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Plus, every time you plagerize me, a kitten dies.

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3: FAQ

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[A003]

Q: What does \*insert move\* do?

A: Read the friggin FAQ.

Q: You made a mistake in your FAQ, what can I do?

A: E-mail me the mistake and I will correct it as soon  
as I can!

Q: Do you want to be friends?

A: No...Go away...

Q: Did u kno ur guide sucks!!!

A: No I wasn't aware of any such fact.

Q: Hey man! You do know your guide pwns all right?

A: Yes! Thank you! Have an ego cookie!

Q: Do a barrel roll!!!

A: THATS IT! NO MORE Q&A CRAP!

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4: Moves

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[A004]

These are listed alphabetically for ease of locating.

Absorb

Move type: Grass

Accuracy: 100

Move power: 20

PP: 20

Effects: Pokemon heals half the dealt damage

Acid

Move type: Poison

Move power: 40

Accuracy: 100

PP: 30

Effects: 10% chance of lowering opponents defense

Acid Armor

Move type: Poison

Move power: N/A

Accuracy: N/A

PP: 40

Effects: Pokemon's defense is raised

Aerial Ace

Move type: Flying

Move power: 60

Accuracy: N/A

PP: 20  
Effects: Always hits unless the pokemon is underground.

#### Aeroblast

Move type: Flying  
Move power: 100  
Accuracy: 95  
PP: 5  
Effects: High critical hit rate

#### Agility

Move type: Psychic  
Move power: N/A  
Accuracy: N/A  
PP: 30  
Effects: Pokemon's speed is raised

#### Air Cutter

Move type: Flying  
Move power: 55  
Accuracy: 95  
PP: 25  
Effects: High critical hit rate.

#### Amnesia

Move type: Psychic  
Move power: N/A  
Accuracy: N/A  
PP: 20  
Effects: Pokemon's Special Defence is raised.

#### Ancient power

Move type: Rock  
Move power: 60  
Accuracy: 100  
PP: 5  
Effects: 10% chance to raise all stats.

#### Arm Thrust

Move type: Fighting  
Move power: 15  
Accuracy: 100  
PP: 20  
Effects: Attacks two to five times.

#### Aromatherapy

Move type: Grass  
Move power: N/A  
Accuracy: N/A  
PP: 5  
Effects: Cures all status abnormalities

#### Assist

Move type: Normal  
Move power: N/A  
Accuracy: 100  
PP: 20  
Effects: Uses an ally's move

#### Astonish

Move type: Ghost  
Move power: 30  
Accuracy: 100  
PP: 15  
Effects: 30% chance that opposing pokemon will flinch

#### Attract

Move type: Normal  
Move power: N/A  
Accuracy: N/A  
PP: 15  
Effects: May render pokemon of opposite gender incapable of attack

#### Aurora Beam

Move type: Ice  
Move power: 65  
Accuracy: 100  
PP: 20  
Effects: 10% chance that opposing pokemon's attack will be lowered

#### Barrage

Move type: Normal  
Move power: 15  
Accuracy: 85  
PP: 20  
Effects: Attacks up to five times

#### Barrier

Move type: Psychic  
Move power: N/A  
Accuracy: N/A  
PP: 30  
Effects: Pokemon's defence is raised

#### Baton Pass

Move type: Normal  
Move power: N/A  
Accuracy: N/A  
PP: 40  
Effects: Switches out current pokemon and passes stat changes to the next

#### Beat Up

Move type: Dark  
Move power: 10  
Accuracy: 100  
PP: 10  
Effects: Each pokemon in your party attacks the foe, except fainted ones.

#### Belly Drum

Move type: Normal  
Move power: N/A  
Accuracy: N/A  
PP: 10  
Effects: Pokemon's attack is sharply boosted at the cost of 50% HP

#### Bide

Move type: Normal  
Move power: N/A  
Accuracy: 100  
PP: 10

Effects: Stores damage for two turns and then counters with double force

#### Bind

Move type: Normal

Move power: 15

Accuracy: 75

PP: 20

Effects: Opponent is damaged slightly for 2 - 6 turns and cannot escape.

#### Bite

Move type: Dark

Move power: 60

Accuracy: 100

PP: 25

Effects: 10% chance of causing the foe to flinch

#### Blast Burn

Move type: Fire

Move power: 150

Accuracy: 90

PP: 5

Effects: Attacks the first turn then rests the next.

#### Blaze Kick

Move type: Fire

Move power: 85

Accuracy: 90

PP: 10

Effects: 10% chance of burning the foe.

#### Blizzard

Move type: Ice

Move power: 120

Accuracy: 70

PP: 5

Effects: 30% chance of freezing the foe

#### Block

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 5

Effects: Prevents the foes escape while user is in battle.

#### Body Slam

Move type: Normal

Move power: 85

Accuracy: 100

PP: 15

Effects: 30% chance to paralyze the target.

#### Bone Club

Move type: Ground

Move power: 65

Accuracy: 85

PP: 20

Effects: 30% chance of causing the opponent to flinch

#### Bone Rush

Move type: Ground

Move power: 25  
Accuracy: 80  
PP: 10  
Effects: Hits 2, 3, 4, or 5 times.

#### Bonemerang

Move type: Ground  
Move power: 50  
Accuracy: 90  
PP: 10  
Effects: Hits twice

#### Bounce

Move type: Flying  
Move power: 85  
Accuracy: 85  
PP: 5  
Effects: Bounces up the first turn and is out of range.  
Attacks the second turn.  
30% chance to paralyze the target.

#### Brick Break

Move type: Fighting  
Move power: 75  
Accuracy: 100  
PP: 15  
Effects: Shatters barriers like Reflect and Light Screen

#### Bubble

Move type: Water  
Move power: 20  
Accuracy: 100  
PP: 30  
Effects: 10% chance of lowering foe's speed.

#### Bubble Beam

Move type: Water  
Move power: 65  
Accuracy: 100  
PP: 20  
Effects: 30% chance of lowering the foe's speed

#### Bulk Up

Move type: Fighting  
Move power: N/A  
Accuracy: N/A  
PP: 20  
Effects: Pokemon's Attack and Defence are raised.

#### Bullet Seed

Move type: Grass  
Move power: 10  
Accuracy: 100  
PP: 30  
Effects: Attacks between 2 and 5 turns.

#### Calm Mind

Move type: Psychic  
Move power: N/A  
Accuracy: N/A

PP: 20  
Effects: Pokemon's Special Attack and Defence are raised.

#### Camouflage

Move type: Normal  
Move power: N/A  
Accuracy: 100  
PP: 20  
Effects: Changes a pokemon's type to match the terrain.

#### Charge

Move type: Electric  
Move power: N/A  
Accuracy: 100  
PP: 20  
Effects: Boosts the power of a following electric type attack by 100%

#### Charm

Move type: Normal  
Move power: N/A  
Accuracy: 100  
PP: 20  
Effects: Lowers the foe's attack.

#### Clamp

Move type: Water  
Move power: 35  
Accuracy: 75  
PP: 10  
Effects: The foe cannot escape and is damaged for 2, 3, 4, or 5 turns.

#### Comet Punch

Move type: Normal  
Move power: 18  
Accuracy: 85  
PP: 15  
Effects: Hits the foe 2 to 5 times.

#### Confuse Ray

Move type: Ghost  
Move power: N/A  
Accuracy: 100  
PP: 10  
Effects: Confuses the foe.

#### Confusion

Move type: Psychic  
Move power: 50  
Accuracy: 100  
PP: 25  
Effects: 10% chance of confusing the foe.

#### Constrict

Move type: Normal  
Move power: 10  
Accuracy: 100  
PP: 35  
Effects: 10% chance of lowering the foe's speed.

#### Conversion

Move type: Normal  
Move power: N/A  
Accuracy: N/A  
PP: 30  
Effects: Pokemon's type changes to move's type.

#### Conversion 2

Move type: Normal  
Move power: N/A  
Accuracy: 100  
PP: 30  
Effects: Pokemon is resistant to the type of the last attack.

#### Cosmic Power

Move type: Psychic  
Move power: N/A  
Accuracy: N/A  
PP: 20  
Effects: Pokemon's Defence and Special Defence are raised.

#### Cotton Spore

Move type: Grass  
Move power: N/A  
Accuracy: 85  
PP: 40  
Effects: Slows down the opponent.

#### Counter

Move type: Fighting  
Move power: N/A  
Accuracy: 100  
PP: 20  
Effects: Returns to the foe double the damage of attack done that turn  
Foe's attack must be a non-special attack

#### Covet

Move type: Normal  
Move power: 40  
Accuracy: 100  
PP: 40  
Effects: Pokemon steals held item from foe.

#### Crabhammer

Move type: Water  
Move power: 90  
Accuracy: 85  
PP: 10  
Effects: High critical hit rate

#### Cross Chop

Move type: Fighting  
Move power: 100  
Accuracy: 80  
PP: 5  
Effects: High critical hit rate

#### Crunch

Move type: Dark  
Move power: 80  
Accuracy: 100



PP: 15  
Effects: 10% chance of lowering foe's Special Defence

#### Crush Claw

Move type: Normal  
Move power: 75  
Accuracy: 95  
PP: 10  
Effects: 10% chance of lowering opponent's defence

#### Curse

Move type: Ghost  
Move power: N/A  
Accuracy: N/A  
PP: 10  
Effects: Non-Ghost types: Speed is lowered and attack and defence is raised  
Ghost types: Sacrifice half your max HP to lay a curse on the foe that drains 1/4 of their max HP every turn.

#### Cut

Move type: Normal  
Move power: 50  
Accuracy: 95  
PP: 30  
Effects: Can cut away trees on the overworld map in the GBA games

#### Defense Curl

Move type: Normal  
Move power: N/A  
Accuracy: N/A  
PP: 40  
Effects: Pokemon's defence is raised

#### Destiny Bond

Move type: Ghost  
Move power: N/A  
Accuracy: N/A  
PP: 5  
Effects: If pokemon faints in the next turn, the destiny bonded foe faints.

#### Detect

Move type: Fighting  
Move power: N/A  
Accuracy: N/A  
PP: 5  
Effects: Negates all attacks, may fail if used in succession.

#### Dig

Move type: Ground  
Move power: 60  
Accuracy: 100  
PP: 10  
Effects: Pokemon dig into the ground the first turn, then attacks the second.  
Pokemon cannot be hit while underground except by earthquake and magnitude which do 200% damage, as well as fissure.

#### Disable

Move type: Normal  
Move power: N/A  
Accuracy: 55

PP: 20  
Effects: The opponent's last used move is disabled for 2 to 5 turns.

#### Dive

Move type: Water

Move power: 60

Accuracy: 100

PP: 10

Effects: Dives underwater the first turn, then surfaces to attack the second.  
Pokemon cannot be hit while underwater.

#### Dizzy Punch

Move type: Normal

Move power: 70

Accuracy: 100

PP: 10

Effects: 30% chance of confusing foe.

#### Doom Desire

Move type: Steel

Move power: 120

Accuracy: 85

PP: 5

Effects: Attack hits whatever pokemon is out 2 turns later.

#### Double Kick

Move type: Fighting

Move power: 30

Accuracy: 100

PP: 30

Effects: Attacks twice.

#### Double Team

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 15

Effects: Pokemon's evasiveness is raised

#### Double Edge

Move type: Normal

Move power: 120

Accuracy: 100

PP: 15

Effects: The user loses 1/8 of inflicted damage.

#### Doubleslap

Move type: Normal

Move power: 15

Accuracy: 85

PP: 10

Effects: Attacks 2 to 5 times.

#### Dragon Claw

Move type: Dragon

Move power: 80

Accuracy: 100

PP: 15

Effects: N/A o\_o

#### Dragon Dance

Move type: Dragon  
Move power: N/A  
Accuracy: N/A  
PP: 20  
Effects: Pokemon's Attack and Speed are raised.

#### Dragon Rage

Move type: Dragon  
Move power: N/A  
Accuracy: 100  
PP: 10  
Effects: Causes 40 HP damage regardless of foe's defence.

#### Dragonbreath

Move type: Dragon  
Move power: 60  
Accuracy: 100  
PP: 20  
Effects: 10% chance of paralyzing foe.

#### Dream Eater

Move type: Psychic  
Move power: 100  
Accuracy: 100  
PP: 15  
Effects: Adds the damage inflicted on the sleeping foe into the pokemon's HP

#### Drill Peck

Move type: Flying  
Move power: 80  
Accuracy: 100  
PP: 20  
Effects: N/A

#### Dynamicpunch

Move type: Fighting  
Move power: 100  
Accuracy: 50  
PP: 5  
Effects: If it hits, the target will become confused, but has low accuracy.

#### Earthquake

Move type: Ground  
Move power: 100  
Accuracy: 100  
PP: 10  
Effects: Hits all pokemon in play besides the user.

#### Egg Bomb

Move type: Normal  
Move power: 100  
Accuracy: 75  
PP: 10  
Effects: N/A

#### Ember

Move type: Fire  
Move power: 40  
Accuracy: 100

PP: 25  
Effects: 10% chance that the foe may be burned.

#### Encore

Move type: Normal  
Move power: N/A  
Accuracy: 100  
PP: 5  
Effects: The foe is forced to repeat his last attack for 2 to 5 turns.

#### Endeavor

Move type: Normal  
Move power: N/A  
Accuracy: 100  
PP: 5  
Effects: Does damage to the foe by subtracting your HP from your foes and dealing the remainder.

#### Endure

Move type: Normal  
Move power: N/A  
Accuracy: N/A  
PP: 10  
Effects: Pokemon will have at least 1 HP left over after the foe's move. Move may fail if used consecutively.

#### Eruption

Move type: Fire  
Move power: 150  
Accuracy: 100  
PP: 5  
Effects: The higher your HP is, the more powerful the move is.

#### Explosion

Move type: Normal  
Move power: 250  
Accuracy: 100  
PP: 5  
Effects: User faints.

#### Extrasensory

Move type: Psychic  
Move power: 80  
Accuracy: 100  
PP: 30  
Effects: 10% chance of making foe flinch.

#### Extremespeed

Move type: Normal  
Move power: 80  
Accuracy: 100  
PP: 5  
Effects: Always attack first.

#### Facade

Move type: Normal  
Move power: 70  
Accuracy: 100  
PP: 20  
Effects: The move power is doubled when user is poisoned, paralyzed, or burned.

#### Faint Attack

Move type: Dark

Move power: 60

Accuracy: N/A

PP: 20

Effects: Always hits the target.

#### Fake Out

Move type: Normal

Move power: 40

Accuracy: 100

PP: 10

Effects: User attacks first and causes foe to flinch.

Only works on first turn.

#### Fake Tears

Move type: Dark

Move power: N/A

Accuracy: 100

PP: 20

Range: One Enemy

Comes in contact with Pokemon: No

Effects: Sharply lowers the special Defence of the target.

#### False Swipe

Move type: Normal

Move power: 40

Accuracy: 100

PP: 40

Effects: Leave the target with no less than 1 HP.

#### Featherdance

Move type: Flying

Move power: N/A

Accuracy: 100

PP: 15

Effects: Sharply lowers the attack of the target.

#### Fire Blast

Move type: Fire

Move power: 120

Accuracy: 85

PP: 5

Effects: 30% chance to burn target.

#### Fire Punch

Move type: Fire

Move power: 75

Accuracy: 100

PP: 15

Range: One Enemy

Effects: 10% chance of burning the target.

#### Fire Spin

Move type: Fire

Move power: 15

Accuracy: 70

PP: 15

Effects: Traps target in a firey vortex for 2 - 5 turns.

### Fissure

Move type: Ground

Move power: N/A

Accuracy: 30

PP: 5

Effects: Ground type 1HKO move.

### Flail

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 15

Effects: The lower the users HP, the more powerful the move becomes.

### Flamethrower

Move type: Fire

Move power: 95

Accuracy: 100

PP: 15

Effects: 10% chance to burn target.

### Flash

Move type: Normal

Move power: N/A

Accuracy: 70

PP: 20

Effects: Lowers targets accuracy. Lights up dark areas in the overworld.

### Flatter

Move type: Dark

Move power: N/A

Accuracy: 100

PP: 15

Effects: Raises the targets Special attack and confuses them.

### Fly

Move type: Flying

Move power: 70

Accuracy: 95

PP: 15

Effects: User flies up out of harms way for the first turn, then swoops to attack the second.

### Focus Energy

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 30

Effects: Increases critical hit rate of user.

### Focus Punch

Move type: Fighting

Move power: 150

Accuracy: 100

PP: 20

Range: One Enemy

Effects: If the user is struck before using this move, the user flinches.

### Follow Me

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 20

Effects: All foe's attacks become focused on user.

Foresight

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 40

Effects: Restores lost accuracy and prevents accuracy loss.

Frenzy Plant

Move type: GRass

Move power: 150

Accuracy: 90

Effects: User attacks the first turn then rests the second.

Frustration

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 20

Effects: The lower the users happiness, the more powerful the move becomes.

Fury Attack

Move type: Normal

Move power: 15

Accuracy: 85

PP: 20

Effects: Strikes two to five times.

Fury Cutter

Move type: Bug

Move power: 10

Accuracy: 95

PP: 20

Effects: Power of move increases every time the move connects sequentially.  
Power returns to normal if move misses or is not used.

Fury Swipes

Move type: Normal

Move power: 18

Accuracy: 80

PP: 15

Effects: Strikes two to five times.

Future Sight

Move type: Psychic

Move power: 80

Accuracy: 90

PP: 15

Effects: Foresees an attack two turns in the future.

Giga Drain

Move type: Grass

Move power: 60

Accuracy: 100

PP: 5

Effects: User regains half of the damage caused to the target.

Glare

Move type: Normal

Move power: N/A

Accuracy: 75

PP: 30

Effects: 100% chance to paralyze the target.

Grasswhistle

Move type: Grass

Move power: N/A

Accuracy: 55

PP: 15

Effects: Puts target to sleep/

Growl

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 40

Effects: Lowers the target's attack.

Growth

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 40

Effects: Raises the users Special Attack.

Grudge

Move type: Ghost

Move power: N/A

Accuracy: 100

PP: 5

Effects: If user faints, the PP of the killing move is reduced to zero.

Guillotine

Move type: Normal

Move power: N/A

Accuracy: 30

PP: 5

Effects: A normal type 1HKO.

Gust

Move type: Flying

Move power: 40

Accuracy: 100

PP: 35

Effects: BHits pokemon using fly for 200% damage.

Hail

Move type: Ice

Move power: N/A

Accuracy: N/A

PP: 10

Effects: Damages all non ice type pokemon for 5 turns.

Harden

Move type: Normal



Move power: N/A

Accuracy: N/A

PP: 30

Effects: Raises the users defense.

Haze

Move type: Ice

Move power: N/A

Accuracy: N/A

PP: 30

Effects: Resets all stat changes.

Headbutt

Move type: Normal

Move power: 70

Accuracy: 100

PP: 15

Effects: 30% chance to make the target flinch.

Heal Bell

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 5

Effects: Cures all status ailments of all pokemon in party.

Heat Wave

Move type: Fire

Move power: 100

Accuracy: 90

PP: 10

Effects: 10% chance to burn target(s)

Helping Hand

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 20

Effects: Boosts allies attack by 50%

Hi Jump Kick

Move type: Fighting

Move power: 85

Accuracy: 90

PP: 20

Effects: If the user misses the target the user takes damage.

Hidden Power

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 15

Effects: The type and strength of this move is based on the IVs of the user.

Horn Attack

Move type: Normal

Move power: 65

Accuracy: 100

PP: 25

Effects: N/A o\_o

Horn Drill

Move type: Normal

Move power: N/A

Accuracy: 30

PP: 5

Effects: A normal type 1HKO move.

Howl

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 40

Effects: Boosts the attack of the user.

Hydro Cannon

Move type: Water

Move Power: 150

Accuracy: 90

PP: 5

Effects: User attacks first turn but must recharge after using.

Hydro Pump

Move type: Water

Move power: 120

Accuracy: 80

PP: 5

Effects: N/A o\_o

Hyper Beam

Move type: Normal

Move power: 150

Accuracy: 90

PP: 5

Effects: User must recharge for one turn after using.

Hyper Voice

Move type: Normal

Move power: 90

Accuracy: 100

PP: 10

Effects: N/A o\_o

Hypnosis

Move type: Psychic

Move power: N/A

Accuracy: 60

PP: 20

Effects: If it hits, the target is put to sleep.

Ice Ball

Move type: Ice

Move power: 30

Accuracy: 90

PP: 20

Effects: Attacks for five turns with increasing damage unless the user misses.

Ice Beam

Move type: Ice

Move power: 95

Accuracy: 100  
PP: 10  
Effects: 10% chance to freeze target.

Ice Punch  
Move type: Ice  
Move power: 75  
Accuracy: 100  
PP: 15  
Effects: 30% chance to freeze target.

Icy Wind  
Move type: Ice  
Move power: 55  
Accuracy: 95  
PP: 15  
Effects: Lowers the target(s) speed.

Imprison  
Move type: Psychic  
Move power: N/A  
Accuracy: 100  
PP: 15  
Effects: Prevents target from using moves that that the user knows.

Ingrain  
Move type: Grass  
Move power: N/A  
Accuracy: N/A  
PP: 20  
Effects: User becomes unable to flee but regains HP each turn.

Iron Defense  
Move type: Steel  
Move power: N/A  
Accuracy: N/A  
PP: 15  
Effects: Sharply increaces the defence of the user.

Iron Tail  
Move type: Steel  
Move power: 100  
Accuracy: 75  
PP: 15  
Effects: 30% chance to lower the target's defence.

Karate Chop  
Move type: Fighting  
Move power: 50  
Accuracy: 100  
PP: 25  
Effects: High critical hit rate.

Kinesis  
Move type: Psychic  
Move power: N/A  
Accuracy: 80  
PP: 15  
Effects: If it hits, target's accuracy is lowered.

#### Knock Off

Move type: Dark

Move power: 20

Accuracy: 100

PP: 20

Effects: Removes the targets item from it.

#### Leaf Blade

Move type: Grass

Move power: 70

Accuracy: 100

PP: 15

Effects: High critical hit rate.

#### Leech Life

Move type: Bug

Move power: 20

Accuracy: 100

PP: 15

Effects: User absorbs half of the damage done to the foe.

#### Leech Seed

Move type: Grass

Move power: N/A

Accuracy: 90

PP: 10

Effects: Seeds the target and leeches health for the user every turn.

#### Leer

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 30

Effects: Lowers the target's defence

#### Lick

Move type: Ghost

Move power: 20

Accuracy: 100

PP: 20

Effects: 30% chance to paralyze target.

#### Light Screen

Move type: Psychic

Move power: N/A

Accuracy: N/A

PP: 30

Effects: Reduces damage done by special type attacks to 50% while in effect.

#### Lock-On

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 5

Effects: The taret is hit by the next move. Period.

#### Low Kick

Move type: Fighting

Move power: N/A

Accuracy: 100

PP: 20

Effects: The more the pokemon weighs, the stronger the attack is.

Luster Purge

Move type: Psychic

Move power: 70

Accuracy: 100

PP: 5

Effects: Lati@s/smergle only move. 50% chance to lower SP. defence.

Mach Punch

Move type: Fighting

Move power: 40

Accuracy: 100

PP: 5

Effects: User attacks first.

Magic Coat

Move type: Psychic

Move power: N/A

Accuracy: N/A

PP: 15

Effects: Reflects Status Attacks.

Magical Leaf

Move type: Grass

Move power: 60

Accuracy: N/A

PP: 20

Effects: Always hit's 100% of the time.

Magnitude

Move type: Ground

Move power: N/A

Accuracy: 100

PP: 30

Effects: The attack is stronger at higher magnitudes.

Mean Look

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 5

Effects: Target is trapped and cannot switch out.

Meditate

Move type: Psychic

Move power: N/A

Accuracy: N/A

PP: 40

Effects: Boosts the attack power of the user.

Mega Drain

Move type: Grass

Move power: 40

Accuracy: 100

PP: 10

Effects: User absorbs half the damage inflicted on target.

### Megahorn

Move type: Bug

Move power: 120

Accuracy: 85

PP: 10

Effects: N/A o\_o

### Memento

Move type: Dark

Move power: N/A

Accuracy: 100

PP: 10

Effects: Lowers the target's attack and special attack to rock bottom,  
but the user faints.

### Metal Claw

Move type: Steel

Move power: 50

Accuracy: 95

PP: 35

Effects: 10% chance to raise the defence of the user.

### Metal Sound

Move type: Steel

Move power: N/A

Accuracy: 85

PP: 40

Effects: Sharply lowers the Special Defence of the target.

### Meteor Mash

Move type: Steel

Move power: 100

Accuracy: 85

PP: 10

Effects: 10% chance of rising the attack of the user.

### Mimic

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 10

Effects: User temporarily learns one of the target's moves.

### Mind Reader

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 5

Effects: The users next move hits, period.

### Minimize

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 20

Effects: Increases the users evasiveness.

### Mirror Coat

Move type: Psychic

Move power: N/A

Accuracy: 100

PP: 20

Effects: Counters special moves returning 200% of damage.

Mirror Move

Move type: Flying

Move power: N/A

Accuracy: N/A

PP: 20

Effects: User copies the targets move.

Mist

Move type: Ice

Move power: N/A

Accuracy: N/A

PP: 30

Effects: User's team becomes immune to status afflictions for 5 turns.

Mist Ball

Move type: Psychic

Move power: 70

Accuracy: 100

PP: 5

Effects: 50% chance to lower targets Special Defence.

Moonlight

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 5

Effects: Restores the users health based on the weather.

Morning Sun

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 5

Effects: Restores the users health based on the weather.

Mud Shot

Move type: Ground

Move power: 55

Accuracy: 95

PP: 15

Effects: Lowers the target's speed.

Mud Sport

Move type: Ground

Move power: N/A

Accuracy: N/A

PP: 15

Effects: Reduces the power of electric moves by 50%

Muddy Water

Move type: Water

Move power: 95

Accuracy: 85

PP: 10

Effects: 30% chance to lower the accuracy of target(s)

#### Mud-Slap

Move type: Ground

Move power: 20

Accuracy: 100

PP: 10

Effects: Lowers the accuracy of the target.

#### Nature Powder

Move type: Normal

Move power: N/A

Accuracy: 95

PP: 20

Effects: Changes moves depending on location.

#### Needle Arm

Move type: Grass

Move power: 60

Accuracy: 100

PP: 15

Effects: 30% chance to make target flinch.

#### Night Shade

Move type: Ghost

Move power: N/A

Accuracy: 100

PP: 15

Effects: Causes the same amount of damage as the users level.

#### Odor Sleuth

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 40

Effects: Reset's the users accuracy and prevents accuracy loss.

#### Outrage

Move type: Dragon

Move power: 90

Accuracy: 100

PP: 15

Effects: User rampages for 2 or 3 turns but is confused afterwards.

#### Overheat

Move type: Fire

Move power: 140

Accuracy: 90

PP: 5

Effects: Sharply lowers the user's special attack.

#### Peck

Move type: Flying

Move power: 35

Accuracy: 100

PP: 35

Effects: N/A o\_o

#### Perish Song

Move type: Normal

Move power: N/A

Accuracy: N/A



PP: 5

Effects: Causes all pokemon on the battlefield to faint in three turns.

Petal Dance

Move type: Grass

Move power: 70

Accuracy: 100

PP: 20

Effects: User attacks for 2 or 3 turns but is confused afterwards.

Pin Missile

Move type: Bug

Move power: 14

Accuracy: 85

PP: 20

Effects: Attacks 2 to 5 times.

Poison Fang

Move type: Poison

Move power: 50

Accuracy: 100

PP: 15

Effects: 30% chance to badly poison target.

Poison Gas

Move type: Poison

Move power: N/A

Accuracy: 55

PP: 40

Effects: If it hits, target becomes poisoned.

Poison Sting

Move type: Poison

Move power: 15

Accuracy: 100

PP: 35

Effects: 30% chance to poison target.

Poison Tail

Move type: Poison

Move power: 50

Accuracy: 100

PP: 25

Effects: 10% chance to poison the target. High critical hit rate.

Poisonpowder

Move type: Poison

Move power: N/A

Accuracy: 75

PP: 35

Effects: If it hits, the target is poisoned.

Pound

Move type: Normal

Move power: 40

Accuracy: 100

PP: 35

Effects: N/A o\_o

Powder Snow

Move type: Ice  
Move power: 40  
Accuracy: 100  
PP: 25  
Effects: 10% chance to lower targets speed.

Protect  
Move type: Normal  
Move power: N/A  
Accuracy: N/A  
PP: 10  
Effects: Neggates all attacks on user when used. Successive uses degrade accuracy.

Psybeam  
Move type: Psychic  
Move power: 65  
Accuracy: 100  
PP: 20  
Effects: 10% chance to confuse target.

Psych Up  
Move type: Normal  
Move power: N/A  
Accuracy: N/A  
PP: 10  
Effects: When target uses a stat boosting move, users stat is also boosted.

Psychic  
Move type: Psychic  
Move power: 90  
Accuracy: 100  
PP: 10  
Effects: 10% chance to lower target's Special Defence.

Psywave  
Move type: Psychic  
Move power: N/A  
Accuracy: 80  
PP: 15  
Effects: It deals anywhere between 1 damage and 1.5x the user's level.

Pursuit  
Move type: Dark  
Move power: 40  
Accuracy: 100  
PP: 20  
Effects: Does massive damage if target attempts to switch out.

Quick Attack  
Move type: Normal  
Move power: 40  
Accuracy: 100  
PP: 30  
Effects: User attacks first.

Rage  
Move type: Normal  
Move power: 20  
Accuracy: 100

PP: 20

Effects: Each time the user is hit while using this move, the user's attack builds.

Rain Dance

Move type: Water

Move power: N/A

Accuracy: N/A

PP: 5

Effects: Causes it to rain adding 50% to water type moves and taking 50% from fire type moves.

Rapid Spin

Move type: Normal

Move power: 20

Accuracy: 100

PP: 40

Effects: Frees user from Fire spin, Whirlpool, Wrap, and other similar moves. Blows away spikes, leech seeds, etc.

Razor Leaf

Move type: Grass

Move power: 55

Accuracy: 95

PP: 25

Effects: High critical hit rate.

Razor Wind

Move type: Normal

Move power: 80

Accuracy: 100

PP: 10

Effects: High critical hit rate but must first be charged.

Recover

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 20

Effects: User recovers 50% HP.

Recycle

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 10

Effects: Allows user to re-use a held item.

Reflect

Move type: Psychic

Move power: N/A

Accuracy: N/A

PP: 20

Effects: Reduces damage of normal attacks by 50%

Refresh

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 20

Effects: Cures the user of burn, poison, or paralysis.

Rest

Move type: Psychic

Move power: N/A

Accuracy: N/A

PP: 10

Effects: Heals all HP and status condition, but user falls asleep.

Return

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 20

Effects: The higher the pokemon's happiness, the stronger the move.

Revenge

Move type: Fighting

Move power: 60

Accuracy: 100

PP: 10

Effects: 100% stronger if user takes damage.

Reversal

Move type: Fighting

Move power: N/A

Accuracy: 100

PP: 15

Effects: The lower the user's HP, the more powerful the move is.

Roar

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 20

Effects: Causes the trainer to switch pokemon.

Rock Blast

Move type: Rock

Move power: 25

Accuracy: 80

PP: 10

Effects: Attacks 2 to 5 times.

Rock Slide

Move type: Rock

Move power: 75

Accuracy: 90

PP: 10

Effects: 30% chance to make target flinch.

Rock Smash

Move type: Fighting

Move power: 20

Accuracy: 100

PP: 15

Effects: 30% chance to lower target's defense.

Rock Throw

Move type: Rock

Move power: 50  
Accuracy: 90  
PP: 15  
Effects: N/A o\_o

Rock Tomb  
Move type: Rock  
Move power: 50  
Accuracy: 80  
PP: 10  
Effects: 100% chance to lower the target's speed.

Rollout  
Move type: Rock  
Move power: 30  
Accuracy: 90  
PP: 20  
Effects: User attacks for 5 turns with rising intensity.

Safeguard  
Move type: Normal  
Move power: N/A  
Accuracy: N/A  
PP: 25  
Effects: User's party is protected from all status abnormalities.

Sand Tomb  
Move type: Ground  
Move power: 15  
Accuracy: 70  
PP: 15  
Effects: Target is trapped and attacked for two to six turns.

Sand-Attack  
Move type: Ground  
Move power: N/A  
Accuracy: 100  
PP: 15  
Effects: Lowers the accuracy of the target.

Sandstorm  
Move type: Rock  
Move power: N/A  
Accuracy: N/A  
PP: 10  
Effects: Creates a violent sandstorm that does 1/16th of max health damage every turn to all non Rock, steel, or ground pokemon.

Scary Face  
Move type: Normal  
Move power: N/A  
Accuracy: 90  
PP: 10  
Effects: If it hits, the target's speed is shaply lowered.

Scratch  
Move type: Normal  
Move power: 40  
Accuracy: 100  
PP: 35

Effects: N/A

Screech

Move type: Normal

Move power: N/A

Accuracy: 85

PP: 40

Effects: If it hits, the target's Defense is sharply lowered.

Secret Power

Move type: Normal

Move power: 70

Accuracy: 100

PP: 20

Effects: Has 30% chance to cause a status effect on the target.

Seismic Toss

Move type: Fighting

Move power: N/A

Accuracy: 100

PP: 20

Effects: Does damage points to target based on users level.

Self Destruct

Move type: Normal

Move power: 200

Accuracy: 100

PP: 5

Effects: Use faints when this move is used.

Shadow Ball

Move type: Ghost

Move power: 80

Accuracy: 100

PP: 15

Effects: 10% chance to lower target's special defence.

Shadow Punch

Move type: Ghost

Move power: 60

Accuracy: N/A

PP: 20

Effects: Always hits target.

Sheer Cold

Move type: Ice

Move power: N/A

Accuracy: 30

PP: 5

Effects: An ice type one hit KO move.

Shock Wave

Move type: Electric

Move power: 60

Accuracy: N/A

PP: 20

Effects: Always hits target.

Signal Beam

Move type: Bug

Move power: 75  
Accuracy: 100  
PP: 15  
Effects: ??% chance to confuse target.

#### Silver Wind

Move type: Bug  
Move power: 60  
Accuracy: 100  
PP: 5  
Effects: 10% chance to raise user's attack, defence, special attack, special defense, and speed.

#### Sing

Move type: Normal  
Move power: N/A  
Accuracy: 55  
PP: 15  
Effects: If it hit's the target is afflicted with sleep.

#### Skill Swap

Move type: Psychic  
Move power: N/A  
Accuracy: 100  
PP: 10  
Effects: User trades special ability with target.

#### Skull Bash

Move type: Normal  
Move power: 100  
Accuracy: 100  
PP: 15  
Effects: User withdraws into shell and raises defence.  
On the next turn the user attacks.

#### Sky Attack

Move type: Flying  
Move power: 140  
Accuracy: 90  
PP: 5  
Effects: Glows on the first turn and then attacks on the second.

#### Sky Uppercut

Move type: Fighting  
Move power: 85  
Accuracy: 90  
PP: 15  
Effects: Hit's pokemon using fly.

#### Slack Off

Move type: Normal  
Move power: N/A  
Accuracy: 100  
PP: 10  
Effects: Heals 50% of the user's HP.

#### Slam

Move type: Normal  
Move power: 80  
Accuracy: 75

PP: 20  
Effects: N/A

#### Slash

Move type: Normal  
Move power: 70  
Accuracy: 100  
PP: 20  
Effects: High critical hit rate.

#### Sleep Powder

Move type: Grass  
Move power: N/A  
Accuracy: 75  
PP: 15  
Effects: If it hits, the target is afflicted with sleep.

#### Sleep Talk

Move type: Normal  
Move power: N/A  
Accuracy: N/A  
PP: 10  
Effects: The user attacks randomly while asleep.

#### Sludge

Move type: Poison  
Move power: 65  
Accuracy: 100  
PP: 20  
Effects: 30% chance to poison target.

#### Sludge Bomb

Move type: Poison  
Move power: 90  
Accuracy: 100  
PP: 10  
Effects: 10% chance to poison target.

#### Smellingsalt

Move type: Normal  
Move power: 60  
Accuracy: 100  
PP: 10  
Effects: Inflicts 200% damage if target is paralyzed, but cures paralysis.

#### Smog

Move type: Poison  
Move power: 20  
Accuracy: 70  
PP: 20  
Effects: 30% chance to poison target.

#### Smokescreen

Move type: Normal  
Move power: N/A  
Accuracy: 100  
PP: 20  
Effects: Lowers the target's accuracy.

#### Snatch



Move type: Dark

Move power: N/A

Accuracy: 100

PP: 10

Effects: If the foe uses a move that has a positive effect,  
that effect is stolen by the user.

Snore

Move type: Normal

Move power: 40

Accuracy: 100

PP: 15

Effects: Allows the user to attack while asleep.

Solarbeam

Move type: Grass

Move power: 120

Accuracy: 100

PP: 10

Effects: Charges up with sunlight and attacks with a powerful beam.  
No charge is needed when Sunny Day is in effect.  
Take two turns to charge it rain dance is in effect.

Sonicboom

Move type: Normal

Move power: N/A

Accuracy: 90

PP: 20

Effects: Does 20 damage.

Spark

Move type: Electric

Move power: 65

Accuracy: 100

PP: 20

Effects: 30% chance to paralyse target.

Spike Cannon

Move type: Normal

Move power: 20

Accuracy: 100

PP: 15

Effects: Attacks 2 - 5 times.

Spikes

Move type: Ground

Move power: N/A

Accuracy: N/A

PP: 20

Effects: Lays spikes on the battlefield that damage pokemon that are  
switched in.

Spit Up

Move type: Normal

Move power: 100

Accuracy: 100

PP: 10

Effects: The more the user stockpiles, the more powerful it is.

Spite

Move type: Ghost

Move power: N/A

Accuracy: 100

PP: 10

Effects: Lowers the PP of the last move the target used.

Splash

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 40

Effects: Does nothing whatsoever. The move is useless.

Spore

Move type: Grass

Move power: N/A

Accuracy: 100

PP: 15

Effects: Causes the target to fall asleep.

Steel Wing

Move type: Steel

Move power: 70

Accuracy: 90

PP: 25

Effects: May raise the defense of the user.

Stockpile

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 10

Effects: Use consecutive times to power up "swallow"

Stomp

Move type: Normal

Move power: 65

Accuracy: 100

PP: 20

Effects: 30% chance to make the target flinch.

Strength

Move type: Normal

Move power: 80

Accuracy: 100

PP: 15

Effects: Moves boulders on the field.

String Shot

Move type: Bug

Move power: N/A

Accuracy: 95

PP: 40

Effects: If it hits, the target's speed is lowered.

Struggle

Move type: ???

Move power: 50

Accuracy: 100

PP: Infinite

Effects: Pokemon automatically use this move when out of PP for all moves.  
User takes recoil damage.

#### Stun Spore

Move type: Grass

Move power: N/A

Accuracy: 75

PP: 30

Effects: If it hits, the target is paralyzed.

#### Submission

Move type: Fighting

Move power: 80

Accuracy: 80

PP: 25

Effects: User takes recoil damage.

#### Substitute

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 10

Effects: User loses 25% HP and creates a substitute to take damage.

#### Sunny Day

Move type: Fire

Move power: N/A

Accuracy: N/A

PP: 5

Effects: Makes the sun shine brightly adding 50% power to fire moves  
and taking 50% power from water moves.

#### Superpower

Move type: Fighting

Move power: 120

Accuracy: 100

PP: 5

Effects: User's defense and attack are lowered.

#### Supersonic

Move type: Normal

Move power: N/A

Accuracy: 55

PP: 20

Effects: If it hits, the target is confused.

#### Surf

Move type: Water

Move power: 95

Accuracy: 100

PP: 15

Effects: N/A o\_o

#### Swagger

Move type: Normal

Move power: N/A

Accuracy: 90

PP: 15

Effects: Sharply boosts the attack of the target, but causes confusion.

### Swallow

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 10

Effects: Use stockpile to boost the healing power of this move.

### Sweet Kiss

Move type: Normal

Move power: N/A

Accuracy: 75

PP: 10

Effects: If it hits, the target is confused.

### Sweet Scent

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 20

Effects: Lowers the evasion of the target.

### Swift

Move type: Normal

Move power: 60

Accuracy: N/A

PP: 20

Effects: The move will connect. Period.

### Swords Dance

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 30

Effects: Sharply boosts the attack of the user.

### Synthesis

Move type: Grass

Move power: N/A

Accuracy: N/A

PP: 5

Effects: The user restores HP depending on the weather.

### Tackle

Move type: Normal

Move power: 35

Accuracy: 95

PP: 35

Effects: N/A o\_o

### Tail Glow

Move type: Bug

Move power: N/A

Accuracy: N/A

PP: 20

Effects: Sharply boosts the special attack of the user.

### Tail Whip

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 30

Effects: Lowers the target's defense.

Take Down

Move type: Normal

Move power: 90

Accuracy: 85

PP: 20

Effects: User takes recoil damage.

Taunt

Move type: Dark

Move power: N/A

Accuracy: 100

PP: 20

Effects: Target must use an attack move for the next 2 turns or the move will fail.

Teeter Dance

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 20

Effects: Confuses all pokemon on the field but the user.

Teleport

Move type: Psychic

Move power: N/A

Accuracy: N/A

PP: 20

Effects: Teleports out of battle and to the last pokemon station in GBA games.  
No use in Colosseum.

Thief

Move type: Dark

Move power: 40

Accuracy: 100

PP: 10

Effects: User might steal the target's held item

Thrash

Move type: Normal

Move power: 90

Accuracy: 100

PP: 20

Effects: User attacks for 2 or 3 turns but then becomes confused.

Thunder

Move type: Electric

Move power: 120

Accuracy: 70

PP: 10

Effects: 30% chance to paralyze target.

Move has 100% accuracy when rain sance is in effect.

Move has 40% accuracy when sunny day is in effect.

Move does double damage to pokemon using fly.

Thunder Wave

Move type: Electric

Move power: N/A

Accuracy: 100  
PP: 20  
Effects: The target is paralyzed.

Thunderbolt  
Move type: Electric  
Move power: 95  
Accuracy: 100  
PP: 15  
Effects: 10% chance to paralyze the target.

Thunderpunch  
Move type: Electric  
Move power: 75  
Accuracy: 100  
PP: 15  
Effects: 30% chance to paralyze the target.

Thundershock  
Move type: Electric  
Move power: 40  
Accuracy: 100  
PP: 30  
Effects: 10% chance to paralyze the target.

Tickle  
Move type: Normal  
Move power: N/A  
Accuracy: 100  
PP: 20  
Effects: Lowers the defense and attack of the target.

Torment  
Move type: Dark  
Move power: N/A  
Accuracy: 100  
PP: 15  
Effects: Target can no longer use any move consecutively.

Toxic  
Move type: Poison  
Move power: N/A  
Accuracy: 85  
PP: 10  
Effects: Badly poisons the foe. ^\_^ Awesome move.

Tri-Attack  
Move type: Normal  
Move power: 80  
Accuracy: 100  
PP: 10  
Effects: 10% chance to paralyze the target.  
          10% chance to freeze the target.  
          10% chance to burn the target.

Trick  
Move type: Psychic  
Move power: N/A  
Accuracy: 100  
PP: 10  
Effects: User switches held items with target.

Triple Kick

Move type: Fighting

Move power: 10

Accuracy: 90

PP: 10

Effects: Kicks the target three times, each strike doing more damage than the one before.

Twister

Move type: Dragon

Move power: 40

Accuracy: 100

PP: 20

Effects: Double damage against flying foes. 30% chance to make target flinch.

Uproar

Move type: Normal

Move power: 50

Accuracy: 100

PP: 10

Effects: Attacks for 2 to 5 consecutive turns while preventing sleep.

ViceGrip

Move type: Normal

Move power: 55

Accuracy: 100

PP: 30

Effects: N/A o\_o

Vital Throw

Move type: Fighting

Move power: 70

Accuracy: 100

PP: 10

Effects: Attacks last but the move will hit without fail.

Water Gun

Move type: Water

Move power: 40

Accuracy: 100

PP: 25

Effects: N/A o\_o

Water Pulse

Move type: Water

Move power: 60

Accuracy: 100

PP: 20

Effects: 20% chance to confuse the target.

Water Sport

Move type: Water

Move power: N/A

Accuracy: N/A

PP: 15

Effects: Reduces the power of fire moves by 50%

Water Spout

Move type: Water

Move power: 150

Accuracy: 100

PP: 5

Effects: The higher the user's HP, the more powerful the move.

Waterfall

Move type: Water

Move power: 80

Accuracy: 100

PP: 15

Effects: N/A o\_o

Weather Ball

Move type: Normal

Move power: 50

Accuracy: 100

PP: 10

Effects: This move's power is doubled when a weather effect is in play and becomes the type of the weather effect.

Whirlpool

Move type: Water

Move power: 15

Accuracy: 70

PP: 15

Effects: Does damage for 2 to 5 turns preventing the target's escape.

Whirlwind

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 20

Effects: Forces foe to switch pokemon.

Will-O-Wisp

Move type: Fire

Move power: N/A

Accuracy: 75

PP: 15

Effects: If it hits, the target is burned.

Wing Attack

Move type: Flying

Move power: 60

Accuracy: 100

PP: 35

Effects: N/A o\_o

Wish

Move type: Normal

Move power: N/A

Accuracy: N/A

PP: 10

Effects: The pokemon in play at the end of the next turn will revive 50% HP.

Wrap

Move type: Normal

Move power: 15

Accuracy: 85

PP: 20



Effects: Does continual damage for 2 to 5 turns preventing the target's escape.

Yawn

Move type: Normal

Move power: N/A

Accuracy: 100

PP: 10

Effects: At the end of the next turn the target will fall asleep.

Zap Cannon

Move type: Electric

Move power: 100

Accuracy: 50

PP: 5

Effects: If it hits the target will take damage and become paralyzed.

~~~~~

5: TM locations

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[A005]

The following are TM's. Moves that are taught to pokemon VIA a one time use item. This list is thank to...ME! From my other FAQ!

01 Focus punch

Type: Fighting

Base PP: 20

Accuracy: 100

Base power: 150

Effect: Attacks last. If user is hit user flinches.

02 Dragon claw

Type: Dragon

Base PP: 15

Accuracy: 100

Base power: 80

Effect: N/A

03 Water pulse

Type: Water

Base PP: 20

Accuracy: 100

Base power: 60

Effect: 10% chance to confuse

04 Calm mind

Type: Psychic

Base PP: 20

Accuracy: ---

Base power: ---

Effect: Raises SP.ATT and SP.DEF.

05 Roar

Type: Normal

Base PP: 20

Accuracy: 100

Base power: ---

Effect: Makes trainer pokemon switch out.

06 Toxic

Type: Poison  
Base PP: 10  
Accuracy: 85  
Base power: ---  
Effect: Poisons foe with a poison that gets worse each turn.

#### 07 Hail

Type: Ice  
Base PP: 10  
Accuracy: ---  
Base power: ---  
Effect: Summons a hail storm that hurts all types besides ice.

#### 08 Bulk up

Type: Fighting  
Base PP: 20  
Accuracy: ---  
Base power: ---  
Effect: Raises Attack and Defense.

#### 09 Bullet seed

Type: Grass  
Base PP: 30  
Accuracy: 100  
Base power: 10  
Effect: Attacks 2-5 times per turn.

#### 10 Hidden power

Type: Normal  
Base PP: 15  
Accuracy: 100  
Base power: ---  
Effect: This move has different type and power depending on your pokemon.

#### 11 Sunny day

Type: Fire  
Base PP: 5  
Accuracy: ---  
Base power: ---  
Effect: Boosts the power of fire moves for 5 turns. No Solarbeam charge.

#### 12 Taunt

Type: Dark  
Base PP: 20  
Accuracy: 100  
Base power: ---  
Effect: Taunts the foe and forces them to only use attack moves.

#### 13 Ice beam

Type: Ice  
Base PP: 10  
Accuracy: 100  
Base power: 95  
Effect: 10% chance of freezing the foe

#### 14 Blizzard

Type: Ice  
Base PP: 5  
Accuracy: 70  
Base power: 120

Effect: 10% chance of freezing Foe. Hits both enemies in double battle.

#### 15 Hyper beam

Type: Normal

Base PP: 5

Accuracy: 90

Base power: 150

Effect: Attacks but the user cannot move or switch out next turn.

#### 16 Light screen

Type: Psychic

Base PP: 30

Accuracy: ---

Base power: ---

Effect: Creates a screen of light that cuts Sp damage by 50%

#### 17 Protect

Type: Normal

Base PP: 10

Accuracy: ---

Base power: ---

Effect: Completely negates all attacks that turn.

#### 18 Rain dance

Type: Water

Base PP: 5

Accuracy: ---

Base power: ---

Effect: Powers up water type moves for 5 turns. Thunder is 100% accurate.

#### 19 Giga drain

Type: Grass

Base PP: 5

Accuracy: 100

Base power: 60

Effect: Returns half of damage done to foe to the users HP

#### 20 Safeguard

Type: Normal

Base PP: 25

Accuracy: ---

Base power: ---

Effect: Covers user and team and prevents any status problems.

#### 21 Frustration

Type: Normal

Base PP: 20

Accuracy: 100

Base power: ---

Effect: This attack is stronger the more your pokemon hates you.

#### 22 Solarbeam

Type: Grass

Base PP: 10

Accuracy: 100

Base power: 120

Effect: Charges for one turn and unleashes the next.

#### 23 Iron tail

Type: Steel

Base PP: 15  
Accuracy: 75  
Base power: 100  
Effect: 10% chance of lowering foes defense

#### 24 Thunderbolt

Type: Electric  
Base PP: 15  
Accuracy: 100  
Base power: 95  
Effect: 10% chance of paralyzing Foe

#### 25 Thunder

Type: Electric  
Base PP: 10  
Accuracy: 70  
Base power: 120  
Effect: 100% accurate with rain dance active.

#### 26 Earthquake

Type: Ground  
Base PP: 10  
Accuracy: 100  
Base power: 100  
Effect: Double damage on a pokemon using Dig.

#### 27 Return

Type: Normal  
Base PP: 20  
Accuracy: 100  
Base power: ---  
Effect: This attack is more powerful the more your pokemon loves you.

#### 28 Dig

Type: Ground  
Base PP: 10  
Accuracy: 100  
Base power: 60  
Effect: Cannot be hit while underground.

#### 29 Psychic

Type: Psychic  
Base PP: 10  
Accuracy: 100  
Base power: 90  
Effect: 10% chance of lowering SP.DEF

#### 30 Shadow ball

Type: Ghost  
Base PP: 15  
Accuracy: 100  
Base power: 80  
Effect: 10% chance of lowering SP.DEF

#### 31 Brick break

Type: Fighting  
Base PP: 15  
Accuracy: 100  
Base power: 75  
Effect: Shatters Light Screen and Reflect.

32 Double team

Type: Normal  
Base PP: 15  
Accuracy: ---  
Base power: ---  
Effect: Makes user more evasive

33 Reflect

Type: Psychic  
Base PP: 20  
Accuracy: ---  
Base power: ---  
Effect: Creates a wall of light that reduced Normal attacks by 50%

34 Shockwave

Type: Electric  
Base PP: 20  
Accuracy: ---  
Base power: 60  
Effect: An electric attack that always hits.

35 Flamethrower

Type: Fire  
Base PP: 15  
Accuracy: 100  
Base power: 95  
Effect: 10% chance of burning foe.

36 Sludge bomb

Type: Poison  
Base PP: 10  
Accuracy: 100  
Base power: 90  
Effect: 10% chance of poisoning Foe.

37 Sandstorm

Type: Rock  
Base PP: 10  
Accuracy: ---  
Base power: ---  
Effect: Creates a storm that hurts all types but rock, ground, and steel

38 Fire blast

Type: Fire  
Base PP: 5  
Accuracy: 85  
Base power: 120  
Effect: 10% chance of burning foe.

39 Rock Tomb

Type: Rock  
Base PP: 10  
Accuracy: 80  
Base power: 50  
Effect: Lowers speed of foe.

40 Aerial ace

Type: Flying  
Base PP: 20

Accuracy: ---  
Base power: 60  
Effect: A flying type attack that never misses.

#### 41 Torment

Type: Dark  
Base PP: 15  
Accuracy: 100  
Base power: ---  
Effect: Keeps the foe from using the same move in a row.

#### 42 Facade

Type: Normal  
Base PP: 20  
Accuracy: 100  
Base power: 70  
Effect: Raises users attack when paralyzed, burned, or poisoned.

#### 43 Secret power

Type: Normal  
Base PP: 20  
Accuracy: 100  
Base power: 70  
Effect: 10% chance of adding an effect based on where you are.

#### 44 Rest

Type: Normal  
Base PP: 20  
Accuracy: ---  
Base power: ---  
Effect: User regains all health and status but sleeps for 2 turns.

#### 45 Attract

Type: Normal  
Base PP: 10  
Accuracy: 100  
Base power: ---  
Effect: Makes the opposite gender less likely to attack.

#### 46 Thief

Type: Dark  
Base PP: 10  
Accuracy: 100  
Base power: 40  
Effect: ??% chance of stealing the foes held item.

#### 47 Steel wing

Type: Steel  
Base PP: 25  
Accuracy: 90  
Base power: 70  
Effect: N/A

#### 48 Skill swap

Type: Psychic  
Base PP: 10  
Accuracy: 100  
Base power: ---  
Effect: User trades Special abilities with the target.

49 Snatch

Type: Dark  
Base PP: 10  
Accuracy: 100  
Base power: ---  
Effect: Steals effects of the move the foe uses next.

50 Overheat

Type: Fire  
Base PP: 5  
Accuracy: 100  
Base power: 150  
Effect: Severely lower the SP.ATT of the user.

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6: Credits  
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[A006]

Credits go here in the event that I deem anybody worthy of credit.

Jeff Veasey AKA CJayC For the wonderful site to put it on. I appreciate the work you do for the site Jeff.

My best friends Josh and Emily because I friggin love them to death! You guys are the awesomest! ^\_^

Bryan D. for pointing aout about 2 dozen small errors in my guide.

Hydro Kirby for a move I left out and a couple errors.

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7: Contact information  
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[A007]

If for some reason you absolutely HAVE to reach me, or you spot an Error in my guide My Email is:  
Kirbyroks@gmail.com  
If you do Email me make sure you name this FAQ specifically. I have multiple FAQs out.

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