuzz	ATK of Electric Type Moves +5%	Electric Type Moves Wait -5%	ATK of Fighting Type Moves +5%	ATK of Electric Type Moves +15%	Electric Type Moves Wait -10%	Resistant to Paralyzed +100%	ATK of Electric Type Moves +20%	Electric Type Moves Wait -15%	Resistant to Asleep +100%	710-800	800-890	300	400	700	
126	Magmar	ATK of Fire Type Moves +5%	Fire Type Moves Wait -5%	Wait for Standard Attacks -25%	ATK of Fire Type Moves +15%	Fire Type Moves Wait -10%	Resistant to Burned +100%	Critical Hit Damage +30%	ATK of Fire Type Moves +20%	Resistant to Asleep +100%	575-675	925-1025	175	525	700	
127	Pinsir	Normal Type Moves Wait -5%	Critical Hit Damage +5%	ATK of Fighting Type Moves +5%	Normal Type Moves Wait -10%	Critical Hit Damage +10%	ATK of Fighting Type Moves +15%	Resistance to Damage Down +100%	Critical Hit Damage +15%	ATK of Fighting Type Moves +20%	475-575	1125-1225	75	725	800	Excellent DPS with Close Combat and good bingos
128	Tauros	Critical Hit Damage +5%	ATK of Normal Type Moves +15%	Movement Speed +30%	Critical Hit Damage +10%	Normal Type Moves Wait -15%	Critical Hit Rate +10%	ATK of Normal Type Moves +20%	Critical Hit Damage +15%	Wait for Standard Attacks -50%	500-600	1000-1100	100	600	700	High ATK, very poor move choices
129	Magikarp	ATK of Normal Type Moves +5%	Movement Speed +50%	Normal Type Moves Wait -5%	Time to Recover -20%	Normal Type Moves +20%	Movement Speed +50%	Time to Recover -25%	Pokemon Size Change +50%	Movement Speed +100%	425-500	425-525	25	25	50	Lowest stats in the game
130	Gyarados	ATK of Normal Type Moves +5%	Movement Speed +30%	Normal Type Moves Wait -5%	Time to Recover -10%	Normal Type Moves Wait -10%	Movement Speed +30%	HP + 500	ATK+300	Movement Speed +30%	+175	+375	200	400	600	Below average for a last evolution stage
131	Lapras	Resistant to ↓ Effects +10%	Healing per Wave +20%	Own Knockback Distance -20%	Taking Critical Hits Rate -10%	Water Type Damage Taken -20%	Resistant to Frozen +100%	Water Type Damage Taken -30%	Natural HP Healing +10%	Resistant to ↓ Effects +20%	1050-1150	550-650	650	150	800	
132	Ditto	Critical hit Rate +10%	HP upon Recovery +10%	Movement Speed +50%	Resistant to Paralyzed +100%	Movement Speed +50%	Time to Recover -10%	Pokemon Size Change +50%	Critical Hit Damage +10%	Pokemon Size Change -25%	750-850	750-850	350	350	700	Worst fully evolved Pokémon in the game
133	Eevee	ATK of Normal Type Moves +5%	Normal Type Moves Wait -5%	Movement Speed +30%	HP upon Recovery +10%	ATK of Normal Type Moves +20%	Movement Speed +50%	ATK +550	ATK of Normal Type Moves +50%	HP +550	500-600	500-600	100	100	200	
134	Vaporeon	ATK of Normal Type Moves +5%	Time to Recover -10%	Movement Speed +30%	HP upon Recovery +10%	ATK of Water Type Moves +10%	Water Type Damage Taken -25%	ATK of Water Type Moves -20%	Resistant to Status Conditions +30%	Water Type Moves Wait -15%	+500	+100	600	200	800	
135	Jolteon	ATK of Normal Type Moves +5%	Time to Recover -10%	Movement Speed +30%	HP upon Recovery +10%	ATK of Electric Type Moves +10%	Electric Type Damage Taken -25%	ATK of Electric Type Moves +20%	Resistant to Paralyzed +100%	Electric Type Moves Wait -15%	+150	+450	250	550	800	
136	Flareon	ATK of Normal Type Moves +5%	Time to Recover -10%	Movement Speed +30%	HP upon Recovery +10%	ATK of Fire Type Moves +10%	Fire Type Damage Taken -25%	ATK of Fire Type Moves +20%	Resistant to Burned +100%	Fire Type Moves Wait -15%	+100	+500	200	600	800	
137	Porygon	ATK of Normal Type Moves +5%	Movement Speed +30%	Resistant to Status Conditions +10%	ATK of Normal Type Moves +15%	Normal Type Moves Wait -10%	Resistant to Status Conditions +20%	ATK of Normal Type Moves +20%	ATK +350	HP +350	750-850	750-850	350	350	700	
138	Omanyte	Taking Critical Hits Rate -20%	Movement Speed +30%	Water Type Moves Wait -5%	Normal Type Moves Wait -20%	Movement Speed +40%	Taking Critical Hits Rate -30%	Taking Critical Hits Rate -50%	ATK +550	Movement Speed +50%	540-640	460-560	140	60	200	
139	Omastar	Taking Critical Hits Rate -20%	Movement Speed +30%	Water Type Moves Wait -5%	Water Type Moves Wait -10%	Movement Speed +40%	Taking Critical Hits Rate -30%	Taking Critical Hits Rate -50%	ATK of Water Type Moves +15%	Movement Speed +50%	+435	+165	575	225	800	Decent Hydro Pump user
140	Kabuto	ATK of Water Type Moves +5%	Movement Speed +30%	Taking Critical Hits Rate -20%	ATK of Water Type Moves +20%	Movement Speed +40%	Taking Critical Hits Rate -30%	ATK +550	Movement Speed +50%	Taking Critical Hits Rate -50%	470-570	530-630	70	130	200	
141	Kabutops	ATK of Water Type Moves +5%	Movement Speed +30%	Taking Critical Hits Rate -20%	ATK of Water Type Moves +15%	Movement Speed +40%	Taking Critical Hits Rate -30%	ATK of Water Type Moves +15%	Movement Speed +50%	Taking Critical Hits Rate -50%	+80	+520	150	650	800	
142	Aerodactyl	Normal Type Moves Wait -5%	Movement Speed +30%	Resistant to ↓ Effects +10%	Flying Type Moves Wait -10%	Movement Speed +40%	Resistant to ↓ Effects +20%	Wait for Standard Attacks -50%	Movement Speed +50%	status Conditions +30%	525-625	1075-1175	125	675	800	Great Pokémon in early game (675+ atk)
143	Snorlax	Resistant to Poisoned +100%	Taking Critical Hits Rate -10%	Resistant to ↓ Effects +10%	Healing per Wave +25%	Ice Type Damage Taken -50%	Fire Type Damage Taken -50%	ATK +550	Own Knockback Distance -50%	Natural HP Healing +5%	1050-1150	550-650	650	150	800	Highest possible stats in the game with +550 ATK Bonus
144	Articuno	Ice Type Moves Wait -5%	ATK of Ice Type Moves +5%	Critical Hit Damage +10%	ATK of Ice Type Moves +15%	Ice Type Moves Wait -10%	Resistant to Frozen +100%	ATK of Ice Type Moves +20%	Ice Type Moves Wait -15%	Crit Hit Damage +15%	1000-1100	800-900	600	400	1000	Higher total because legendary
145	Zapdos	Electric Type Moves Wait -5%	ATK of Electric Type Moves +5%	Wait for Standard Attacks -20%	ATK of Electric Type Moves +15%	Electric Type Moves Wait -10%	Resistant to Paralyzed +100%	ATK of Electric Type Moves +20%	Electric Type Moves Wait -15%	Wait for Standard Attacks -30%	750-850	1050-1150	350	650	1000	Higher total because legendary
146	Moltres	Fire Type Moves Wait -5%	ATK of Fire Type Moves +5%	Critical Hit Rate +10%	ATK of Fire Type Moves +15%	Fire Type Moves Wait -10%	Resistant to Burned +100%	ATK of Fire Type Moves +20%	Fire Type Moves Wait -15%	Critical Hit Rate +15%	900-1000	900-1000	500	500	1000	Higher total because legendary
147	Dratini	ATK of Dragon Type Moves +5%	Dragon Type Moves Wait -5%	Own Knockback Distance -10%	HP upon Recovery +20%	Resistant to Status Conditions +30%	Own Knockback Distance -20%	ATK +450	Dragon Type Moves Wait -20%	HP +500	480-580	520-620	80	120	200	
148	Dragonair	ATK of Dragon Type Moves +5%	Dragon Type Moves Wait -5%	Own Knockback Distance -10%	HP upon Recovery +15%	Resistant to Status Conditions +20%	Own Knockback Distance -20%	ATK of Dragon Type Moves +25%	Dragon Type Moves Wait -15%	Natural HP Healing +10%	+220	+280	300	400	700	
149	Dragonite	ATK of Dragon Type Moves +5%	Dragon Type Moves Wait -5%	Own Knockback Distance -10%	HP upon Recovery +10%	Resistant to ↓ Effects +20%	Own Knockback Distance -20%	ATK of Dragon Type Moves +20%	Dragon Type Moves Wait -10%	ATK of Normal Type Moves +20%	+100	+100	400	500	900	Pseudo-legendary: maximum is usually 800 for non-legendary
150	Mewtwo	Movement Speed +50%	Resistant to ↓ Effects +20%	Critical Hit Damage +20%	Psychic Type Moves Wait -20%	Critical Hit Rate +20%	Normal Type Moves Wait -20%	ATK of Psychic Type Moves +20%	ATK of Normal Type Moves +20%	Wait for Standard Attacks -50%	950-1050	1150-1250	550	750	1300	Best Stat total in the game tied with Mew, highest base ATK in the game
151	Mew	Critical Hit Damage +20%	Resistant to ↓ Effects +20%	Movement Speed +50%	Critical Hit Rate +20%	Resistant to Status Conditions +20%	Time to Recover -20%	Psychic Type Moves Wait -20%	Own Knockback Distance -20%	Wait for Standard Attacks -50%	1050-1150	1050-1150	650	650	1300	Best Stat total in the game tied with Mewtwo

Pot type	Gold	Silver	Bronze	Tin
Pot bonus (fixed) [42]	300	150	50	0
Max possible IV (Random) [4]	100	100	50	10

How stats are calculated



- IV (From 0 up to 100)
- Pot bonus (gold pot)
- Level (Each level = 1 pt)
- Base (Species specific)

Pokemon Quest Movesheet

If you want to request access to editing the document please click on the blue button with the eye that says "View only" near the top left and follow the instructions. Thank you for your contribution.

If you have any questions or want to contact me:
[/u/billabong2121/](#)

Only write a move next to a Pokémon if they can learn it through training at that evolution stage.

The second tab 'Move Information' shows more detail about each move.

[Download link \(may not be up to date with live version\)](#)

[1] Whether the Pokémon uses auto-attacks from afar or needs to get in melee range

[2] Types are conform to Gen7, do allow for STABs and determine whether that Pokémon gets a bonus to it's stats when entering one of the 10 first zones.

[3] Keep in mind the user's and target's types influence the damage dealt.
Use moves from the same type as your Pokémon and strong against the enemy for best results.

[4] Scroll Right for detail on tiers.
SS > S > A > B > C > D > F

[5] Often inaccurate for moves using multiple projectiles. Doesn't account for numbers of hits and simultaneous targets.

[6] Wait time until any other move can be used. Seems to be in seconds.

[7] Decreases the recharge time of this specific move by 5%.
Always available but often less useful than other gems.

[8] Makes the move trigger twice at the cost of an extra 50% waiting time.
Note that getting paralyzed, confused, put to sleep or frozen DOESN'T stop the move chain, making the Pokémon less impacted by these status effects.
On the other hand, the Pokémon won't respond to "scatter" commands nor will he use pathfinding to avoid attacking obstacles instead of it's target.
Doesn't seem to have any positive effect for buff moves, despite being an option.

[9] Has various ways of upgrading moves.
Generally makes targets easier to hit while not necessarily hitting more at the same time.
It comes with no downsides (except for moves easily cancelled by collisions with obstacles like ice wind)

[10] Has various effects on projectile-based attacks, often allowing the user to hit more targets at the same time.
The 15% decrease in attack power sometime surpasses the benefits of this gem, making Purple and Yellow gems more useful upgrades.

[11] The buffs given to the user are also received by the rest of the team (no matter the distance between them) to a lesser extent: 25% of the effect for each gem for a maximum of 75%.

[12] Increases the time of the buff given to the user (and the rest of the team if SH is also in use) by 25% for buff moves.
Increases the time of the debuff and or status effect given to the target of the move by 25%.

[13] Often omits crucial details that can make the move better or worse.

[14] Confusion + Attack buff is absurdly broken, can cause bosses to KO themselves in 2 hits.

[15] Exclusive to Dragonite.
Especially effective against knockback resistant targets (legendaries) and cornered targets. Also great when surrounded.
Easily misses if either Dragonite or it's target receives knockback / moves by other means before the meteors hit the ground.

[16] It can only hit one target, but the hitbox is big and lingers for about a second.
The user rushes with great speed (but a low turning rate) toward it's target and the punch inflicts huge knockback, thus creating a great distance between the rest of the team and the foe.

[17] Can have duplicates

[18] Each projectile can hit and knockback a foe continuously, allowing you to create some safety for the user and sometimes cornering the foe.

The distance from the enemy affects the time the projectile deals continuous damage, making the move generally more powerful at low ranges.

[19] Each of the 4 pillars of water deals max damage (no damage drop-off like all other multi-hit abilities). They home-onto enemies with a slow turning rate and rarely hit twice the same target.

[20] Unlocked between the 3rd and 7th slot.

[21] Unlocked between the 5th and the 7th slot.

[22] Unlocked on the 7th or 8th slot.

[23] Observed stat ranges at LVL 100 of a Pokémon summoned with a Gold Pot as well as the evolution bonuses.

The only factor is the IVs (luck based), provided the Pokémon is indeed lv100 and has been summoned via a gold pot.

[24] Base stats of an hypothetical lvl 0 Pokémon (with no pot or IV bonuses either).

For more info on how stats are calculated, go to the sheet called "Pokémon stats explained".

Adding 500 to these gives you the highest possible stats achievable by that pokémon.

Gold pot (300) + max IV (100) + max lv (100)

[25] Keep in mind the user's and target's types influence the damage dealt.

Use moves from the same type as your Pokémon and strong against the enemy for best results.

[26] Scroll Right for detail on tiers.

SS > S > A > B > C > D > F

[27] Often inaccurate for moves using multiple projectiles. Doesn't account for numbers of hits and simultaneous targets.

[28] Wait time until any other move can be used. Seems to be in seconds.

[29] Decreases the recharge time of this specific move by 5%.

Always available but often less useful than other gems.

[30] Makes the move trigger twice at the cost of an extra 50% waiting time.

Note that getting paralyzed, confused, put to sleep or frozen DOESN'T stop the move chain, making the Pokémon less impacted by these status effects.

On the other hand, the Pokémon won't respond to "scatter" commands nor will he use pathfinding to avoid attacking obstacles instead of it's target.

Doesn't seem to have any positive effect for buff moves, despite being an option.

[31] Has various ways of upgrading moves.

Generally makes targets easier to hit while not necessarily hitting more at the same time.

It comes with no downsides (except for moves easily cancelled by collisions with obstacles like ice wind)

[32] Has various effects on projectile-based attacks, often allowing the user to hit more targets at the same time.

The 15% decrease in attack power sometime surpasses the benefits of this gem, making Purple and Yellow gems more useful upgrades.

[33] The buffs given to the user are also received by the rest of the team (no matter the distance between them) to a lesser extent: 25% of the effect for each gem for a maximum of 75%.

[34] Increases the time of the buff given to the user (and the rest of the team if SH is also in use) by 25% for buff moves.

Increases the time of the debuff and or status effect given to the target of the move by 25%.

[35] Unlocked between the 3rd and 7th slot.

[36] Unlocked between the 5th and the 7th slot.

[37] Unlocked on the 7th or 8th slot.

[38] Observed stat ranges at LVL 100 of a Pokémon summoned with a Gold Pot as well as the evolution bonuses.

The only factor is the IVs (luck based), provided the Pokémon is indeed lv100 and has been summoned via a gold pot.

[39] Base stats of an hypothetical lvl 0 Pokémon (with no pot or IV bonuses either).

For more info on how stats are calculated, go to the sheet called "Pokémon stats explained".

Adding 500 to these gives you the highest possible stats achievable by that pokémon.

Gold pot (300) + max IV (100) + max lv (100)

[40] Used to be Normal-Type Moves Wait -5%, can someone confirm 5%

[41] Potential 4th:

(probably a translation error) Healing per wave 25% <https://imgur.com/wRiHhUP>

[42] Each pot above tin adds a different amount of bonus points to each stat.

This is NOT related to the Pokémon's level.

[43] Each time a new Pokémon is made with a gold pot it gets a bonus between 0 and it's max possible IV to each stat.

Starters and DLC Pokémons get 0 by default.