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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 for 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 increaces 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 increases 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  
~~~~~

[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.

END OF FILE

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