

RPG Materials

Big Eyes, Small Mouth

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Normal

Attract-Prevents Pokemon of the opposite gender from attacking 50% of the time 1-3 on a d6. 16 BP

Barrage-10 pts. of dmg. Attacks 6 times(each must be rolled for) 16 BP

Baton Pass-Swaps Pokemon. Any benefits are given to the new Pokemon. 8 BP

Belly Drum-Add 30 pts of dmg to any further attacks. Pokemon loses half(round up) of its HP. 8 BP

Bide-Pokemon waits for(1-3:2 turns,4-6:3 turns). At the end of the wait. It inflicts twice the damage that was inflicted upon it. Cost 8 BP

Bind-10 pts of Dmg, Opponent can't switch out. Continuous(1d6-1(minimum 2) 4 BP

Body Slam-45 pts of Dmg 2/6 chance of Paralyze Cost:12 BP

Charm-no Dmg. -3 to Opponent's Physical Attack.

Comet Punch-15 pts of Dmg. Attacks 1d6 times. 12 BP

Constrict-5 pts of Dmg. 1/6 chance of -1 to Opponent's initiative. 1 BP

Conversion-Changes own type to that of one of the user's moves. 4 BP

Conversion2-Changes own type into that of the type most resistant to the last move used by the opponent 4 BP

Conversion3-Changes own type to that of the opponent's type. 4 BP<RBY Conversion>

Cut-25 pts of dmg. Can cut down trees and underbrush. 7 BP

Defense Curl-10 pts of light armor(physical). If next attack is Rollout, Rollout's strength is doubled. 2 BP(6 BP if Pokemon has Rollout)

Disable-Opponent can't use last attack for 1d6 turns. 6 BP

Dizzy Punch-35 pts of Dmg. 2/6 chance of Confusion. 10 BP

Double Team-Pokemon's Dodge gets a 1 point bonus. 4 BP

Double Edge-60 pts of Dmg. 12 pts of dmg is inflicted upon user(no defense) 12 BP

Double Slap-15 pts of Dmg. Attacks 6 times(each must be rolled for). 24 BP

Egg Bomb-50 pts of dmg. Inaccurate. 9 BP

Encore-Opponent repeats last attack 1d6 times. 8 BP

Endure-User will have 1 HP remaining. Successive uses reduces chance of effectiveness. 12 BP
Turn
1:always
2:3 in 6 chance of working
3:2 in 6 chance of working
4:1 in 6 chance of working
5:auto failure

Explosion-120 pts of Dmg. User faints. 32 BP

Extreme Speed-40 pts of Dmg. +6 to Initiative. 20 BP

False Swipe-20 pts of Dmg. Always leave opponent with 1 HP. 6 BP

Flail-5 pts of Dmg. Every 10% of a Pokemon's HP that is missing increases the attack power by 5 pts. Up to 50 pts of Dmg. 4 BP

Flash-no dmg, -1 to opponent's accuracy. Lights dark areas. 4 BP

Focus Energy-Next attack has a +1 to Critical chance. 8 BP

Foresight-All accuracy and dodge reductions and bonuses are ignored, Ghost types can now be hit by Normal moves. 7 BP

Frustration-30 pts of dmg 8 BP

Fury Attack-15 pts of Dmg. Attacks 6 times(each must be rolled for). 24 BP

Fury Swipes-15 pts of Dmg. Attacks 6 times(each must be rolled for). 24 BP

Glare-No Damage, always Paralyzes Cost: 4BP

Growl-no dmg. Lowers opponent's physical attack by 2 pts. Ignores type. 4 BP

Growth-Size Change(growth) Lvl:4 4 BP

Guillotine-90 pts of dmg Inaccurate(-3) 12 BP

Harden-Light Armor(physical) level 5, has to be raised in increments of 2 each turn. 3 BP

Headbutt-30 pts of dmg, 2/6 chance of Flinch 12 BP

Heal Bell-All status conditions of Pokemon are cured. 10 BP

Hidden Power-30 pts of dmg. Type is determined for each Pokemon. 8 BP

Horn Attack-30 pts of dmg. 8 BP

Horn Drill-90 pts of dmg Inaccurate(-3) 12 BP

Hyper Beam-75 pts of Dmg. User can't do anything on the turn following. 16 BP

Hyper Fang-40 pts of dmg 1/6 chance of Flinch. 11 BP

Leer-no dmg, opponent's physical armor is reduced by 10 points. Ignores type. 4 BP

Lock On-No Dmg. Next Attack always hits. 8 BP

Lovely Kiss-No Dmg, Opponent goes to Sleep Inaccurate(-1). 8 BP

Mean Look-Opponent can't switch out or run. 4 BP

Mega Kick-60 pts of dmg. Inaccurate(-1) 12 BP

Mega Punch-45 pts of Dmg. 12 BP

Metronome-Random move(save Metronome, Transform, Sketch, & Mimic) 4 BP

Milk Drink-50 pts Healing. When used on other Pokemon, user takes 10 pts of Dmg(no defenses) 9 BP

Mimic-Copies an opponent's attack. Trainer's choice. 8 BP

Mind Reader-No Dmg. Next Attack always hits. 8 BP

Minimize-Size Change(shrinking) Lvl:4 4 BP

Moonlight-45 pts of self healing. (15 pts on a clear day. 30 pts in cloudy and rainy days. 45 at night.) 8 BP

Morning Sun-45 pts of self healing. (15 pts at night. 30 pts in cloudy and rainy days. 45 on a clear day.) 8 BP

Pain Split-User and opponent's HP are combined and half are give to each(Up to maximum HP) 10 BP

Pay Day-20 pts of dmg. Each use produces a
Pokemon's BP in pennies. 8 BP

Perish Song-Both Pokemon will faint in 3 turns,
unless either is switched. 20 BP

Pound-20 pts of dmg. 5 BP

Present-does 15, 30 or 45 pts of dmg or gives
opponent 30 HP back. 8 BP
1-15 2-30 3-45 4-heals 30 5-15 6-30

Protect-Automatic dodge. Successive uses
reduces chance of effectiveness. 8 BP
Turn
1:always
2:3 in 6 chance of working
3:2 in 6 chance of working
4:1 in 6 chance of working
5:auto failure

Psych Up-Any beneficial effects on Opponent's
Pokemon will now be applied to user. 10 BP

Quick Attack-20 pts of Dmg. +6 to Initiative.
12 BP

Rage-10 pts of dmg. Power increases by 5 each time
Pokemon is damaged. 4 BP

Rapid Spin-10 pts of Dmg. Bind, Leech Seed, Wrap,
Spider Web, and Mean Look are broken.
4 BP

Razor Wind-40 pts of dmg. +1 to Critical. 15 pts

Recover-60 pts of healing 16 pts

Return-30 pts of dmg. 8 BP

Roar-Wild Pokemon flee, Opponent switches Pokemon
6 BP

Safeguard-Protects all of a Trainer's Pokemon from
Status affects for 5 turns. 10 BP

Scary Face-no dmg. -2 to opponent's initiative.
8 BP

Scratch-20 pts of dmg. 5 BP

Screech-no dmg. Lowers opponent's armor by 20 pts
8 BP

Self Destruct-90 pts of dmg. User faints 24 BP

Sharpen-User's attack raises by 1 point

Sing-No Dmg, Opponent goes to Sleep
Inaccurate(-1). Ignores Type 12 BP

Sketch-Copies the last Pokemon attack seen. 4 BP

Skull Bash-50 pts of dmg. Attacks second turn.
10 pts of light armor(physical) after
attack. 11 BP

Slam-45 pts of dmg 12 BP

Slash-30 pts of dmg. +1 critical. 12 BP

Sleep Talk-randomly uses one of a sleeping Pokemon's
moves. 10 BP

Smokescreen-Opponent's accuracy is lowered by 1

Snore-20 pts of dmg, 2/6 chance of Flinch. Can only
be used while asleep. 4 BP

Softboiled-50 pts Healing. When used on other
Pokemon, user takes 10 pts of Dmg(no
defenses) 9 BP

Sonicboom-10 pts of dmg, double penetrating, cannot
critical. Does not receive type bonus.
Cost:2 BP

Spike Cannon-10 pts of dmg. Attacks 6 times(Each
must be rolled for) 16 BP

Splash-Jump 1 Cost:1 BP

Stomp-30 pts of dmg, 2/6 chance of Flinch. 12 BP

Strength-4 levels of SuperStrength 12 BP

Struggle-30 pts of dmg. 8 pts of dmg to user(no
defense) 4 BP

Substitute-25% of HP dmg to user. A decoy will be
created that will block until
destroyed(has the HP used in creation)
8 BP

Super Fang-Opponent's HP is reduced to half. 12 BP

Supersonic-no dmg. Confusion. Ignores Type
Inaccurate. 8 BP

Swagger-no dmg. Confusion. Raises opponent's
physical attack by 1. 4 BP

Sweet Kiss-no dmg. Confusion. Ignores Type 12 BP

Sweet Scent-attracts wild Pokemon. -1 to opponent's
Dodge 6 BP

Swift-30 pts of Dmg, Unaffected by accuracy lowering
attacks Cost:12 BP

Swords Dance-Physical attack is raised by 3 points
8 BP

Tackle-Dmg 15 Melee Accurate Cost:4 BP

Tail Whip-reduces opponent's armor(physical)
by 2 pts. 1 BP

Take Down-45 pts of dmg. 10 pts of dmg to user(no
defense) 8 BP

Thrash-45 pts of dmg. 2-3 turns(1d2+1) Confused
at end Cost:4 BP

Transform-Metamorphosis Self Cost:25 BP

Tri Attack-45 pts of dmg. 2/6 chance of inflicting
a Status Effect 16 BP

1-2: Paralyze 3-4: Burn 5-6:

Freeze

Vicegrip-30 pts of dmg 8 BP

Whirlwind-Wild Pokemon flee, Opponent switches
Pokemon 6 BP

Wrap-5 pts of dmg, trap and dmg for 1d6-1
turns(minimum 2) Cost:4 BP

Fire

Ember-20 pts of Dmg 1/6 chance of Burn Cost:6 BP

Fire Blast-60 pts of Dmg 1/6 chance of Burn
Inaccurate -1 Cost:12 BP

Fire Punch-40 pts of Dmg 1/6 chance of Burn
Cost:10 BP

Fire Spin-5 pts of Dmg, hold and dmg for 1d6-1
turns(minimum 2), Inaccurate -2 Cost:1 BP

Flamethrower-45 pts of Dmg 1/6 chance of Burn
Cost:12 BP

Flame Wheel-30 pts of Dmg, 1/6 chance of Burn, Cures
Freeze(able to use during Freeze)
Cost:12 BP

Sacred Fire-50 pts of dmg, 3/6 chance of Burn, Cure
Freeze(Able to use during Freeze)
Cost:18 BP

Sunny Day-Environmental Control 3 Fire Attacks are
doubled, Water Attacks are halved, Solar
Beam doesn't need a round to charge up

Thunder becomes highly inaccurate(-4 BP).
Freeze not possible.
Cost:8 BP

Water

Bubble-10 pts of Dmg. 1/6 chance of reducing speed
Cost:2 BP

Bubblebeam-30 pts of Dmg. 1/6 chance of reducing
speed Cost:8 BP

Clamp-15 pts of dmg, holds and dmgs for 1d6-1
turns(Minimum 2), Inaccurate -2
Cost:4 BP

Crabhammer-45 pts of Dmg, Inaccurate -1 Cost:8 BP

Hydropump-60 pts of Dmg, Inaccurate -2 Cost:8 BP

Octazooka-15 pts of Dmg, Inaccurate -1, 3/6 chance
of applying -1 to opponent's accuracy
Cost:8 BP

Rain Dance-Environmental Control 3 Water Attacks are
doubled, Fire Attacks are halved, Solar
Beam needs 2 rounds to charge up Thunder
becomes Hyper Accurate(+4BP) Cost:8 BP

Surf-45 pts dmg cost:12 BP

Water Gun-15 pts of dmg Cost:4 BP

Waterfall-30 pts dmg cost:8 BP

Whirlpool-5 pts of dmg, trap and dmg for 1d6-1
turns(minimum 2) Inaccurate -2 Cost:1 BP

Withdraw-Light Armor(Physical) level 6, Has to be
raised in increments of 5 each turn
Cost:4 BP

Grass

Absorb- Bubble-10 pts of Dmg. Refills health by
half of damage delivered Cost:4 BP

Cotton Spore-No Dmg, -2 to opponent's initiative.
8 BP

Giga Drain-30 pts of Dmg. Refills health by
half of damage delivered Cost:12 BP

Leech Seed-no dmg. Does no affect Flying or Grass
Drains 5 HP(no defenses) and gives

them

to the out Pokemon, until battle is over
4 BP

Mega Drain-15 pts of Dmg. Refills health by
half of damage delivered Cost:8 BP

Petal Dance-45 pts of dmg. 2-3 turns(1d2+1) Confused
at end Cost:4 BP

Razor Leaf-30 pts of Dmg. +1 to Critical chance
Cost:8 BP

Sleep Powder-No Dmg, Opponent goes to Sleep
Inaccurate(-1). 8 BP

Solar Beam-60 pts of Dmg. Takes one turn to build.
Cost:12 BP

Spore-No dmg. Opponent goes to Sleep. Always hits
16 Pts

Stun Spore- No Dmg, Opponent becomes Paralyzed
Inaccurate(-1). 8 BP

Synthesis-45 pts of self healing. (15 pts at night.
30 pts in cloudy and rainy days. 45 on a
clear day.) 8 BP

Vine Whip-15 pts of dmg Cost:4 BP

Electric

Spark-30 pts of Dmg 3/6 chance of Paralyze
Cost:12 BP

Thunder-60 pts of Dmg 1/6 chance of Paralyze
Inaccurate -1 Cost:12 BP

Thunderbolt-45 pts of Dmg 1/6 chance of Paralyze
Cost:12 BP

Thunder Punch-30 pts of Dmg 1/6 chance of Paralyze
Cost:8 BP

Thundershock-15 pts of Dmg 1/6 chance of Paralyze
Cost:4 BP

Thunder Wave-No Damage, always Paralyzes Cost: 4BP

Zap Canon-50 pts of dmg Always Paralyze,
Inaccurate(-2) Cost:14 BP

Ice

Aurora Beam-30 pts of Dmg. 1/6 chance of reducing
opponents physical attack strength by 2
Cost:8 BP

Blizzard-60 pts of Dmg 1/6 chance of Freeze
Inaccurate -1 Cost:12 BP

Haze-Cures all Status condition's of User and
Opponent. 8 BP

Ice Beam-45 pts of Dmg 1/6 chance of Freeze
Cost:12 BP

Ice Punch-30 pts of Dmg 1/6 chance of Freeze
Cost:8 BP

Icy Wind-25 pts of Dmg. 1/6 chance of reducing
Initiative by 1 Cost:6 BP

Mist-Prevents any stat lowering side effects from an
Opponent's attack. 8 BP

Powder Snow-15 pts of Dmg 1/6 chance of Freeze

Cost:4 BP

Fighting

Counter-Attacks second, Does x2 dmg that an opponent
has just inflicted using physical attacks.
10 BP

Cross Chop-50 pts of Dmg, +1 to Critical. 18 BP

Detect-Automatic dodge. Successive uses
reduces chance of effectiveness. 8 BP
Turn
1:always

2:3 in 6 chance of working
3:2 in 6 chance of working
4:1 in 6 chance of working
5:auto failure

Double Kick-15 pts of Dmg. Attacks twice in one
turn. 8 BP

Dynamic Punch-50 pts of Dmg. If it hits, it
confuses Opponent. Inaccurate(-2)
9 BP

Hi Jump Kick-45 Pts of Dmg. If it misses, User takes
10 Pts of Dmg(no defenses). 8 BP

Jump Kick-30 Pts of Dmg. If it misses, User takes
5 Pts of Dmg(no defenses). 4 BP

Karate Chop-25 Pts of Dmg. +1 Critical. 14 BP

Low Kick-25 pts of Dmg. 2/6 chance of Flinch. 14 BP

Mach Punch-20 pts of Dmg. +6 to Initiative. 12 Pts

Reversal-5 pts of Dmg. Every 10% of a Pokemon's HP
that is missing increases the attack power
by 5 pts. Up to 50 pts of Dmg. 4 BP

Rock Smash-10 pts of Dmg. Reduces an opponent's
physical armor by 5 pts. 3 BP

Rolling Kick-30 pts of Dmg. Inaccurate.
2/6 chance of Flinch. 8 BP

Seismic Toss-30 pts of dmg. double penetrating
Cannot critical, does not receive type
bonus Cost:8 BP

Submission-40 pts of Dmg. Inaccurate.
10 pts of dmg to Pokemon(no defense)
5 BP

Triple Kick-5 Attack three times in one round.
Power increases until a miss occurs.
8 BP

Vital Throw-35 Pts of Dmg. Attacks second. Next
attack will always hit(no chance of
critical). 12 BP

Poison

Acid-20 pts of Dmg. 1/6 chance of lowering
opponent's Physical armor by 10 points. 5 BP

Acid Armor-Increase Physical defense by 10 pts.
4 BP

Poison Gas-No Dmg, Inaccurate(-2), Opponent becomes
Poisoned. 4 BP

Poison Sting-10 pts of Dmg 2 in 6 chance of
Poisoning 3 BP

Poison powder-No Dmg, Opponent becomes Poisoned
Inaccurate(-1). 8 BP

Sludge-30 pts of Dmg, 2/6 chance of Poison. 12 BP

Sludge Bomb-45 pts of Dmg, 2/6 chance of Poison

16 BP

Smog-10 pts of Dmg, 1/6 chance of Poison. 2 BP

Toxic-No Dmg, Opponent becomes poisoned. Damage increases by 5 pts each turn. 16 BP

Ground

Bone Club-30 pts of Dmg, 1/6 chance of Flinch 8 BP

Bone Rush-15 pts of dmg. Attacks 1d6 times in the same round. 12 BP

Bonemerang-25 pts of Dmg. Attacks twice in one round. 14 BP

Dig-30 pts of Dmg, Pokemon digs(normally can't be hit)and strikes on the second round. 8 BP

Earthquake-45 pts of Dmg. X2 Dmg against Pokemon using Dig. 12 BP

Fissure-60 pts of Dmg Quake, Inaccurate(-3) 8 BP

Magnitude-1d6*10 Dmg. X2 Dmg against Pokemon in the middle of Dig 8 BP

Mud Slap-15 pts of Dmg, 1/6 chance of Reducing opponent's accuracy by 1 point

Sand Attack-No Dmg, Ignores type, -1 to Opponent's accuracy after every successful use. 8 BP

Spikes-5 pts of Dmg(No defenses), only affects Pokemon that switch into the middle of combat. 1 BP

Flying

Aeroblast- 50 pts of Dmg, +1 to Critical chance 18 BP

Drill Peck-45 pts of Dmg 12 BP

Fly-35 pts of Dmg, Flies into the air(normally can't be hit)for a turn and attacks on the following turn. Can't hit ground 6 BP

Gust-20 pts of Dmg, x2 dmg if Opponent is Flying 10 BP

Mirror Move-Copies the last Pokemon attack seen. 4 BP

Peck-15 pts of Dmg 4 BP

Sky Attack-70 pts of Dmg, takes a round to charge up
14 BP

Wing Attack-30 pts of Dmg. 8 BP

Psychic

Agility-Initiative +2 4 BP

Amnesia- Heavy Armor(energy) 20 Pts. 4 BP

Barrier-Heavy Armor(physical) 20 Pts. 4 BP

Confusion-25 pts of Dmg, 1/6 chance of Confusion
6 BP

Dream Eater-50 pts of Dmg. Refills health by
half of damage delivered. Only affects
Sleeping Opponents Cost:12 BP

Future Sight-40 pts of Dmg, Attack hits opponent 2
turns later. 9 BP

Hypnosis-No Dmg, Opponent goes to Sleep
Inaccurate(-1). Ignores Type 12 BP

Kinesis-No Dmg, Ignores type, -1 to Opponent's
accuracy after every successful use.
8 BP

Light Screen-Light Armor(energy) 10 Pts for 5 turns.
2 BP

Meditate-

Physical Attack power raised by 2

Mirror Coat-Attacks second, Does x2 dmg that an
opponent has just inflicted using
special attacks. 10 BP

Psybeam-30 pts of Dmg, 1/6 chance of Confusion.
8 BP

Psychic-45 pts of Dmg, 1/6 chance of reducing
Special Defense. 12 BP

Psywave-1d6*10 Dmg. 8 BP

Reflect-

Light Armor(physical) 10 Pts for 5 turns.
2 BP

Rest-Pokemon goes to Sleep. All HP restored. 12 BP

Teleport-Level 4. 40 BP

Bug

Fury Cutter-5 pts of Dmg, x2 dmg each turn until
Pokemon misses. 4 BP

Leech Life-10 Pts of Dmg, Half of damage done
restores a Pokemon's HP 4 BP

Megahorn-60 pts of Dmg, Inaccurate -2 Cost:8 BP

Pin Missile-10 pts of Dmg, 6 pins are fired. Each
pin is rolled for separately. 16 BP

Spider Web-Opponent can't switch out or run. 4 BP

String Shot-no Damage, Tangle(15 pts) Cost: 0 BP

Twinneedle-15 pts of dmg*2. Each attack is rolled
for separately. 1/6 chance for each pin
to inflict Poison 8 BP

Rock

Ancient Power-30 pts of Dmg, 1/6 chance of
temporarily raising all a Pokemon's
stats by 1 point and armor by 10 pts.
8 BP

Rock Slide-40 pts of Dmg, 2/6 chance of Flinching.
10 BP

Rock Throw-25 Pts of Dmg. 6 BP

Rollout-15 pts of Dmg. Attacks for 5 turns, each
successive hit does 5 more pts of dmg than
the previous attack. 8 BP

Sandstorm-5 Pts of Dmg(No defenses) for 5 turns
Area. can't hurt Rock, Ground, or Steel.
4 BP

Ghost

Confuse Ray- no dmg. Confusion. Ignores Type 12 BP

Destiny Bond-If user faints this turn, opponent
faints as well. 12 BP

Lick-10 pts of Dmg. 2/6 chance of Paralyze
Cost:3 BP

Nightmare-10 pts of dmg(no defense). Continuous.
Only affects sleeping Pokemon. 2 BP

Night Shade-30 pts of dmg. double penetrating
Cannot critical, does not receive type
bonus Cost:8 BP

Shadow Ball-45 pts of Dmg. 1/6 chance of reducing an
opponent's physical armor by 10 points.
Cost:12 BP

Spite-no dmg, drains energy points(15 pts) Cost:4 BP

Dragon

Dragonbreath-30 pts of Dmg. 2 in 6 chance of
paralyze Cost:8 BP

Dragon Rage-15 pts, double penetrating, cannot
critical, does not receive type bonus.
Cost:4 BP

Outrage-45 pts of dmg. 2-3 turns(1d2+1) Confused at
end Cost:4 BP

Twister-15 pts of Dmg, double dmg if opponent is
flying Cost:8 BP

Dark

Beat Up-5 to 30 pts of dmg(Every healthy Pokemon on
team ups the damage by 5) Cost:4 BP

Bite-30 pts of Dmg. 2 in 6 chance of Flinch
Cost:12 BP

Crunch-45 pts of Dmg 1/6 chance of reducing Armor by
10 pts Cost:12 BP

Faint Attack-30 pts of Dmg, can hit during Dig or
Fly. Unaffected by accuracy lowering
attacks Cost:16 BP

Pursuit-15 pts of Damage, double damage if opponent
switches or flees Cost:8 BP

Theif-15 pts of Damage, steals any item held by wild
Pokemon Cost:4 BP

Steel

Iron Tail-45 pts of Dmg, 2 in 6 chance of reducing

opponents physical armor by 10 pts,
Inaccurate(-2) Cost:12 BP

Metal Claw-30 pts of Dmg, 1 in 6 chance of
increasing physical power by 2 pts.
Cost:8 BP

Steel Wing-30 pts of Dmg, 1 in 6 chance of
increasing physical defense by 2 pts.
Cost:8 BP

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Curse-If used by Ghosts, own HP is cut in half and
the damage taken is felt each turn by
opponent, until one or the other faints.
Otherwise, -1 to Initiative, +2 to Energy and
Physical Defense +2 to Physical & Energy
Attack Cost:8 BP

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No type bonuses: no focussed damage bonus and no reaction due
to type other than cannot hit

Status Ailments:

Burn-5 pts of dmg(no defense) each turn in combat.

Poison-5 pts of dmg(no defense) each turn in and out of combat.

Freeze-Unable to move.

Paralyze-3/6 chance of being unable to move.

Confusion-3/6 chance of attacking self with attack. Each turn Pokemon gets a
Mind stat check to shake off Confusion

Sleep-Unable to move. Each turn Pokemon gets a Body stat check to wake up.

Flinch-Lose next attack

Physical Attacks:

Normal, Rock, Ground, Steel, Fighting, Flying, Bug, Ghost, Poison

Special Attacks:

Fire, Water, Grass, Ice, Dragon, Electric, Dark, Psychic

Johto

Pallet:

=====
Ash Ketchum-Body:4 Mind:3 Soul:5 HP:55 EP:60
Damn! Healthy:2 (20 pts)
Energy Bonus:2 (20 pts)

Own Pet Monster(Total Levels):120(100 BP*6<OPM Lvl:20>
 Pikachu(100), Bulbasaur(80), Totodile(50)
 Bayleef(60), Cyndaquil(50), Noctowl(50)
 Train Cute Monster:1
 Inspire Monster
 Skills: Cooking 2, Swimming 2, Riding 3,
 Wilderness Survival 3
 Personal Gear:3
 Animal Friendship:2
 Organizational Ties(Oak Labs):1
 Easily Distracted:1(New Wild Pokemon)
 Nemesis(Rival):2 (Gary Oak, Team Rocket Jesse & James)

Delia Ketchum-Body:5 Mind:3 Soul:4 HP:40 EP:35
 Own Pet Monster:6(30 BP)
 Mr. Mime(30 BP)
 Skills: Cooking 4, Navigation 3, Swimming 3, Medical 1

Professor Samuel Oak Body:3 Mind:6 Soul:5 HP:45 EP:55
 Highly Skilled:6
 Train Cute Monster:3
 Feed Monster, Nurse Monster, Analyze Monster
 Skills: Biological Sciences 6, Wilderness Tracking 4,
 Medical 3, Cooking 1, Law 3, Sports 5
 Electronics 5, Mechanics 5
 Personal Gear:6
 Organizational Ties(Oak Labs):3

Gary Oak-Body:3 Mind:3 Soul:4 HP:30 EP:35
 Train Cute Monster:2
 Analyze Monster, Monster Tactics
 Own Pet Monster(Total Levels):120(100 BP*6<OPM lvl 20>
 Umbreon(100), Nidoqueen(90), Alakazam(90)
 Graveler(80), <starter>(100), <????>(85)

 Viridian City

=====
 Giovanni

Richie

 Pewter City

=====
 Brock-Body:4 Mind:3 Soul:4 HP:35 EP:35
 Organizational Ties(Pewter City Gym):2
 Train Cute Monster:5
 Analyze Monster, Breed Monster, Feed Monster
 Nurse Monster, Monster Tactics
 Highly Skilled:5
 Skills: Wilderness Survival 4, Cooking 5, Medical 2
 Swimming 2, Biological Sciences 2, Law 1
 Animal Training 4
 Easily Distracted(Pretty Girls):2
 Own Pet Monster(Total Levels):70
 Onix(90), Crobat(80), Geodude(80), Pineco(50)

Flint-Body:4 Mind:3 Soul:3 HP:35 EP:30
 Organizational Ties(Pewter City Gym):2
 Train Cute Monsters:2

Analyze Monsters, Monster Tactics
Skills: Biological Science 2, Mechanics 3
Business Management 2, Electronics 2
Own Pet Monster(Total Levels):22
Geodude(50), Onix(60)

Cerulean City

=====
Misty-Body:3 Mind:4 Soul:3 HP:35 EP:35
Organizational Ties(Cerulean City Gym):2
Skills: Swimming 4, Riding 2, Wilderness Survival 2
Boating 3, Performing Arts 4

Daisy
Organizational Ties(Cerulean City Gym):2

Violet
Organizational Ties(Cerulean City Gym):2

Lilly
Organizational Ties(Cerulean City Gym):2

Vermillion City

=====
Lt. Surge

Saffron City

=====
Sabrina

Sabrina's father

Sabrina's mother

Duplica

Fusica City

=====
Koga

Janine

Ia

Game Warden

Celadon City

=====
Erika

Cinnabar Island

=====
Blaine

Todd 'Snap' Wilson

Indigo Plateau

=====
President

Lance

Agatha

Loreli Prima

Bruno

Orange Islands

Tracey Sketchit

Drake

=====
Kanto

New Bark Town

Professor Elm

Casey

=====
Cherrygrove City

Violet City

=====
Falkner

Azalea Town

=====
Kurt

Kurt's granddaughter

Bugsy

Farfetch'd boy

Boy's father

Goldenrod City

=====
Whitney

Whitlin

Salon Brothers

Buena

Ecrutank City

=====
Morty

Nurse Joy

Officer Jenny

=====
Name: BP COST
=====

Abra: 8 BP
Body:1 Mind:2 Soul:2 HP:15 EP:20
Psychic(-1 BP)
Speed: 3 BP
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Aerodactyl: 35 BP
Body:5 Mind:3 Soul:3 HP:40 EP:30
No Arms:-2 BP
Rock/Flying(2 BP)
Speed:3
Limited Ground Movement:-1 BP
Flight:3 12 BP
Focussed Damage: 3 BP
Light Armor(Energy):25 pts 5 BP
Light Armor(Physical):30 pts 6 BP

Aipom: 15 BP
Body:3 Mind:2 Soul:2 HP:25 EP:20
Normal (2 BP)
Extra Limb: 1(tail)
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Alakazam: 19 BP
Body:3 Mind:5 Soul:5 HP:40 EP:50
Psychic(-1 BP)
Speed: 3 BP
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):25 pts 5 BP

Ampharos: 25 BP
Body:4 Mind:6 Soul:4 HP:50 EP:50
Electric(2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):30 pts 6 BP
Light Armor(Physical):20 pts 4 BP

Arbok: 28 BP
Body:4 Mind:3 Soul:3 HP:35 EP:30
Poison(2 BP)
Focussed Damage: 3 BP
Tunneling:4 8BP
No hands:-2
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Arcanine: 25 BP

Body:5 Mind:7 Soul:5 HP:60 EP:60
Fire(1 BP)
No Hands:-2 BP
Focussed Damage: 5 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Ariados: 13 BP
Body:4 Mind:3 Soul:3 HP 35 EP 30
Bug/Poison (2 BP)
Not so Fast -1 BP
Not so Strong -1 BP
No Arms -1 BP
Focused Dmg:3 BP
Light Armor(Energy):3 BP(15 pts)
Light Armor (Physical):3 BP(15 pts)

Articuno: 40 BP
Body:6 Mind:7 Soul:7 HP:75 EP:70
Ice/Flying (0 BP)
Flying:3 (12 BP)
Damn! Healthy:1 BP (10pts)
Awkward Size:-1
No hands:-2
Limited ground speed:-1
Focussed Damage: 4 BP
Light Armor(Energy):25 pts 5 BP
Light Armor(Physical):25 pts 5 BP

Azumaril: 18 BP
Body:3 Mind:4 Soul:3 HP:35 EP:35
Water (2 BP)
Water Movement:1 (3 BP)
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Bayleef: 12 BP
Body:3 Mind:4 Soul:3 HP 35 EP 35
Grass(0 BP)
One Arm:-1 BP
Focused Damage: 4 BP
Light Armor(Energy):2 BP(10 pts)
Light Armor(Physical):2 BP(10 pts)

Beedrill: 15 BP
Body:4 Mind:3 Soul:3 HP 35 EP 30
Bug/Poison (2 BP)
Flying:1(4 BP)
Not so Fast -1 BP
Not so Strong -1 BP
No Arms -1 BP
Focused Dmg:3 BP
Light Armor(Energy):2 BP(10 pts)
Light Armor (Physical):2 BP(10 pts)

Belloso: 18 BP
Body:4 Mind:4 Soul:5 HP 20 EP 20
Grass (0 BP)
Focused Damage: 3 BP
Light Armor(Energy):4 BP(20 pts)
Light Armor(Physical):4 BP(20 pts)

Bellsprout: 10 BP
Body:2 Mind:2 Soul:2 HP 20 EP 20
Grass/Poison(2 BP)
Focused Damage: 3 BP
Light Armor(Energy):2 BP(10 pts)
Light Armor(Physical):1 BP(5 pts)

Blastoise: 27 BP
Body:6 Mind:7 Soul:5 HP:35 EP:35
Water (2 BP)
Water Movement:2 (6 BP)
Focussed Damage: 4 BP
Heavy Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Blissey: 36 BP
Body:9 Mind:6 Soul:6 HP:135 EP:60
Normal(2 BP)
Damn! Healthy:6 BP(60 pts)
Not so Strong:-2 BP
Focussed Damage: BP
Light Armor(Energy):30 pts 6 BP
Light Armor(Physical):20 pts 4 BP

Bulbasaur: 8 BP
Body:2 Mind:2 Soul:2 HP 20 EP 20
Grass/Poison(2 BP)
One Arm:-1 BP
Focused Damage: 3 BP
Light Armor(Energy):1 BP(5 pts)
Light Armor(Physical):1 BP(5 pts)

Butterfree: 11 BP
Body:2 Mind:4 Soul:2 HP 30 EP 30
Bug/Flying (2 BP)
Focused Dmg: 2 pts
Flying:1 (4 BP)
Not so Fast -1 BP
No Arms -1 BP
Not so Strong -1 BP
Light Armor(Energy):1 BP(5 pts)
Light Armor (Physical):1 BP(5 pts)

Caterpie: -7 BP
Body:2 Mind:1 Soul:1 HP 15 EP 10
Bug (0)
Cannot use TM's or HM's -2 BP

Limited Move Selection -1 BP(Tackle, String Shot)
Not so Fast -1 BP
Not so Strong -1 BP
No Arms -2 BP
Light Armor(Energy):1/2 BP(2 pts)
Light Armor (Physical):1/2 BP(2 pts)

Celbei: 25 BP
Body:4 Mind:5 Soul:4 HP:40 EP:35
Grass/Psychic(-2 BP)
Flight:1 4 BP
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Chansey: 27 BP
Body:8 Mind:4 Soul:4 HP:120 EP:40
Normal(2 BP)
Damn! Healthy:6 BP(60 pts)
Not so Strong:-2 BP
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):10 pts 2 BP

Charizard: 36 BP
Body:7 Mind:6 Soul:4 HP:65 EP:50
Fire/Flying (7 BP)
Flying:2 (8 BP)
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Charmander: 8 BP
Body:2 Mind:2 Soul:2 HP:20 EP:20
Fire(1 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Charmeleon: 15 BP
Body:4 Mind:4 Soul:3 HP:40 EP:35
Fire(1 BP)
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Chikorita: 6 BP
Body:2 Mind:2 Soul:2 HP 20 EP 20
Grass(0 BP)
One Arm:-1 BP
Focused Damage: 3 BP
Light Armor(Energy):1 BP(5 pts)
Light Armor(Physical):1 BP(5 pts)

Chinchou: 12 BP
Body:3 Mind:2 Soul:2 HP:25 EP:20
No Arms:-2 BP
Limited Ground Movement: -2 BP
Water/Electric (4 BP)
Water Movement:1 (3 BP)
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):5 pts 1 BP

Clefable: 20 BP
Body:3 Mind:4 Soul:3 HP:35 EP:35
Normal (2 BP)
Damn! Healthy:1 (10 pts)
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Clefairy: 12 BP
Body:2 Mind:3 Soul:2 HP:25 EP:25
Normal (2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Cleffa: 6 BP
Body:1 Mind:2 Soul:1 HP:15 EP:15
Normal (2 BP)
Focussed Damage: 3 BP
Inept Combat: -1
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Cloyster: 35 BP
Body:5 Mind:3 Soul:3 HP:25 EP:20
No Arms:-2 BP
Limited Ground Movement: -1 BP
Water (2 BP)
Water Movement:1 (3 BP)
Focussed Damage: 3 BP
Light Armor(Energy):25 pts 5 BP
Light Armor(Physical):40 pts 8 BP

Corsola: 22 BP
Body:3 Mind:3 Soul:3 HP:30 EP:30
Water/Rock (0 BP)
Water Movement:2 (6 BP)
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Crobat: 35 BP
Body:4 Mind:4 Soul:4 HP:40 EP:40
No Arms:-2 BP
Poison/Flying(6 BP)

Speed:5
Limited Ground Movement:-1 BP
Flight:2 8 BP
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Croconaw: 21 BP
Body:5 Mind:3 Soul:3 HP:35 EP:30
Water (2 BP)
Water Movement:2 (6 BP)
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 2 1/2 BP
Light Armor(Physical):15 pts 2 1/2 BP

Cubone: 15 BP
Body:3 Mind:2 Soul:2 HP:25 EP:20
Ground(3 BP)
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Cyndaquil: 6 BP
Body:2 Mind:2 Soul:2 HP:20 EP:20
No Arms:-2 BP
Fire(1 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Delibird: 24 BP
Body:3 Mind:3 Soul:3 HP:30 EP:30
Ice/Flying(0 BP)
Flight:2 8 BP
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):10 pts 2 BP

Dewgong: 19 BP
Body:5 Mind:4 Soul:3 HP:25 EP:20
No Arms:-2 BP
Limited Ground Movement: -1 BP
Water/Ice (0 BP)
Water Movement:1 (3 BP)
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Diglett: 16 BP
Body:3 Mind:3 Soul:3 HP:20 EP:30
Ground (3 BP)
No Hands: -1 BP
Speed:3 3BP
Tunneling:4 8BP
Focussed Damage: 3 BP

Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP
Not so tough:-1 (10 pts)

Ditto: 3 BP
Body:2 Mind:2 Soul:2 HP:20 EP:20
Normal(3 BP)
Cannot use TM's or HM's -2 BP
One Move Selection: -2 BP(Transform)
No Arms -2 BP
Focused Damage: 4 BP

Dodrio: 20 BP
Body:4 Mind:4 Soul:3 HP:40 EP:35
No Arms:-2 BP
Speed:5 (5 BP)
Normal/Flying(5 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Doduo: 14 BP
Body:2 Mind:3 Soul:2 HP:25 EP:25
No Arms:-2 BP
Speed:3 (3 BP)
Normal/Flying(5 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Donphan: 13 BP
Body:5 Mind:3 Soul:3 HP:40 EP:30
Ground(3 BP)
No Arms -2 BP
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Dragonair: 25 BP
Body:4 Mind:5 Soul:4 HP:45 EP:45
Dragon (2 BP)
Awkward Size:-1
Water Movement:2 (6 BP)
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Dragonite: 55 BP
Body:7 Mind:6 Soul:5 HP:45 EP:45
Flying/Dragon (5 BP)
Damn! Healthy:2(20 pts)
Awkward Size:-2
Flight:4 (16 BP)
Water Movement:2 (6 BP)
Focussed Damage: 3 BP

Light Armor(Energy):35 pts 7 BP
Light Armor(Physical):30 pts 6 BP

Dratini: 18 BP
Body:3 Mind:3 Soul:3 HP:30 EP:30
Dragon (2 BP)
Water Movement:2 (6 BP)
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Drowzee: 13 BP
Body:3 Mind:4 Soul:3 HP:35 EP:35
Psychic(-1 BP)
Not so fast:-1
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Dugtrio: 26 BP
Body:4 Mind:4 Soul:4 HP:30 EP:40
Ground (3 BP)
No Hands: -1 BP
Speed:4 4BP
Tunneling:4 8BP
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP
Not so tough:-1 (10 pts)

Dunsparce: 15 BP
Body:3 Mind:2 Soul:2 HP:55 EP:20
Normal (2 BP)
No Hands: -1 BP
Damn! Healthy:3 BP (30pts)
Not so fast:-1 BP
Tunneling:4 8BP
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Eevee: 10 BP
Body:3 Mind:3 Soul:3 HP:30 EP:30
Normal (2 BP)
No Hands: -2 BP
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Ekans: 23 BP
Body:3 Mind:2 Soul:3 HP:25 EP:25
Poison(2 BP)
Focussed Damage: 3 BP
Tunneling:4 8BP
No hands:-2

Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Electabuzz: 21 BP
Body:4 Mind:5 Soul:4 HP:20 EP:20
Electric(2 BP)
Focussed Damage: 4 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):10 pts 2 BP

Electrode: 27 BP
Body:3 Mind:6 Soul:3 HP:45 EP:45
Electric(2 BP)
No hands: -2
Speed:6
Focussed Damage: 3 BP
Light Armor(Energy):30 pts 6 BP
Light Armor(Physical):25 pts 5 BP

Elekid: 10 BP
Body:2 Mind:2 Soul:2 HP:20 EP:20
Electric(2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):5 pts 1 BP

Entei: 30 BP
Body:6 Mind:7 Soul:6 HP:65 EP:65
Fire(1 BP)
No Hands:-2 BP
Focussed Damage: 6 BP
Light Armor(Energy):25 pts 5 BP
Light Armor(Physical):25 pts 5 BP

Espeon: 16 BP
Body:4 Mind:7 Soul:4 HP:55 EP:55
Psychic (-1 BP)
No Hands: -2 BP
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Exeggcute: 12 BP
Body:2 Mind:4 Soul:3 HP:40 EP:35
Grass/Psychic(-2 BP)
Damn! Healthy:1 BP (10 Pts)
No hands:-2
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Exeggutor: 22 BP
Body:4 Mind:5 Soul:4 HP:65 EP:45
Grass/Psychic(-2 BP)

Damn! Healthy:2 BP (20 Pts)
No hands:-2
Awkward size:-1
Focussed Damage: 3 BP
Light Armor(Energy):25 pts 5 BP
Light Armor(Physical):25 pts 5 BP

Farfetch'd: 20 BP
Body:3 Mind:3 Soul:2 HP:30 EP:25
No Arms:-2 BP
Normal/Flying(5 BP)
Limited Ground Movement:-1 BP
Flight:2 8 BP
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):10 pts 2 BP

Fearow: 30 BP
Body:5 Mind:3 Soul:3 HP:40 EP:30
No Arms:-2 BP
Normal/Flying(5 BP)
Limited Ground Movement:-1 BP
Flight:3 12 BP
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Feraligatr: 28 BP
Body:7 Mind:4 Soul:4 HP:50 EP:40
Water (2 BP)
Water Movement:2 (6 BP)
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Flaaffy: 17 BP
Body:3 Mind:5 Soul:3 HP:40 EP:40
Electric(2 BP)
No hands: -2
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):15 pts 3 BP

Flareon: 15 BP
Body:5 Mind:4 Soul:3 HP:55 EP:35
Fire (1 BP)
Damn! Healthy:1 (10 pts)
No Hands: -2 BP
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Forretress: 35 BP
Body:4 Mind:3 Soul:3 HP 25 EP 20
Bug/Steel(11 BP)

No hands:-2
Focused Dmg: 3 pts
Light Armor(Energy):8 BP(40 pts)
Light Armor (Physical):8 BP(40 pts)

Furret: 13 BP
Body:3 Mind:3 Soul:3 HP:30 EP:30
Normal(2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):7 pts 1 1/2 BP
Light Armor(Physical):7 pts 1 1/2 BP

Gastly: 25 HP
Body:3 Mind:2 Soul:3 HP:25 EP:25
Ghost/Poison (7 BP)
No hands:-1
Limited Ground Movement:-1 BP
Flight:1 4 BP
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):10 pts 2 BP

Gengar: 41 BP
Body:5 Mind:5 Soul:6 HP:70 EP:55
Ghost(6 BP)
Damn! Healthy:2 (20 pts)
Extra Limb:1 (Tongue)
Flight:1 4 BP
Focussed Damage: 3 BP
Light Armor(Energy):30 pts 6 BP
Light Armor(Physical):20 pts 4 BP

Geodude: 15 BP
Body:3 Mind:2 Soul:2 HP:25 EP:20
Rock/Ground(3 BP)
Focussed Damage: 3 BP
Heavy Armor(Energy):10 pts 2 BP
Heavy Armor(Physical):10 pts 2 BP

Girafarig: 20 BP
Body:4 Mind:5 Soul:4 HP:45 EP:45
Normal/Psychic (2 BP)
No Hands:-2 BP
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Gligar: 22 BP
Body:3 Mind:2 Soul:3 HP:25 EP:25
Normal/Flying(7 BP)
No Arms:-2 BP
Speed: 3 BP
Limited Ground Movement:-1 BP
Gliding:1 2 BP
Focussed Damage: 3 BP

Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Gloom: 15 BP
Body:3 Mind:4 Soul:3 HP 35 EP 35
Grass/Poison(2 BP)
Focused Damage: 3 BP
Light Armor(Energy):3 BP(15 pts)
Light Armor(Physical):3 BP(15 pts)

Golbat: 23 BP
Body:3 Mind:3 Soul:3 HP:30 EP:30
No Arms:-2 BP
Poison/Flying(6 BP)
Speed:4
Limited Ground Movement:-1 BP
Flight:1 4 BP
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Goldeen: 9 BP
Body:3 Mind:2 Soul:2 HP:25 EP:20
No Arms:-2 BP
Limited Ground Movement: -2 BP
Water (2 BP)
Water Movement:1 (3 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Golduck: 21 BP
Body:3 Mind:4 Soul:3 HP:25 EP:25
Water (2 BP)
Water Movement:2 (6 BP)
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Golem: 28 BP
Body:6 Mind:4 Soul:4 HP:50 EP:40
Rock/Ground(3 BP)
Awkward Size:-1
Focussed Damage: 3 BP
Heavy Armor(Energy):25 pts 5 BP
Heavy Armor(Physical):25 pts 5 BP

Granbull: 18 BP
Body:5 Mind:3 Soul:3 HP:40 EP:30
Normal (2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Graveller: 20 BP
Body:5 Mind:3 Soul:3 HP:40 EP:30
Rock/Ground(3 BP)
Focussed Damage: 3 BP
Awkward Size:-1
Heavy Armor(Energy):15 pts 3 BP
Heavy Armor(Physical):15 pts 3 BP

Grimer: 17 BP
Body:3 Mind:2 Soul:3 HP:25 EP:25
Poison(2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Growlithe: 10 BP
Body:3 Mind:4 Soul:3 HP:35 EP:35
Fire(1 BP)
No Hands:-2 BP
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Gyarados: 31 BP
Body:6 Mind:4 Soul:4 HP:50 EP:40
Water/Flying(5 BP)
Speed:3(3 BP)
Water Speed:2 (6 BP)
Limited Ground Movement -1 BP
Awkward Size -2 BP
No Arms: -2 BP
Focused Damage:(20 pts) 4 BP
Heavy Armor(Physical):20 pts 4 BP
Heavy Armor(Energy):20 pts 4 BP

Haunter: 31 BP
Body:4 Mind:3 Soul:4 HP:35 EP:35
Ghost(6 BP)
Extra Limb:1 (Tongue)
Limited Ground Movement:-1 BP
Flight:1 4 BP
Focussed Damage: 3 BP
Light Armor(Energy):25 pts 5 BP
Light Armor(Physical):15 pts 3 BP

Heracross: 30 BP
Body:7 Mind:4 Soul:3 HP 50 EP 35
Bug/Fighting (2 BP)
Focused Dmg: 3 pts
Flying:1 (4 BP)
Light Armor(Energy):5 BP(25 pts)
Light Armor (Physical):5 BP(25 pts)

Hitmonchan: 20 BP
Body:4 Mind:4 Soul:3 HP:40 EP:35

Fighting(2 BP)
Speed:1
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Hitmonlee: 20 BP
Body:7 Mind:3 Soul:3 HP:50 EP:30
Fighting(2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Hitmontop: 20 BP
Body:4 Mind:3 Soul:3 HP:35 EP:30
Fighting(2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):25 pts 5 BP
Light Armor(Physical):25 pts 5 BP

Ho-oh: 55 BP
Body:6 Mind:7 Soul:6 HP:95 EP:90
Fire/Flying (7 BP)
Flying:3 (12 BP)
Damn! Healthy:3 (30 pts)
Awkward Size:-1
Energy Bonus:3(30 pts)
No hands:-2
Limited ground speed:-1
Focussed Damage: 4 BP
Light Armor(Energy):40 pts 8 BP
Light Armor(Physical):30 pts 6 BP

Hoothoot: 14 BP
Body:2 Mind:3 Soul:2 HP:25 EP:25
No Arms:-2 BP
Normal/Flying(5 BP)
Limited Ground Movement:-1 BP
Flight:1 4 BP
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Hoppip: 12 BP
Body:2 Mind:3 Soul:2 HP:25 EP:25
Grass/Flying(1 BP)
No Arms:-2 BP
Speed: 3 BP
Gliding:1 2 BP
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Horsea: 13 BP
Body:3 Mind:3 Soul:2 HP:30 EP:25

No Arms:-2 BP
Speed: 2 BP
Limited Ground Movement: -2 BP
Water (2 BP)
Water Movement:1 (3 BP)
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):5 pts 1 BP

Houndoom: 20 BP
Body:4 Mind:5 Soul:4 HP:45 EP:45
Fire/Dark(4 BP)
No Hands:-2 BP
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Houndour: 15 BP
Body:3 Mind:4 Soul:3 HP:35 EP:35
Fire/Dark(4 BP)
No Hands:-2 BP
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Hypno: 19 BP
Body:4 Mind:6 Soul:4 HP:60 EP:50
Psychic(-1 BP)
Not so fast:-1
Damn! Healthy:1 (10 Pts)
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Igglybuff: 8 BP
Body:2 Mind:2 Soul:1 HP:30 EP:15
Normal (2 BP)
Damn Healthy: 1 BP(10 pts)
Focussed Damage: 3 BP
Inept Combat: -1
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Ivysaur: 15 BP
Body:3 Mind:4 Soul:3 HP 35 EP 35
Grass/Poison(2 BP)
One Arm:-1 BP
Focused Damage: 3 BP
Light Armor(Energy):2 BP(10 pts)
Light Armor(Physical):2 BP(10 pts)

Jigglypuff: 21 BP
Body:3 Mind:4 Soul:2 HP:65 EP:30
Normal (2 BP)
Glide:1 (2 BP)

Damn Healthy: 3 BP(30 pts)
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Jolteon: 24 BP
Body:4 Mind:5 Soul:4 HP:45 EP:45
Electric (2 BP)
Speed:5
No Hands: -2 BP
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Jumpluff: 36 BP
Body:4 Mind:5 Soul:4 HP:35 EP:35
Grass/Flying(1 BP)
No Arms:-2 BP
Speed: 3 BP
Gliding:2 6 BP
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Jynx: 11 BP
Body:3 Mind:4 Soul:3 HP:35 EP:35
Ice/Psychic(-4 BP)
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Kabuto: 19 BP
Body:3 Mind:2 Soul:3 HP:25 EP:25
Water/Rock (0 BP)
Water Movement:2 (6 BP)
No hands:-2 BP
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Kabutops: 27 BP
Body:4 Mind:3 Soul:4 HP:35 EP:35
Water/Rock (0 BP)
Water Movement:2 (6 BP)
No hands:-1 BP
Focussed Damage: 3 BP
Light Armor(Energy):30 pts 6 BP
Light Armor(Physical):30 pts 6 BP

Kadabra: 14 BP
Body:2 Mind:3 Soul:3 HP:25 EP:30
Psychic(-1 BP)
Speed: 3 BP
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP

Light Armor(Physical):15 pts 3 BP

Kakuna: -3 BP
Body:1 Mind:1 Soul:1 HP 10 EP 10
Bug/Poison (2 BP)
Cannot use TM's or HM's -2 BP
Limited Move Selection -1 BP(Poison Sting, String Shot, Harden)
Not so Fast -1 BP
Not so Strong -1 BP
No Arms -2 BP
Focused Dmg(Poison):1 BP
Light Armor(Energy):1 BP(5 pts)
Light Armor (Physical):1 BP(5 pts)

Kangaskhan: 20 BP
Body:4 Mind:3 Soul:4 HP:65 EP:35
Normal (2 BP)
Awkward Size:-1 BP
Damn Healthy: 3 BP(30 pts)
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Kingdra: 40 BP
Body:6 Mind:5 Soul:4 HP:85 EP:45
No Arms:-2 BP
Speed: 5 BP
Limited Ground Movement: -2 BP
Water/Dragon (3 BP)
Damn! Healthy:3(30 pts)
Water Movement:2 (6 BP)
Focussed Damage: 3 BP
Light Armor(Energy):40 pts 8 BP
Light Armor(Physical):35 pts 7 BP

Kingler: 32 BP
Body:6 Mind:4 Soul:4 HP:35 EP:35
Water (2 BP)
Awkward Size:-1
Water Movement:2 (6 BP)
Focussed Damage: 3 BP
Light Armor(Energy):35 pts 7 BP
Light Armor(Physical):35 pts 7 BP

Koffing: 21 BP
Body:3 Mind:2 Soul:3 HP:25 EP:25
Poison(2 BP)
Focussed Damage: 3 BP
Flying:1 (4 BP)
No hands:-2
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Krabby: 23 BP

Body:4 Mind:3 Soul:3 HP:35 EP:35
Water (2 BP)
Water Movement:2 (6 BP)
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Lanturn: 20 BP
Body:4 Mind:4 Soul:3 HP:40 EP:35
No Arms:-2 BP
Limited Ground Movement: -2 BP
Water/Electric (4 BP)
Water Movement:1 (3 BP)
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):15 pts 3 BP

Lapras: 35 BP
Body:6 Mind:5 Soul:4 HP:75 EP:45
Water/Ice(0 BP)
Damn! Healthy 4(20 pts)
Speed:3(3 BP)
Water Speed:2 (6 BP)
Limited Ground Movement -1 BP
Awkward Size -2 BP
No Arms: -2 BP
Focused Damage:(20 pts) 4 BP
Heavy Armor(Physical):30 pts 6 BP
Heavy Armor(Energy):30 pts 6 BP

Larvitar: 15 BP
Body:3 Mind:2 Soul:2 HP:25 EP:20
Rock/Ground(3 BP)
Focussed Damage: 3 BP
Heavy Armor(Energy):10 pts 2 BP
Heavy Armor(Physical):10 pts 2 BP

Ledian: 20 BP
Body:4 Mind:4 Soul:3 HP 40 EP 35
Bug/Flying (2 BP)
Focused Dmg: 2 pts
Flying:1 (4 BP)
Not so Fast -1 BP
No Arms -1 BP
Not so Strong -1 BP
Light Armor(Energy):4 BP(20 pts)
Light Armor (Physical):4 BP(20 pts)

Ledyba: 12 BP
Body:2 Mind:3 Soul:2 HP 25 EP 25
Bug/Flying (2 BP)
Focused Dmg: 2 pts
Flying:1 (4 BP)
Not so Fast -1 BP
No Arms -1 BP
Not so Strong -1 BP

Light Armor(Energy):2 BP(10 pts)
Light Armor (Physical):2 BP(10 pts)

Lickitung: 24 BP
Body:4 Mind:3 Soul:3 HP:65 EP:30
Normal (2 BP)
Extra Limb:1(tongue)
Awkward Size:-1 BP
Damn Healthy: 3 BP(30 pts)
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Lugia: 55 BP
Body:7 Mind:7 Soul:7 HP:90 EP:70
Flying/Psychic (2 BP)
Flying:3 (12 BP)
Water Movement:3 (9 BP)
Awkward Size:-1
Damn! Healthy:2(20 pts)
No hands:-2
Limited ground speed:-1
Focussed Damage: 4 BP
Light Armor(Energy):45 pts 9 BP
Light Armor(Physical):45 pts 9 BP

Machop: 26 BP
Body:7 Mind:4 Soul:4 HP:55 EP:30
Fighting (1 BP)
Extra Limbs: 2
Focussed Damage: 4 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):25 pts 5 BP

Machoke: 16 BP
Body:5 Mind:3 Soul:3 HP:40 EP:30
Fighting (1 BP)
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):15 pts 3 BP

Machop: 10 BP
Body:4 Mind:2 Soul:2 HP:30 EP:20
Fighting (1 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Magby: 8 BP
Body:2 Mind:2 Soul:2 HP:20 EP:20
Fire(1 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Magcargo: 16 BP
Body:3 Mind:5 Soul:3 HP:40 EP:40
Fire/Rock (-1 BP)
Not so Fast: -1
No Hands:-2
Focussed Damage: 3 BP
Light Armor(Energy):30 pts 6 BP
Light Armor(Physical):25 pts 5 BP

Magikarp: 4 BP
Body:2 Mind:2 Soul:1 HP:20 EP:15
Water(2 BP)
Speed:2(2 BP)
Water Speed:1 (3 BP)
Limited Ground Movement -2 BP
Cannot use TM's or HM's -2 BP
Limited Move Selection -1 BP(Splash, Tackle, Flail)
No Arms -2 BP
Light Armor(Physical):5 pts 1 BP
Light Armor(Energy):5 pts 1 BP

Magmar: 20 MP
Body:4 Mind:6 Soul:4 HP:50 EP:50
Fire(1 BP)
Focussed Damage: 4 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):15 pts 3 BP

Magnemite: 29 BP
Body:3 Mind:2 Soul:3 HP:25 EP:25
Electric/Steel(12 BP)
Focussed Damage: 3 BP
Limited Ground Movement: -2 BP
Flying:1 (4 BP)
No hands:-2
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Magneton: 36 BP
Body:4 Mind:3 Soul:4 HP:35 EP:35
Electric/Steel(12 BP)
Focussed Damage: 3 BP
Limited Ground Movement: -2 BP
Flying:1 (4 BP)
No hands:-2
Light Armor(Energy):20 pts 6 BP
Light Armor(Physical):20 pts 6 BP

Mankey: 10 BP
Body:3 Mind:2 Soul:2 HP:25 EP:20
Fighting (1 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):10 pts 2 BP

Mantine: 30 BP
Body:5 Mind:5 Soul:4 HP:60 EP:45
No Arms:-2 BP
Damn! Healthy:1 (10 pts)
Limited Ground Movement: -2 BP
Water/Flying (5 BP)
Water Movement:3 (9 BP)
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Mareep: 11 BP
Body:2 Mind:4 Soul:2 HP:30 EP:30
Electric(2 BP)
No hands: -2
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Marill: 13 BP
Body:2 Mind:3 Soul:2 HP:25 EP:25
Water (2 BP)
Water Movement:1 (3 BP)
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Marowak: 23 BP
Body:5 Mind:3 Soul:3 HP:25 EP:20
Ground(3 BP)
Focussed Damage: 3 BP
Light Armor(Energy):25 pts 5 BP
Light Armor(Physical):25 pts 5 BP

Meganium: 22 BP
Body:5 Mind:7 Soul:4 HP 60 EP 55
Grass(0 BP)
One Arm:-1 BP
Focused Damage: 3 BP
Light Armor(Energy):4 BP(20 pts)
Light Armor(Physical):4 BP(20 pts)

Meowth: 12 BP
Body:3 Mind:2 Soul:2 HP:25 EP:20
Normal (2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):15 pts 3 BP

Metapod: -6 BP
Body:2 Mind:1 Soul:1 HP 15 EP 10
Bug (0)
Cannot use TM's or HM's -2 BP
Limited Move Selection -1 BP(Tackle, String Shot,

Harden)
Not so Fast -1 BP
Not so Strong -1 BP
No Arms -2 BP
Light Armor(Energy):1 BP(5 pts)
Light Armor (Physical):1 BP(5 pts)

Mew: 40 BP
Body:7 Mind:7 Soul:7 HP:70 EP:140
Psychic(-1 BP)
Flight:1 4 BP
Energy Bonus:6 (60 pts)
Focussed Damage: 5 BP
Light Armor(Energy):30 pts 6 BP
Light Armor(Physical):30 pts 6 BP

Mewtwo: 50 BP
Body:7 Mind:8 Soul:8 HP:75 EP:130
Psychic(-1 BP)
<can talk>
Flight:1 4 BP
Energy Bonus:5 (50 pts)
Focussed Damage: 5 BP
Light Armor(Energy):45 pts 9 BP
Light Armor(Physical):45 pts 9 BP

Milktank: 20 BP
Body:5 Mind:3 Soul:3 HP:90 EP:30
Normal (2 BP)
Awkward Size:-1 BP
No Hands:-2 BP
Damn Healthy: 5 BP(50 pts)
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Misdreavus: 36 BP
Body:4 Mind:5 Soul:6 HP:45 EP:55
Ghost(6 BP)
Flight:1 4 BP
Focussed Damage: 3 BP
Light Armor(Energy):25 pts 5 BP
Light Armor(Physical):20 pts 4 BP

Moltres: 40 BP
Body:6 Mind:7 Soul:6 HP:75 EP:60
Fire/Flying (7 BP)
Flying:2 (8 BP)
Damn! Healthy:1 BP (10pts)
Awkward Size:-1
No hands:-2
Limited ground speed:-1
Focussed Damage: 4 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Mr.Mime: 12 BP
Body:3 Mind:4 Soul:3 HP:35 EP:35
Psychic(-1 BP)
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Muk: 28 BP
Body:5 Mind:4 Soul:5 HP:25 EP:25
Poison(2 BP)
Focussed Damage: 4 BP
Light Armor(Energy):25 pts 5 BP
Light Armor(Physical):25 pts 5 BP

Murkrow: 24 BP
Body:3 Mind:3 Soul:2 HP:30 EP:25
No Arms:-2 BP
Flying/Dark(6 BP)
Limited Ground Movement:-1 BP
Flight:2 8 BP
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Natu: 10 BP
Body:2 Mind:4 Soul:2 HP:30 EP:30
No Arms:-2 BP
Flying/Psychic(2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):5 pts 1 BP

Nidoking: 25 BP
Body:5 Mind:4 Soul:4 HP:45 EP:40
No Arms:-2 BP
Poison/Ground(5 BP)
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Nidoqueen: 25 BP
Body:4 Mind:3 Soul:4 HP:35 EP:35
No Arms:-2 BP
Poison/Ground(5 BP)
Focussed Damage: 3 BP
Light Armor(Energy):25 pts 2 BP
Light Armor(Physical):25 pts 2 BP

Nidoran(female): 9 BP
Body:2 Mind:2 Soul:2 HP:20 EP:20
No Arms:-2 BP
Poison(2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP

Light Armor(Physical):5 pts 1 BP

Nidoran(male): 9 BP
Body:2 Mind:2 Soul:2 HP:20 EP:20
No Arms:-2 BP
Poison(2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Nidorina: 15 BP
Body:3 Mind:2 Soul:3 HP:25 EP:25
No Arms:-2 BP
Poison(2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Nidorino: 15 BP
Body:4 Mind:3 Soul:3 HP:35 EP:30
No Arms:-2 BP
Poison(2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Ninetails: 22 BP
Body:4 Mind:5 Soul:4 HP:45 EP:45
Fire(1 BP)
No Hands:-2 BP
Speed: 5 BP
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Noctowl: 24 BP
Body:4 Mind:5 Soul:4 HP:45 EP:45
No Arms:-2 BP
Normal/Flying(5 BP)
Limited Ground Movement:-1 BP
Flight:2 8 BP
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Octillery: 20 BP
Body:4 Mind:5 Soul:3 HP:45 EP:40
No Arms:-2 BP
Limited Ground Movement: -1 BP
Water (2 BP)
Water Movement:1 (3 BP)
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):15 pts 3 BP

Oddish: 7 BP
Body:2 Mind:2 Soul:2 HP 20 EP 20
Grass/Poison(2 BP)
No Arms:-2 BP
Focused Damage: 3 BP
Light Armor(Energy):1 BP(5 pts)
Light Armor(Physical):1 BP(5 pts)

Omanyte: 19 BP
Body:3 Mind:3 Soul:3 HP:25 EP:25
Water/Rock (0 BP)
Water Movement:2 (6 BP)
No hands:-2 BP
Not so fast:-1
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Omastar: 27 BP
Body:4 Mind:4 Soul:4 HP:50 EP:40
Water/Rock (0 BP)
Damn! Healthy:1(10 pts)
Water Movement:2 (6 BP)
No hands:-2 BP
Not so fast:-1
Focussed Damage: 3 BP
Light Armor(Energy):30 pts 6 BP
Light Armor(Physical):30 pts 6 BP

Onix: 19 BP
Body:5 Mind:3 Soul:3 HP:40 EP:30
Rock/Ground(3 BP)
No Arms -2 BP
Awkward Size:-2 BP
Focussed Damage: 3 BP
Heavy Armor(Energy):20 pts 4 BP
Heavy Armor(Physical):20 pts 4 BP

Paras: 6 BP
Body:2 Mind:3 Soul:2 HP 25 EP 25
Grass/Bug (0 BP)
Not so fast:-1 BP
Focused Damage: 3 BP
Light Armor(Energy):1 BP(5 pts)
Light Armor(Physical):1 BP(5 pts)

Parasect: 14 BP
Body:3 Mind:5 Soul:3 HP 40 EP 40
Grass/Bug (0 BP)
Not so fast:-1 BP
Focused Damage: 3 BP
Light Armor(Energy):3 BP(15 pts)
Light Armor(Physical):3 BP(15 pts)

Persian: 18 BP
Body:5 Mind:3 Soul:3 HP:40 EP:30
Normal (2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):20 pts 4 BP

Phanpy: 8 BP
Body:2 Mind:2 Soul:2 HP:20 EP:20
Ground(3 BP)
No Arms -2 BP
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Pichu: 6 BP
Body:1 Mind:2 Soul:1 HP:15 EP:15
Electric(2 BP)
Focussed Damage: 3 BP
Inept Combat: -1
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Pidgeot: 39 BP
Body:4 Mind:3 Soul:4 HP:35 EP:35
No Arms:-2 BP
Awkward Size: -1 BP
Normal/Flying(5 BP)
Limited Ground Movement:-1 BP
Flight:5 20 BP
Focussed Damage: 3 BP
Heavy Armor (Energy):20 pts 4 BP
Heavy Armor(Physical):20 pts 4 BP

Pidgeotto: 24 BP
Body:3 Mind:2 Soul:3 HP:25 EP:25
No Arms:-2 BP
Normal/Flying(5 BP)
Limited Ground Movement:-1 BP
Flight:2 8 BP
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Pidgey: 13 BP
Body:2 Mind:2 Soul:2 HP:20 EP:20
No Arms:-2 BP
Normal/Flying(5 BP)
Limited Ground Movement:-1 BP
Flight:1 4 BP
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Pikachu: 11 BP

Body:2 Mind:4 Soul:2 HP:30 EP:30
Electric(2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Piloswine: 23 BP
Body:5 Mind:4 Soul:4 HP:45 EP:40
Ice/Ground (-1 BP)
Tunneling:2 4BP
No Hands: -2 BP
Focussed Damage: 3 BP
Light Armor(Energy):25 pts 5 BP
Light Armor(Physical):25 pts 5 BP

Pineco: 15 BP
Body:3 Mind:2 Soul:2 HP 25 EP 20
Bug(0 BP)
No hands:-2
Focused Dmg: 3 pts
Light Armor(Energy):5 BP(25 pts)
Light Armor (Physical):5 BP(25 pts)

Pinsir: 20 BP
Body:6 Mind:3 Soul:3 HP 45 EP 30
Bug(0 BP)
Focused Dmg: 3 pts
Light Armor(Energy):4 BP(20 pts)
Light Armor (Physical):4 BP(20 pts)

Politoed: 23 BP
Body:4 Mind:5 Soul:4 HP:45 EP:45
Water (2 BP)
Water Movement:2 (6 BP)
Focussed Damage: 4 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Poliwag: 9 BP
Body:2 Mind:2 Soul:2 HP:20 EP:20
No Arms:-2 BP
Limited Ground Movement: -1 BP
Water (2 BP)
Water Movement:1 (3 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Poliwhirl: 18 BP
Body:3 Mind:3 Soul:3 HP:30 EP:30
Water (12 BP)
Water Movement:2 (6 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Poliwrath: 24 BP
Body:5 Mind:4 Soul:4 HP:45 EP:40
Water/Fighting (3 BP)
Water Movement:2 (6 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Ponyta: 12 BP
Body:2 Mind:4 Soul:2 HP:30 EP:30
Fire(1 BP)
No Hands:-2 BP
Ground Speed:1 2 BP
Awkward Size -1 BP
Speed: 3 BP
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Porygon: 23 BP
Body:3 Mind:4 Soul:3 HP:35 EP:35
No Arms:-2 BP
Normal (2 BP)
Limited Ground Movement:-1 BP
Flight:1 (4 BP)
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Porygon2: 31 BP
Body:4 Mind:6 Soul:4 HP:50 EP:50
No Arms:-2 BP
Normal (2 BP)
Limited Ground Movement:-1 BP
Flight:1 (4 BP)
Focussed Damage: 3 BP
Light Armor(Energy):30 pts 6 BP
Light Armor(Physical):30 pts 6 BP

Primeape: 18 BP
Body:6 Mind:3 Soul:3 HP:25 EP:20
Fighting (1 BP)
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):20 pts 4 BP

Psyduck: 10 BP
Body:2 Mind:3 Soul:2 HP:25 EP:25
Water (2 BP)
No so fast:-1
Water Movement:1 (3 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Pupitar: 23 BP
Body:5 Mind:3 Soul:3 HP:40 EP:60
Rock/Ground(3 BP)
Focussed Damage: 3 BP
Heavy Armor(Energy):20 pts 4 BP
Heavy Armor(Physical):20 pts 4 BP

Quagsire: 27 BP
Body:5 Mind:3 Soul:3 HP:25 EP:20
Water/Ground (5 BP)
Water Movement:2 (6 BP)
No hands:-2 BP
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Quilava: 13 BP
Body:3 Mind:5 Soul:3 HP:20 EP:20
Fire(1 BP)
No Arms:-2 BP
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Qwilfish: 18 BP
Body:4 Mind:3 Soul:3 HP:35 EP:30
No Arms:-2 BP
Limited Ground Movement: -2 BP
Water/Poison (4 BP)
Water Movement:1 (3 BP)
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Raichu: 16 BP
Body:3 Mind:5 Soul:3 HP:40 EP:40
Electric(2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Raikou: 30 BP
Body:6 Mind:7 Soul:6 HP:60 EP:60
Electric (2 BP)
No Hands:-2 BP
Focussed Damage: 6 BP
Light Armor(Energy):25 pts 5 BP
Light Armor(Physical):20 pts 4 BP

Rapidash: 25 BP
Body:4 Mind:6 Soul:4 HP:50 EP:50
Fire(1 BP)
No Hands:-2 BP

Awkward Size -1 BP
Ground Speed:2 4 BP
Speed: 3 BP
Focussed Damage: 4 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Raticate: 16 BP
Body:4 Mind:2 Soul:4 HP:15 EP:20
Normal (3 BP)
No Hands: -2 BP
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Rattata: 7 BP
Body:2 Mind:1 Soul:2 HP:15 EP:20
Normal (3 BP)
No Hands: -2 BP
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Remoraid: 9 BP
Body:2 Mind:3 Soul:2 HP:25 EP:20
No Arms:-2 BP
Limited Ground Movement: -2 BP
Water (2 BP)
Water Movement:1 (3 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Rhydon: 35 BP
Body:6 Mind:4 Soul:4 HP:50 EP:40
Rock/Ground(3 BP)
Awkward size:-1
Focussed Damage: 3 BP
Heavy Armor(Energy):35 pts 7 BP
Heavy Armor(Physical):40 pts 8 BP

Rhyhorn: 23 BP
Body:5 Mind:3 Soul:3 HP:40 EP:30
Rock/Ground(3 BP)
No hands:-2
Awkward size:-1
Focussed Damage: 3 BP
Heavy Armor(Energy):25 pts 5 BP
Heavy Armor(Physical):30 pts 6 BP

Sandshrew: 13 BP
Body:2 Mind:2 Soul:2 HP:20 EP:20
Ground(3 BP)
Tunneling:1 (2 BP)
Focussed Damage: 3 BP

Light Armor(Energy):7 pts 1 1/2 BP
Light Armor(Physical):7 pts 1 1/2 BP

Sandslash: 22 BP
Body:4 Mind:3 Soul:3 HP:35 EP:30
Ground(3 BP)
Tunneling:2 (4 BP)
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Scizor: 40 BP
Body:5 Mind:4 Soul:4 HP 35 EP 30
Bug/Steel (11 BP)
Speed:4 BP
Focused Dmg: 3 pts
Flying:1 (4 BP)
No Arms -1 BP
Light Armor(Energy):5 BP(25 pts)
Light Armor (Physical):5 BP(25 pts)

Scyther: 25 BP
Body:4 Mind:3 Soul:3 HP 35 EP 30
Bug/Flying (2 BP)
Speed:5 BP
Focused Dmg: 3 pts
Flying:1 (4 BP)
No Arms -1 BP
Light Armor(Energy):3 BP(15 pts)
Light Armor (Physical):3 BP(15 pts)

Seadra: 25 BP
Body:4 Mind:4 Soul:3 HP:40 EP:35
No Arms:-2 BP
Speed: 4 BP
Limited Ground Movement: -2 BP
Water (2 BP)
Water Movement:2 (6 BP)
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):15 pts 3 BP

Seaking: 22 BP
Body:5 Mind:4 Soul:4 HP:45 EP:40
No Arms:-2 BP
Limited Ground Movement: -2 BP
Water (2 BP)
Water Movement:2 (6 BP)
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Seel: 12 BP
Body:2 Mind:3 Soul:2 HP:25 EP:20
No Arms:-2 BP

Limited Ground Movement: -1 BP
Water (2 BP)
Water Movement:1 (3 BP)
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Sentret: 9 BP
Body:2 Mind:2 Soul:2 HP:20 EP:20
Normal(2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Shellder: 13 BP
Body:3 Mind:2 Soul:2 HP:25 EP:20
No Arms:-2 BP
Limited Ground Movement: -1 BP
Water (2 BP)
Water Movement:1 (3 BP)
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):15 pts 3 BP

Shuckle 14 BP
Body:2 Mind:1 Soul:1 HP:15 EP:10
No Arms -2 BP
Not so Fast -2 BP
Not so Strong -2 BP
Focused Damage:2 BP
Heavy Armor(energy): 60 pts 12 BP
Heavy Armor(physical): 60 pts 12 BP

Skarmony: 50 BP
Body:5 Mind:3 Soul:3 HP:40 EP:30
No Arms:-2 BP
Steel/Flying(17 BP)
Speed:3
Limited Ground Movement:-1 BP
Flight:3 12 BP
Focussed Damage: 3 BP
Light Armor(Energy):25 pts 5 BP
Light Armor(Physical):30 pts 6 BP

Skiploom: 17 BP
Body:3 Mind:4 Soul:3 HP:35 EP:35
Grass/Flying(1 BP)
No Arms:-2 BP
Speed: 3 BP
Gliding:1 2 BP
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Slowbro: 31 BP

Body:5 Mind:6 Soul:4 HP:75 EP:50
Water/Psychic (1 BP)
Not so fast:-2
Damn! Healthy:2 (20 pts)
Water Movement:2 (6 BP)
Focussed Damage: 3 BP
Light Armor(Energy):30 pts 6 BP
Light Armor(Physical):30 pts 6 BP

Slowking: 31 BP
Body:4 Mind:7 Soul:5 HP:75 EP:60
Water/Psychic (1 BP)
Not so fast:-2
Damn! Healthy:2 (20 pts)
Water Movement:2 (6 BP)
Focussed Damage: 3 BP
Light Armor(Energy):30 pts 6 BP
Light Armor(Physical):30 pts 6 BP

Slowpoke: 23 BP
Body:3 Mind:5 Soul:3 HP:60 EP:40
Water/Psychic (1 BP)
Not so fast:-2
Damn! Healthy:2 (20 pts)
Water Movement:2 (6 BP)
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Slugma: 10 BP
Body:2 Mind:3 Soul:2 HP:25 EP:25
Fire(1 BP)
Not so Fast: -2
No hands:-2
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):15 pts 3 BP

Smeargle: 14 BP
Body:4 Mind:3 Soul:3 HP:35 EP:30
Normal (2 BP)
Cannot use TM's or HM's -2 BP
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):15 pts 3 BP

Smoochum: 5 BP
Body:2 Mind:3 Soul:2 HP:25 EP:25
Ice/Psychic(-4 BP)
Focussed Damage: 3 BP
Inept Combat:-1
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Sneasel: 21 BP

Body:3 Mind:5 Soul:3 HP:40 EP:40
Ice/Dark (0 BP)
Speed:5
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Snorlax: 32 BP
Body:7 Mind:4 Soul:4 HP:105 EP:40
Normal (2 BP)
Awkward Size:-1
Damn! Healthy:5 BP(50 pts)
Focussed Damage: 3 BP
Light Armor(Energy):30 pts 6 BP
Light Armor(Physical):30 pts 6 BP

Snubbull: 12 BP
Body:3 Mind:2 Soul:2 HP:25 EP:20
Normal (2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Spearow: 13 BP
Body:2 Mind:2 Soul:2 HP:20 EP:20
No Arms:-2 BP
Normal/Flying(5 BP)
Limited Ground Movement:-1 BP
Flight:1 4 BP
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Spinarak: 8 BP
Body:3 Mind:2 Soul:2 HP 25 EP 20
Bug/Poison (2 BP)
Not so Fast -1 BP
Not so Strong -1 BP
No Arms -1 BP
Focused Dmg:3 BP
Light Armor(Energy):2 BP(10 pts)
Light Armor (Physical):2 BP(10 pts)

Squirtle: 10 BP
Body:2 Mind:2 Soul:2 HP:20 EP:20
Water (2 BP)
Water Movement:1 (3 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Stantler: 18 BP
Body:5 Mind:3 Soul:3 HP:40 EP:30
Normal (2 BP)
No Hands:-2 BP

Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Starmie: 30 BP
Body:3 Mind:5 Soul:4 HP:25 EP:30
Water/Psychic (1 BP)
Water Movement:2 (6 BP)
No hands:-2 BP
Flight:1 4 BP
Focussed Damage: 3 BP
Light Armor(Energy):25 pts 5 BP
Light Armor(Physical):25 pts 5 BP

Staryu: 25 BP
Body:2 Mind:3 Soul:3 HP:25 EP:30
Water (2 BP)
Water Movement:2 (6 BP)
No hands:-2 BP
Flight:1 4 BP
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Steelix: 35 BP
Body:7 Mind:4 Soul:4 HP:65 EP:40
Steel/Ground(12 BP)
Not so fast:-2
No Arms -2 BP
Awkward Size:-2 BP
Damn! Healthy 2 BP(10 pts)
Focussed Damage: 3 BP
Heavy Armor(Energy):30 pts 6 BP
Heavy Armor(Physical):30 pts 6 BP

Sudowoodo: 25 BP
Body:6 Mind:4 Soul:4 HP:50 EP:40
Rock (-1 BP)
Speed:3 BP
Focussed Damage: 3 BP
Light Armor(Energy):25 pts 5 BP
Light Armor(Physical):25 pts 5 BP

Suicune: 30 BP
Body:6 Mind:6 Soul:6 HP:60 EP:60
Water(2 BP)
No Hands:-2 BP
Focussed Damage: 6 BP
Light Armor(Energy):25 pts 5 BP
Light Armor(Physical):25 pts 5 BP

Sunflora: 16 BP
Body:3 Mind:4 Soul:3 HP:35 EP:35
Grass(0 BP)
Speed: 3 BP

Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Sunkern: 11 BP
Body:2 Mind:3 Soul:2 HP:25 EP:25
Grass(0 BP)
No Arms:-2 BP
Speed: 3 BP
Gliding:1 2 BP
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Swinub: 9 BP
Body:3 Mind:3 Soul:3 HP:30 EP:30
Ice/Ground (-1 BP)
Tunneling:1 2BP
No Hands: -2 BP
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Tangela: 20 BP
Body:4 Mind:6 Soul:4 HP 50 EP 50
Grass(0 BP)
One Arm:-1 BP
Focused Damage: 3 BP
Light Armor(Energy):4 BP(20 pts)
Light Armor(Physical):4 BP(20 pts)

Tauros: 20 BP
Body:6 Mind:3 Soul:3 HP:75 EP:30
Normal (2 BP)
Awkward Size:-1 BP
No Hands:-2 BP
Damn Healthy: 3 BP(30 pts)
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):20 pts 4 BP

Teddiursa: 17 BP
Body:4 Mind:3 Soul:3 HP:35 EP:30
Normal (2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Tentacool: 24 BP
Body:3 Mind:3 Soul:3 HP:30 EP:30
Water/Poison (4 BP)
Speed:3
Water Movement:2 (6 BP)
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP

Light Armor(Physical):10 pts 2 BP

Tentacruel: 30 BP
Body:4 Mind:4 Soul:4 HP:40 EP:40
Water/Poison (4 BP)
Speed:4
Water Movement:2 (6 BP)
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):15 pts 3 BP

Togepi: 11 BP
Body:2 Mind:2 Soul:2 HP:30 EP:15
Normal (2 BP)
Damn Healthy: 1 BP(10 pts)
Focussed Damage: 3 BP
Inept Combat: -1
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Togetic: 29 BP
Body:3 Mind:3 Soul:4 HP:30 EP:15
Normal/Flying (5 BP)
Flying:1 4 BP
Damn Healthy: 2 BP(20 pts)
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):20 pts 4 BP

Totodile 11 BP
Body:3 Mind:2 Soul:2 HP:20 EP:20
Water (2 BP)
Water Movement:1 (3 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Typhlosion: 21 BP
Body:4 Mind:7 Soul:4 HP:55 EP:55
Fire(1 BP)
Focussed Damage: 5 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Tyranitar: 40 BP
Body:8 Mind:5 Soul:5 HP:85 EP:50
Rock/Dark(2 BP)
Awkward Size -2 BP
Damn! Healthy 4(20 pts)
Focussed Damage: 4 BP
Heavy Armor(Energy):45 pts 9 BP
Heavy Armor(Physical):45 pts 9 BP

Tyrouge: 9 BP

Body:3 Mind:2 Soul:2 HP:25 EP:20
Fighting(2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Umbreon: 24 BP
Body:4 Mind:4 Soul:4 HP:40 EP:40
Dark (3 BP)
No Hands: -2 BP
Focussed Damage: 3 BP
Light Armor(Energy):30 pts 6 BP
Light Armor(Physical):30 pts 6 BP

Unown: 5 BP
Body:3 Mind:3 Soul:4 HP:30 EP:35
Cannot use TM's or HM's -2 BP
One Move Selection -2 BP(Hidden Power)
No Arms -2 BP
Light Armor(physical) 5 pts 1 BP
Light Armor(energy) 10 pts 2 BP

Ursaring: 26 BP
Body:7 Mind:4 Soul:4 HP:50 EP:40
Normal (2 BP)
Focussed Damage: 3 BP
Light Armor(Energy):25 pts 5 BP
Light Armor(Physical):25 pts 5 BP

Vaporeon: 27 BP
Body:5 Mind:4 Soul:4 HP:85 EP:40
Water (2 BP)
Damn! Healthy:4 (40 Pts)
No Hands: -2 BP
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):20 pts 4 BP

Venomoth: 21 BP
Body:3 Mind:5 Soul:3 HP 40 EP 40
Bug/Poison (2 BP)
Flight:1 4 BP
Limited Ground Movement:-1
No Arms -1 BP
Focused Dmg:3 BP
Light Armor(Energy):4 BP(20 pts)
Light Armor (Physical):4 BP(20 pts)

Venonat: 10 BP
Body:2 Mind:3 Soul:2 HP 25 EP 25
Bug/Poison (2 BP)
No Arms -1 BP
Focused Dmg:3 BP
Light Armor(Energy):2 BP(10 pts)
Light Armor (Physical):2 BP(10 pts)

Venusaur: 27 BP
Body:5 Mind:6 Soul:4 HP 35 EP 35
Grass/Poison(2 BP)
One Arm:-1 BP
Awkward size:-1
Focused Damage: 3 BP
Light Armor(Energy):6 BP(30 pts)
Light Armor(Physical):6 BP(30 pts)

Victreebel: 26 BP
Body:4 Mind:6 Soul:4 HP 20 EP 20
Grass/Poison(2 BP)
Focused Damage: 3 BP
Light Armor(Energy):6 BP(30 pts)
Light Armor(Physical):5 BP(25 pts)

Vileplume: 22 BP
Body:4 Mind:5 Soul:4 HP 45 EP 45
Grass/Poison(2 BP)
Focused Damage: 3 BP
Light Armor(Energy):5 BP(25 pts)
Light Armor(Physical):5 BP(25 pts)

Voltorb: 17 BP
Body:2 Mind:4 Soul:2 HP:30 EP:30
Electric(2 BP)
No hands: -2
Speed:4
Focussed Damage: 3 BP
Light Armor(Energy):15 pts 3 BP
Light Armor(Physical):15 pts 3 BP

Vuplix: 10 BP
Body:2 Mind:3 Soul:2 HP:25 EP:25
Fire(1 BP)
No Hands:-2 BP
Speed: 3 BP
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

Wartortle: 19 BP
Body:3 Mind:4 Soul:3 HP:35 EP:35
Water (2 BP)
Water Movement:2 (6 BP)
Focussed Damage: 3 BP
Light Armor(Energy):10 pts 2 BP
Light Armor(Physical):10 pts 2 BP

Weedle: -3 BP
Body:1 Mind:1 Soul:1 HP 10 EP 10
Bug/Poison (2 BP)
Cannot use TM's or HM's -2 BP

Limited Move Selection -1 BP(Poison Sting, String Shot)

Not so Fast -1 BP

Not so Strong -1 BP

No Arms -2 BP

Focused Dmg(Poison):1 BP

Light Armor(Energy):1/2 BP(2 pts)

Light Armor (Physical):1/2 BP(2 pts)

Weepinbell: 18 BP

Body:3 Mind:4 Soul:3 HP 20 EP 20

Grass/Poison(2 BP)

Focused Damage: 3 BP

Light Armor(Energy):4 BP(20 pts)

Light Armor(Physical):3 BP(15 pts)

Wheezing: 27 BP

Body:5 Mind:3 Soul:4 HP:25 EP:25

Poison(2 BP)

Focussed Damage: 3 BP

Flying:1 (4 BP)

No hands:-2

Light Armor(Energy):20 pts 5 BP

Light Armor(Physical):20 pts 5 BP

Wigglytuff: 30 BP

Body:4 Mind:5 Soul:3 HP:95 EP:40

Normal (2 BP)

Glide:1 (2 BP)

Damn Healthy: 5 BP(50 pts)

Focussed Damage: 3 BP

Light Armor(Energy):25 pts 5 BP

Light Armor(Physical):25 pts 5 BP

Wobbuffet: 27 BP

Body:5 Mind:5 Soul:4 HP:90 EP:45

Psychic (-1 BP)

Damn! Healthy:4 BP(40 pts)

Limited moves:-1(Counter, Mirror Coat, Destiny Bond, Safeguard)

Cannot use TM's or HM's:-2

Focussed Damage: 3 BP

Light Armor(Energy):35 pts 7 BP

Light Armor(Physical):35 pts 7 BP

Wooper: 19 BP

Body:3 Mind:2 Soul:2 HP:25 EP:20

Water/Ground (5 BP)

Water Movement:2 (6 BP)

No hands:-2 BP

Focussed Damage: 3 BP

Light Armor(Energy):10 pts 2 BP

Light Armor(Physical):10 pts 2 BP

Xatu: 20 BP

Body:3 Mind:5 Soul:3 HP:40 EP:40
No Arms:-2 BP
Flying/Psychic(2 BP)
Flight:1 4 BP
Focussed Damage: 3 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):15 pts 3 BP

Yanma: 17 BP
Body:3 Mind:2 Soul:3 HP 25 EP 25
Bug/Flying (2 BP)
Focused Dmg: 2 pts
Speed:5
Flying:1 (4 BP)
Not so Fast -1 BP
No Arms -1 BP
Not so Strong -1 BP
Light Armor(Energy):2 BP(10 pts)
Light Armor (Physical):2 BP(10 pts)

Zapdos: 40 BP
Body:6 Mind:7 Soul:6 HP:75 EP:60
Electric/Flying (5 BP)
Flying:2 (8 BP)
Speed:3
Damn! Healthy:1 BP (10pts)
Awkward Size:-1
No hands:-2
Limited ground speed:-1
Focussed Damage: 4 BP
Light Armor(Energy):20 pts 4 BP
Light Armor(Physical):15 pts 3 BP

Zubat: 17 BP
Body:2 Mind:2 Soul:2 HP:20 EP:20
No Arms:-2 BP
Poison/Flying(6 BP)
Speed:3
Limited Ground Movement:-1 BP
Flight:1 4 BP
Focussed Damage: 3 BP
Light Armor(Energy):5 pts 1 BP
Light Armor(Physical):5 pts 1 BP

=====
All have:

Marked -2 BP
Cannot talk -1 BP
(can not apply more than half the attack for Focused
Damage -1 BP)
Focused Damage is limited to the types a Pokemon is.

Armor is bought at 1/2 cost and specified if it
protects against Energy or Physical Attacks

+++++

NORMAL

(2 BP)

- 3 BP Immune to Ghost Attacks
- +1 BP x2 Dmg from Fighting Attacks

FIRE

(1 BP)

- 1 BP 1/2 Dmg from Grass Attacks
- 1 BP 1/2 Dmg from Bug Attacks
- 1 BP 1/2 Dmg from Fire Attacks
- 1 BP 1/2 Dmg from Ice Attacks
- +1 BP x2 Dmg from Water Attacks
- +1 BP x2 Dmg from Rock Attacks
- +1 BP x2 Dmg from Ground Attacks

WATER

(2 BP)

- 1 BP 1/2 Dmg from Water Attacks
- 1 BP 1/2 Dmg from Fire Attacks
- 1 BP 1/2 Dmg from Ice Attacks
- 1 BP 1/2 Dmg from Steel Attacks
- +1 BP x2 Dmg from Grass Attacks
- +1 BP x2 Dmg from Electric Attacks

ELECTRIC

(2 BP)

- 1 BP 1/2 Dmg from Electric Attacks
- 1 BP 1/2 Dmg from Flying Attacks
- 1 BP 1/2 Dmg from Steel Attacks
- +1 BP x2 Dmg from Ground Attacks

GRASS

(0 BP)

- 1 BP 1/2 Dmg from Grass Attacks
- 1 BP 1/2 Dmg from Water Attacks
- 1 BP 1/2 Dmg from Electric Attacks
- 1 BP 1/2 Dmg from Ground Attacks
- +1 BP x2 Dmg from Fire Attacks
- +1 BP x2 Dmg from Ice Attacks
- +1 BP x2 Dmg from Bug Attacks
- +1 BP x2 Dmg from Flying Attacks

ICE

(-3 BP)

- 1 BP 1/2 Dmg from Ice Attacks
- +1 BP x2 Dmg from Fire Attacks
- +1 BP x2 Dmg from Steel Attacks
- +1 BP x2 Dmg from Fighting Attacks
- +1 BP x2 Dmg from Rock Attacks

FIGHTING

(1 BP)

- 1 BP 1/2 Dmg from Rock Attacks
- 1 BP 1/2 Dmg from Dark Attacks
- 1 BP 1/2 Dmg from Bug Attacks
- +1 BP x2 Dmg from Psychic Attacks
- +1 BP x2 Dmg from Flying Attacks

POISON

(2 BP)

-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Psychic Attacks
+1 BP x2 Dmg From Ground Attacks

GROUND

(3 BP)

-3 BP no Dmg from Electric Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Rock Attacks
+1 BP x2 Dmg from Grass Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Water Attacks

FLYING

(3 BP)

-3 BP no Dmg from Ground Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Electric Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Ice Attacks

PSYCHIC

(-1 BP)

-1 BP 1/2 Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Bug Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks

BUG

(0 BP)

-1 BP 1/2 Dmg from Ground Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Flying Attacks

ROCK

(-1 BP)

-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Poison Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Steel Attacks
+1 BP x2 Dmg from Grass Attacks
+1 BP x2 Dmg from Ground Attacks

GHOST

(6 BP)

-3 BP no Dmg from Normal Attacks
-3 BP no Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Poison Attacks

-1 BP 1/2 Dmg from Bug Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks

DRAGON

(2 BP)

-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Grass Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Dragon Attacks

DARK

(3 BP)

-3 BP no Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Dark Attacks
+1 BP x2 Dmg from Bug Attacks
+1 BP x2 Dmg from Fighting Attacks

STEEL

(11 BP)

-3 BP no Dmg from Poison Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Rock Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Steel Attacks
-1 BP 1/2 Dmg from Dragon Attacks
-1 BP 1/2 Dmg from Dark Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Fighting Attacks

NORMAL/FIRE

(3 BP)

-3 BP Immune to Ghost Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Ice Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Fighting Attacks

NORMAL/WATER

(4 BP)

-3 BP Immune to Ghost Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Steel Attacks
+1 BP x2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Grass Attacks
+1 BP x2 Dmg from Electric Attacks

NORMAL/ELECTRIC

(4 BP)

- 3 BP Immune to Ghost Attacks
- 1 BP 1/2 Dmg from Electric Attacks
- 1 BP 1/2 Dmg from Flying Attacks
- 1 BP 1/2 Dmg from Steel Attacks
- +1 BP x2 Dmg from Ground Attacks
- +1 BP x2 Dmg from Fighting Attacks

NORMAL/GRASS

(2 BP)

- 3 BP Immune to Ghost Attacks
- 1 BP 1/2 Dmg from Grass Attacks
- 1 BP 1/2 Dmg from Water Attacks
- 1 BP 1/2 Dmg from Electric Attacks
- 1 BP 1/2 Dmg from Ground Attacks
- +1 BP x2 Dmg from Fighting Attacks
- +1 BP x2 Dmg from Fire Attacks

- +1 BP x2 Dmg from Ice Attacks
- +1 BP x2 Dmg from Bug Attacks
- +1 BP x2 Dmg from Flying Attacks

NORMAL/ICE

(-1 BP)

- 3 BP Immune to Ghost Attacks
- 1 BP 1/2 Dmg from Ice Attacks
- +1 BP x2 Dmg from Fire Attacks
- +1 BP x2 Dmg from Steel Attacks
- +1 BP x2 Dmg from Rock Attacks
- +2 BP x4 Dmg from Fighting Attacks

NORMAL/FIGHTING

(3 BP)

- 3 BP Immune to Ghost Attacks
- 1 BP 1/2 Dmg from Rock Attacks
- 1 BP 1/2 Dmg from Dark Attacks
- 1 BP 1/2 Dmg from Bug Attacks
- +1 BP x2 Dmg from Psychic Attacks
- +1 BP x2 Dmg from Fighting Attacks
- +1 BP x2 Dmg from Flying Attacks

NORMAL/POISON

(5 BP)

- 3 BP Immune to Ghost Attacks
- 1 BP 1/2 Dmg from Grass Attacks
- 1 BP 1/2 Dmg from Bug Attacks
- 1 BP 1/2 Dmg from Poison Attacks
- +1 BP x2 Dmg from Psychic Attacks
- +1 BP x2 Dmg From Ground Attacks

NORMAL/GROUND

(6 BP)

- 3 BP Immune to Ghost Attacks
- 3 BP no Dmg from Electric Attacks
- 1 BP 1/2 Dmg from Bug Attacks
- 1 BP 1/2 Dmg from Poison Attacks

-1 BP 1/2 Dmg from Rock Attacks
+1 BP x2 Dmg from Grass Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Water Attacks

NORMAL/BUG

(2 BP)
-3 BP Immune to Ghost Attacks
-1 BP 1/2 Dmg from Ground Attacks
-1 BP 1/2 Dmg from Grass Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Flying Attacks

NORMAL/ROCK

(1 BP)
-3 BP Immune to Ghost Attacks

-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Poison Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Steel Attacks
+1 BP x2 Dmg from Grass Attacks
+2 BP x4 Dmg from Fighting Attacks

NORMAL/GHOST

(10 BP)
-3 BP Immune to Ghost Attacks
-3 BP no Dmg from Normal Attacks
-3 BP no Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Poison Attacks

-1 BP 1/2 Dmg from Bug Attacks
+1 BP x2 Dmg from Dark Attacks

NORMAL/DRAGON

(4 BP)
-3 BP Immune to Ghost Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Grass Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Dragon Attacks

NORMAL/DARK

(4 BP)
-3 BP no Dmg from Psychic Attacks
-3 BP Immune to Ghost Attacks

-1 BP 1/2 Dmg from Dark Attacks
+1 BP x2 Dmg from Bug Attacks
+2 BP x4 Dmg from Fighting Attacks

NORMAL/FLYING

(5 BP)

- 3 BP Immune to Ghost Attacks
- 3 BP Immune to Ground Attacks
- 1 BP 1/2 Dmg from Grass Attacks
- 1 BP 1/2 Dmg from Bug Attacks
- +1 BP x2 Dmg from Electric Attacks
- +1 BP x2 Dmg from Rock Attacks
- +1 BP x2 Dmg from Ice Attacks

NORMAL/PSYCHIC

(2 BP)

- 3 BP Immune to Ghost Attacks
- 1 BP 1/2 dmg from Psychic Attacks
- +1 BP x2 Dmg from Dark Attacks
- +1 BP x2 Dmg from Bug Attacks

NORMAL/STEEL

(12 BP)

- 3 BP no Dmg from Ghost Attacks
- 3 BP no Dmg from Poison Attacks
- 1 BP 1/2 Dmg from Normal Attacks
- 1 BP 1/2 Dmg from Grass Attacks
- 1 BP 1/2 Dmg from Ice Attacks
- 1 BP 1/2 Dmg from Flying Attacks
- 1 BP 1/2 Dmg from Psychic Attacks
- 1 BP 1/2 Dmg from Rock Attacks
- 1 BP 1/2 Dmg from Bug Attacks
- 1 BP 1/2 Dmg from Steel Attacks
- 1 BP 1/2 Dmg from Dragon Attacks
- 1 BP 1/2 Dmg from Dark Attacks
- +1 BP x2 Dmg from Fire Attacks
- +1 BP x2 Dmg from Ground Attacks
- +2 BP x4 Dmg from Fighting Attacks

FIRE/FLYING

(7 BP)

- 3 BP Immune to Ground Attacks
- 2 BP 1/4 Dmg from Grass Attacks
- 2 BP 1/4 Dmg from Bug Attacks
- 1 BP 1/2 Dmg from Fire Attacks
- 1 BP 1/2 Dmg from Fighting Attacks
- 1 BP 1/2 Dmg from Steel
- +1 BP x2 Dmg from Water Attacks
- +2 BP x4 Dmg from Rock Attacks

FIRE/ROCK

(-1 BP)

- 2 BP 1/4 Dmg from Fire Attacks
- 1 BP 1/2 Dmg from Bug Attacks
- 1 BP 1/2 Dmg from Ice Attacks
- 1 BP 1/2 Dmg from Poison Attacks
- +1 BP x2 Dmg from Fighting Attacks
- +1 BP x2 Dmg from Rock Attacks
- +2 BP X4 Dmg from Water Attacks
- +2 BP X4 Dmg from Ground Attacks

FIRE/GHOST

(7 BP)

- 3 BP no Dmg from Normal Attacks
- 3 BP no Dmg from Fighting Attacks
- 2 BP 1/4 Dmg from Bug Attacks
- 1 BP 1/2 Dmg from Poison Attacks

-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Ice Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Ground Attacks

FIRE/DARK

(4 BP)

-3 BP no Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Ice Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Fighting Attacks

FIRE/WATER

(4 BP)

-2 BP 1/4 Dmg from Fire Attacks
-2 BP 1/4 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Steel Attacks
+1 BP x2 Dmg from Electric Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Ground Attacks

FIRE/ELECTRIC

(3 BP)

-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Steel Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Rock Attacks
+2 BP x4 Dmg from Ground Attacks

FIRE/GRASS

(1 BP)

-2 BP 1/4 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Electric Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Flying Attacks

FIRE/ICE

(-2 BP)

-2 BP 1/4 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Bug Attacks

+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Ground Attacks

+1 BP x2 Dmg from Steel Attacks
+1 BP x2 Dmg from Fighting Attacks
+2 BP x4 Dmg from Rock Attacks

FIRE/FIGHTING

(2 BP)

-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Ice Attacks

+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Psychic Attacks
+1 BP x2 Dmg from Flying Attacks

FIRE/POISON

(3 BP)

-2 BP 1/4 Dmg from Grass Attacks
-2 BP 1/4 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Ice Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Psychic Attacks
+2 BP x4 Dmg From Ground Attacks

FIRE/GROUND

(4 BP)

-3 BP no Dmg from Electric Attacks
-2 BP 1/4 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Fire Attacks
+1 BP x2 Dmg from Ground Attacks
+2 x4 Dmg from Water Attacks

FIRE/PSYCHIC

(0 BP)

-1 BP 1/2 Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Grass Attacks

-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Ice Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks

FIRE/BUG

(1 BP)

-2 BP 1/4 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Ice Attacks
+1 BP x2 Dmg from Water Attacks

+1 BP x2 Dmg from Flying Attacks
+2 BP x4 Dmg from Rock Attacks

FIRE/ROCK

(0 BP)

-2 BP 1/4 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Ice Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Steel Attacks
+2 BP x4 Dmg from Water Attacks
+2 BP x4 Dmg from Ground Attacks

FIRE/DRAGON

(3 BP)

-2 BP 1/4 Dmg from Fire Attacks
-2 BP 1/4 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Bug Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Dragon Attacks

FIRE/DARK

(4 BP)

-3 BP no Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Ice Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Fighting Attacks

FIRE/STEEL

(12 BP)

-3 BP no Dmg from Poison Attacks
-2 BP 1/4 Dmg from Grass Attacks
-2 BP 1/4 Dmg from Ice Attacks
-2 BP 1/4 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Steel Attacks
-1 BP 1/2 Dmg from Dragon Attacks
-1 BP 1/2 Dmg from Dark Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Fighting Attacks
+2 BP x4 Dmg from Ground Attacks

WATER/ELECTRIC

(4 BP)

-2 BP 1/4 Dmg from Steel Attacks
-1 BP 1/2 Dmg from Water Attacks

-1 BP 1/2 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Flying Attacks
+1 BP x2 Dmg from Grass Attacks
+1 BP x2 Dmg from Ground Attacks

WATER/ICE

(0 BP)

-2 BP 1/4 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Water Attacks
+1 BP x2 Dmg from Grass Attacks
+1 BP x2 Dmg from Electric Attacks
+1 BP x2 Dmg from Rock Attacks

WATER/FIGHTING

(3 BP)

-1 BP 1/2 Dmg from Rock Attacks
-1 BP 1/2 Dmg from Steel Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Ice Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Grass Attacks
+1 BP x2 Dmg from Electric Attacks
+1 BP x2 Dmg from Psychic Attacks

WATER/POISON

(4 BP)

-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Steel Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Psychic Attacks
+1 BP x2 Dmg From Ground Attacks
+1 BP x2 Dmg from Electric Attacks

WATER/GROUND

(5 BP)

-3 BP No Dmg from Electric Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Rock Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Steel Attacks
+2 BP x4 Dmg from Grass Attacks

WATER/FLYING

(5 BP)

-3 BP No Dmg from Ground Attacks
-1 BP 1/2 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Steel Attacks
+1 BP x2 Dmg from Rock Attacks
+2 BP x4 Dmg from Electric Attacks

WATER/PSYCHIC

(1 BP)

-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Steel Attacks
-1 BP 1/2 Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Grass Attacks
+1 BP x2 Dmg from Electric Attacks
+1 BP x2 Dmg from Bug Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks

WATER/ROCK

(0 BP)

-2 BP 1/4 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Poison Attacks
+1 BP x2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Electric Attacks
+2 BP x4 Dmg from Grass Attacks

WATER/DRAGON

(3 BP)

-2 BP 1/4 Dmg from Water Attacks
-2 BP 1/4 Dmg from Fire Attacks
+1 BP x2 Dmg from Dragon Attacks

WATER/GRASS

(2 BP)

-2 BP 1/4 Dmg from Water Attacks
-1 BP 1/2 Dmg from Ground Attacks
-1 BP 1/2 Dmg from Steel Attacks
+1 BP x2 Dmg from Bug Attacks
+1 BP x2 Dmg from Flying Attacks

WATER/BUG

(2 BP)

-1 BP 1/2 Dmg from Ground Attacks
-1 BP 1/2 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Steel Attacks
+1 BP x2 Dmg from Electric Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Flying Attacks

WATER/GHOST

(8 BP)

-3 BP no Dmg from Normal Attacks
-3 BP no Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Steel Attacks
+1 BP x2 Dmg from Grass Attacks
+1 BP x2 Dmg from Electric Attacks

+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks

WATER/DARK
(5 BP)

-3 BP no Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Steel Attacks
+1 BP x2 Dmg from Grass Attacks
+1 BP x2 Dmg from Electric Attacks
+1 BP x2 Dmg from Bug Attacks
+1 BP x2 Dmg from Fighting Attacks

WATER/STEEL
(13 BP)

-3 BP no Dmg from Poison Attacks
-2 BP 1/4 Dmg from Ice Attacks
-2 BP 1/4 Dmg from Steel Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Rock Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Dragon Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Water Attacks
+1 BP x2 Dmg from Electric Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Fighting Attacks

ELECTRIC/GRASS
(2 BP)

-2 BP 1/4 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Steel Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Bug Attacks

ELECTRIC/ICE
(-1 BP)

-1 BP 1/2 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Flying Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Rock Attacks

ELECTRIC/FIGHTING
(3 BP)

-1 BP 1/2 Dmg from Rock Attacks
-1 BP 1/2 Dmg from Dark Attacks

-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Steel Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Psychic Attacks
+1 BP x2 Dmg from Flying Attacks

ELECTRIC/POISON

(4 BP)

-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Steel Attacks
+1 BP x2 Dmg from Psychic Attacks
+2 BP x4 Dmg From Ground Attacks

ELECTRIC/GROUND

(4 BP)

-3 BP no Dmg from Electric Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Rock Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Steel Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Grass Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Water Attacks

ELECTRIC/PSYCHIC

(1 BP)

-1 BP 1/2 Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Steel Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Bug Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks

ELECTRIC/BUG

(1 BP)

-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Steel Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Rock Attacks

ELECTRIC/ROCK

(1 BP)

-2 BP 1/4 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Electric Attacks

+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Grass Attacks
+2 BP x4 Dmg from Ground Attacks

ELECTRIC/GHOST

(8 BP)
-3 BP no Dmg from Normal Attacks
-3 BP no Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Steel Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks

ELECTRIC/DRAGON

(4 BP)
-2 BP 1/4 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Steel Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Dragon Attacks

ELECTRIC/DARK

(5 BP)
-3 BP no Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Steel Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Bug Attacks
+1 BP x2 Dmg from Fighting Attacks

ELECTRIC/FLYING

(5 BP)
-3 BP no Dmg from Ground Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Steel Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Ice Attacks

ELECTRIC/STEEL

(12 BP)
-3 BP no Dmg from Poison Attacks
-2 BP 1/4 Dmg from Flying Attacks
-2 BP 1/4 Dmg from Steel Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Grass Attacks

-1 BP 1/2 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Rock Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Steel Attacks
+2 BP x4 Dmg from Ground Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Fighting Attacks

GRASS/ICE

(-3 BP)

+2 BP x4 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Ground Attacks
+1 BP x2 Dmg from Bug Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Steel Attacks
+1 BP x2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Rock Attacks

GRASS/FIGHTING

(1 BP)

-1 BP 1/2 Dmg from Rock Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Ground Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Psychic Attacks
+2 BP x4 Dmg from Flying Attacks

GRASS/GROUND

(2 BP)

-3 BP no Dmg from Electric Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Rock Attacks
-1 BP 1/2 Dmg from Ground Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Fire Attacks
+2 BP x4 Dmg from Ice Attacks

GRASS/ROCK

(-1 BP)

-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Electric Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Bug Attacks
+1 BP x2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Steel Attacks

GRASS/GHOST

(6 BP)

-3 BP no Dmg from Normal Attacks

-3 BP no Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Ground Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks

GRASS/DRAGON

(2 BP)

-2 BP 1/4 Dmg from Water Attacks
-2 BP 1/4 Dmg from Electric Attacks
-2 BP 1/4 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Ground Attacks
+1 BP x2 Dmg from Bug Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Dragon Attacks
+2 BP x4 Dmg from Ice Attacks

GRASS/DARK

(3 BP)

-3 BP no Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Ground Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Fighting Attacks
+2 BP x4 Dmg from Bug Attacks

GRASS/STEEL

(11 BP)

-3 BP no Dmg from Poison Attacks
-2 BP 1/4 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Rock Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Steel Attacks
-1 BP 1/2 Dmg from Dragon Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Electric Attacks
+1 BP x2 Dmg from Fighting Attacks
+2 BP x4 Dmg from Fire Attacks

GRASS/POISON

(2 BP)

-2 BP 1/4 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Fighting Attacks

+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Psychic Attacks

GRASS/FLYING

(1 BP)
-3 BP no Dmg from Ground Attacks
-2 BP 1/4 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Water Attacks
+2 BP x4 Dmg from Ice Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Poison Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Rock Attacks

GRASS/PSYCHIC

(-2 BP)
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Ground Attacks
-1 BP 1/2 Dmg from Psychic Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Poison Attacks
+1 BP x2 Dmg from Dark Attacks
+1 BP x2 Dmg from Ghost Attacks
+2 BP x4 Dmg from Bug Attacks

GRASS/BUG

(0 BP)
-2 BP 1/4 Dmg from Grass Attacks
-2 BP 1/4 Dmg from Ground Attacks
-1 BP 1/2 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Electric Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Poison Attacks
+2 BP x4 Dmg from Fire Attacks
+2 BP x4 Dmg from Flying Attacks

ICE/GROUND

(-1 BP)
-3 BP no Dmg from Electric Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Poison Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Steel Attacks
+1 BP x2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Grass Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Rock Attacks

ICE/FLYING

(0 BP)
-3 BP no Dmg from Ground Attacks

-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Grass Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Electric Attacks
+1 BP x2 Dmg from Steel Attacks
+2 BP x4 Dmg from Rock Attacks

ICE/PSYCHIC

(-4 BP)

-1 BP 1/2 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Psychic Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Bug Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Dark Attacks
+1 BP x2 Dmg from Steel Attacks

ICE/DARK

(0 BP)

-3 BP no Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Ice Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Steel Attacks
+1 BP x2 Dmg from Bug Attacks
+1 BP x2 Dmg from Rock Attacks
+2 BP x4 Dmg from Fighting Attacks

ICE/FIGHTING

(-2 BP)

-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Ice Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Steel Attacks
+1 BP x2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Psychic Attacks
+1 BP x2 Dmg from Flying Attacks

ICE/POISON

(-1 BP)

-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Ice Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Steel Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Psychic Attacks
+1 BP x2 Dmg From Ground Attacks

ICE/BUG

(-3 BP)

-1 BP 1/2 Dmg from Ground Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Ice Attacks
+1 BP x2 Dmg from Steel Attacks
+1 BP x2 Dmg from Flying Attacks
+2 BP x4 Dmg from Rock Attacks

+2 BP x4 Dmg from Fire Attacks

ICE/ROCK

(-4 BP)

-1 BP 1/2 Dmg from Normal Attacks

-1 BP 1/2 Dmg from Flying Attacks

-1 BP 1/2 Dmg from Poison Attacks

-1 BP 1/2 Dmg from Ice Attacks

+1 BP x2 Dmg from Rock Attacks

+1 BP x2 Dmg from Water Attacks

+1 BP x2 Dmg from Grass Attacks

+1 BP x2 Dmg from Ground Attacks

+2 BP x4 Dmg from Fighting Attacks

+2 BP x4 Dmg from Steel Attacks

ICE/GHOST

(4 BP)

-3 BP no Dmg from Normal Attacks

-3 BP no Dmg from Fighting Attacks

-1 BP 1/2 Dmg from Poison Attacks

-1 BP 1/2 Dmg from Bug Attacks

-1 BP 1/2 Dmg from Ice Attacks

+1 BP x2 Dmg from Fire Attacks

+1 BP x2 Dmg from Steel Attacks

+1 BP x2 Dmg from Rock Attacks

+1 BP x2 Dmg from Ghost Attacks

+1 BP x2 Dmg from Dark Attacks

ICE/DRAGON

(-1 BP)

-1 BP 1/2 Dmg from Water Attacks

-1 BP 1/2 Dmg from Electric Attacks

-1 BP 1/2 Dmg from Grass Attacks

+1 BP x2 Dmg from Steel Attacks

+1 BP x2 Dmg from Fighting Attacks

+1 BP x2 Dmg from Rock Attacks

+1 BP x2 Dmg from Dragon Attacks

ICE/STEEL

(8 BP)

-3 BP no Dmg from Poison Attacks

-2 BP 1/4 Dmg from Ice Attacks

-1 BP 1/2 Dmg from Normal Attacks

-1 BP 1/2 Dmg from Grass Attacks

-1 BP 1/2 Dmg from Flying Attacks

-1 BP 1/2 Dmg from Psychic Attacks

-1 BP 1/2 Dmg from Bug Attacks

-1 BP 1/2 Dmg from Ghost Attacks

-1 BP 1/2 Dmg from Dragon Attacks

-1 BP 1/2 Dmg from Dark Attacks

+1 BP x2 Dmg from Ground Attacks

+2 BP x4 Dmg from Fire Attacks

+2 BP x4 Dmg from Fighting Attacks

FIGHTING/POISON

(3 BP)

-1 BP 1/2 Dmg from Grass Attacks

-1 BP 1/2 Dmg from Bug Attacks

-1 BP 1/2 Dmg from Poison Attacks

-1 BP 1/2 Dmg from Fighting Attacks

-1 BP 1/2 Dmg from Rock Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Bug Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg From Ground Attacks
+2 BP x4 Dmg from Psychic Attacks

FIGHTING/GROUND

(4 BP)

-3 BP no Dmg from Electric Attacks
-2 BP 1/4 Dmg from Rock Attacks
-2 BP 1/4 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Dark Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Psychic Attacks
+1 BP x2 Dmg from Grass Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Water Attacks

FIGHTING/FLYING

(4 BP)

-3 BP no Dmg from Ground Attacks
-2 BP 1/4 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Dark Attacks
+1 BP x2 Dmg from Psychic Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Electric Attacks
+1 BP x2 Dmg from Ice Attacks

FIGHTING/PSYCHIC

(0 BP)

-1 BP 1/2 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Rock Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Ghost Attacks

FIGHTING/BUG

(1 BP)

-1 BP 1/2 Dmg from Ground Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Bug Attacks
+1 BP x2 Dmg from Psychic Attacks
+1 BP x2 Dmg from Fire Attacks
+2 BP x4 Dmg from Flying Attacks

FIGHTING/ROCK

(0 BP)

-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Rock Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Bug Attacks
+1 BP x2 Dmg from Psychic Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Fighting Attacks

+1 BP x2 Dmg from Steel Attacks
+1 BP x2 Dmg from Grass Attacks
+1 BP x2 Dmg from Ground Attacks

FIGHTING/GHOST

(7 BP)
-3 BP no Dmg from Normal Attacks
-3 BP no Dmg from Fighting Attacks
-2 BP 1/4 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Rock Attacks
+1 BP x2 Dmg from Psychic Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Ghost Attacks

FIGHTING/DRAGON

(3 BP)
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Rock Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Bug Attacks
+1 BP x2 Dmg from Psychic Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Dragon Attacks

FIGHTING/DARK

(5 BP)
-3 BP no Dmg from Psychic Attacks
-2 BP 1/4 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Rock Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Fighting Attacks

FIGHTING/STEEL

(12 BP)
-3 BP no Dmg from Poison Attacks
-2 BP 1/4 Dmg from Rock Attacks
-2 BP 1/4 Dmg from Bug Attacks
-2 BP 1/4 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Steel Attacks
-1 BP 1/2 Dmg from Dragon Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Fighting Attacks

POISON/GROUND

(5 BP)
-3 BP no Dmg from Electric Attacks
-2 BP 1/4 Dmg from Bug Attacks
-2 BP 1/4 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Rock Attacks
-1 BP 1/2 Dmg from Fighting Attacks

+1 BP x2 Dmg from Psychic Attacks
+1 BP x2 Dmg From Ground Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Water Attacks

POISON/PSYCHIC

(1 BP)

-2 BP 1/4 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Poison Attacks
+1 BP x2 Dmg From Ground Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks

POISON/ROCK

(1 BP)

-2 BP 1/4 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Bug Attacks
+1 BP x2 Dmg from Psychic Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Steel Attacks
+2 BP x4 Dmg from Ground Attacks

POISON/DRAGON

(4 BP)

-2 BP 1/4 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Psychic Attacks
+1 BP x2 Dmg From Ground Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Dragon Attacks

POISON/DARK

(6 BP)

-3 BP no Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Poison Attacks
+1 BP x2 Dmg From Ground Attacks

POISON/STEEL

(12 BP)

-3 BP no Dmg from Poison Attacks
-2 BP 1/4 Dmg from Bug Attacks
-2 BP 1/4 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Rock Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Steel Attacks
-1 BP 1/2 Dmg from Dragon Attacks

-1 BP 1/2 Dmg from Dark Attacks
+1 BP x2 Dmg from Fire Attacks
+2 BP x4 Dmg from Ground Attacks

POISON/FLYING

(6 BP)

-3 BP no Dmg from Ground Attacks
-2 BP 1/4 Dmg from Bug Attacks
-2 BP 1/4 Dmg from Grass Attacks
-2 BP 1/4 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Poison Attacks
+1 BP x2 Dmg from Psychic Attacks
+1 BP x2 Dmg from Electric Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Ice Attacks

POISON/BUG

(2 BP)

-2 BP 1/4 Dmg from Grass Attacks
-2 BP 1/4 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Bug Attacks
+1 BP x2 Dmg from Fire Attack
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Psychic Attacks
+1 BP x2 Dmg from Rock Attacks

POISON/GHOST

(7 BP)

-3 BP no Dmg from Normal Attacks
-3 BP no Dmg from Fighting Attacks
-2 BP 1/4 Dmg from Poison Attacks
-2 BP 1/4 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Grass Attacks
+1 BP x2 Dmg from Psychic Attacks
+1 BP x2 Dmg From Ground Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks

GROUND/FLYING

(7 BP)

-3 BP no Dmg from Electric Attacks
-3 BP no dmg from Ground Attacks
-2 BP 1/4 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Fighting Attacks
+2 BP x4 Dmg from Ice Attacks
+1 BP x2 Dmg from Water Attacks

GROUND/ROCK

(3 BP)

-3 BP no Dmg from Electric Attacks
-2 BP 1/4 Dmg from Bug Attacks
-2 BP 1/4 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Rock Attacks
-1 BP 1/2 Dmg From Flying Attacks
+1 x2 Dmg from Fighting Attacks
+1 x2 Dmg from Steel Attacks
+1 x2 Dmg from Ground Attacks

+1 x2 Dmg from Ice Attacks
+2 x4 Dmg from Grass Attacks
+2 x4 Dmg from Water Attacks

GROUND/STEEL

(12 BP)

-3 BP no Dmg from Electric Attacks
-3 BP no Dmg from Poison Attacks
-2 BP 1/4 Dmg from Rock Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Dragon Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Steel Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Fighting Attacks

GROUND/PSYCHIC

(2 BP)

-3 BP no Dmg from Electric Attacks
-1 BP 1/2 Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Rock Attacks
+1 BP x2 Dmg from Grass Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks

GROUND/BUG

(3 BP)

-3 BP no Dmg from Electric Attacks
-1 BP 1/2 Dmg from Ground Attacks
-1 BP 1/2 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Poison Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Fire Attacks

GROUND/GHOST

(9 BP)

-3 BP no Dmg from Normal Attacks
-3 BP no Dmg from Fighting Attacks
-3 BP no Dmg from Electric Attacks
-2 BP 1/4 Dmg from Bug Attacks
-2 BP 1/4 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Rock Attacks
+1 BP x2 Dmg from Grass Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks

GROUND/DRAGON

(4 BP)

-3 BP no Dmg from Electric Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Rock Attacks
+1 BP x2 Dmg from Dragon Attacks
+2 BP x4 Dmg from Ice Attacks

GROUND/DARK

(6 BP)

-3 BP no Dmg from Psychic Attacks
-3 BP no Dmg from Electric Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Rock Attacks
+1 BP x2 Dmg from Grass Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Fighting Attacks

FLYING/PSYCHIC

(2 BP)

-3 BP no Dmg from Ground Attacks
-2 BP 1/4 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Psychic Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks
+1 BP x2 Dmg from Electric Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Ice Attacks

FLYING/GHOST

(8 BP)

-3 BP no Dmg from Normal Attacks
-3 BP no Dmg from Fighting Attacks
-3 BP no Dmg from Ground Attacks
-2 BP 1/4 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Poison Attacks
+1 BP x2 Dmg from Electric Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks

FLYING/BUG

(2 BP)

-3 BP no dmg from Ground Attacks
-2 BP 1/4 Dmg from Grass Attacks
-2 BP 1/4 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Bug Attacks
+2 BP x4 Dmg from Rock Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Electric Attacks
+1 BP x2 Dmg from Ice Attacks

FLYING/ROCK

(2 BP)

-3 BP no Dmg from Ground Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Flying Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Steel Attacks
+1 BP x2 Dmg from Electric Attacks

FLYING/DRAGON

(5 BP)

-3 BP no Dmg from Ground Attacks
-2 BP 1/4 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Bug Attacks
+2 BP x4 Dmg from Ice Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Dragon Attacks

FLYING/DARK

(6 BP)

-3 BP no Dmg from Ground Attacks
-3 BP no Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Grass Attacks
+1 BP x2 Dmg from Electric Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Ice Attacks

FLYING/STEEL

(15 BP)

-3 BP no Dmg from Poison Attacks
-3 BP no Dmg from Ground Attacks
-2 BP 1/4 Dmg from Bug Attacks
-2 BP 1/4 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Steel Attacks
-1 BP 1/2 Dmg from Dragon Attacks
-1 BP 1/2 Dmg from Dark Attacks
+1 BP x2 Dmg from Electric Attacks
+1 BP x2 Dmg from Fire Attacks

PSYCHIC/BUG

(-1 BP)

-2 BP 1/4 Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Ground Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Psychic Attacks
+1 BP x2 Dmg from Bug Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks
+1 BP x2 Dmg from Fire Attacks

+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Flying Attacks

PSYCHIC/ROCK

(-2 BP)

-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Psychic Attacks
+1 BP x2 Dmg from Bug Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Steel Attacks
+1 BP x2 Dmg from Grass Attacks
+1 BP x2 Dmg from Ground Attacks

PSYCHIC/GHOST

(4 BP)

-3 BP no Dmg from Normal Attacks
-3 BP no Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Psychic Attacks
+2 BP x4 Dmg from Ghost Attacks
+2 BP x4 Dmg from Dark Attacks

PSYCHIC/DRAGON

(1 BP)

-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Bug Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Dragon Attacks

PSYCHIC/DARK

(1 BP)

-3 BP no Dmg from Psychic Attacks
+2 BP x4 Dmg from Bug Attacks

PSYCHIC/STEEL

(10 BP)

-3 BP no Dmg from Poison Attacks
-2 BP 1/4 Dmg from Psychic Attacks

-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Rock Attacks
-1 BP 1/2 Dmg from Steel Attacks
-1 BP 1/2 Dmg from Dragon Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Ground Attacks

BUG/ROCK

(-1 BP)

-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Poison Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Steel Attacks
+1 BP x2 Dmg from Rock Attacks

BUG/GHOST

(5 BP)

-3 BP no Dmg from Normal Attacks
-3 BP no Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Ground Attacks
-1 BP 1/2 Dmg from Grass Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks

BUG/DRAGON

(2 BP)

-2 BP 1/4 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Ground Attacks
-1 BP 1/2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Dragon Attacks

BUG/DARK

(3 BP)

-3 BP no Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Ground Attacks
-1 BP 1/2 Dmg from Grass Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Rock Attacks
+1 BP x2 Dmg from Flying Attacks
+1 BP x2 Dmg from Bug Attacks

BUG/STEEL

(11 BP)

-3 BP no Dmg from Poison Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Steel Attacks
-1 BP 1/2 Dmg from Dragon Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Grass Attacks
+2 BP x4 Dmg from Fire Attacks

ROCK/DARK

(2 BP)

-3 BP no Dmg from Psychic
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Ghost Attacks
+2 BP x4 Dmg from Fighting Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Grass Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Bug Attacks
+1 BP x2 Dmg from Steel Attacks

ROCK/GHOST

(6 BP)

-3 BP no Dmg from Normal Attacks
-3 BP no Dmg from Fighting Attacks
-2 BP 1/4 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Flying Attacks
+1 BP x2 Dmg from Water Attacks
+1 BP x2 Dmg from Steel Attacks
+1 BP x2 Dmg from Grass Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks

ROCK/DRAGON

(1 BP)

-2 BP 1/4 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Poison Attacks
+1 BP x2 Dmg from Fighting Attacks
+1 BP x2 Dmg from Steel Attacks
+1 BP x2 Dmg from Ground Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Dragon Attacks

ROCK/STEEL

(9 BP)

-3 BP no Dmg from Poison Attacks
-2 BP 1/4 Dmg from Normal Attacks
-2 BP 1/4 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Rock Attacks
-1 BP 1/2 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Dragon Attacks
-1 BP 1/2 Dmg from Dark Attacks
+1 BP x2 Dmg from Water Attacks
+2 BP x4 Dmg from Ground Attacks
+2 BP x4 Dmg from Fighting Attacks

GHOST/DRAGON

(8 BP)

-3 BP no Dmg from Normal Attacks
-3 BP no Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Poison Attacks
-1 BP 1/2 Dmg from Bug Attacks
+1 BP x2 Dmg from Ghost Attacks
+1 BP x2 Dmg from Dark Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Dragon Attacks

GHOST/DARK

(10 BP)

-3 BP no Dmg from Psychic Attacks
-3 BP no Dmg from Normal Attacks
-3 BP no Dmg from Fighting Attacks
-1 BP 1/2 Dmg from Poison Attacks

GHOST/STEEL

(16 BP)

-3 BP no Dmg from Poison Attacks
-3 BP no Dmg from Normal Attacks
-3 BP no Dmg from Fighting Attacks
-2 BP 1/4 Dmg from Bug Attacks
-1 BP 1/2 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Ice Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Rock Attacks
-1 BP 1/2 Dmg from Steel Attacks
-1 BP 1/2 Dmg from Dragon Attacks
+1 BP x2 Dmg from Fire Attacks
+1 BP x2 Dmg from Ground Attacks

DRAGON/DARK

(5 BP)

-3 BP no Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Ghost Attacks
-1 BP 1/2 Dmg from Dark Attacks
-1 BP 1/2 Dmg from Fire Attacks
-1 BP 1/2 Dmg from Water Attacks
-1 BP 1/2 Dmg from Electric Attacks
-1 BP 1/2 Dmg from Grass Attacks
+1 BP x2 Dmg from Ice Attacks
+1 BP x2 Dmg from Dragon Attacks
+1 BP x2 Dmg from Bug Attacks
+1 BP x2 Dmg from Fighting Attacks

DRAGON/STEEL

(13 BP)

-3 BP no Dmg from Poison Attacks
-2 BP 1/4 Dmg from Grass Attacks
-1 BP 1/2 Dmg from Normal Attacks
-1 BP 1/2 Dmg from Flying Attacks
-1 BP 1/2 Dmg from Psychic Attacks
-1 BP 1/2 Dmg from Rock Attacks

Moon	5 pt penalty to any Pokemon that evolves using a moonstone
Friend	2 pt penalty. Pokemon will be closer to happiness evolutions if caught with this ball
Lure	5 pt penalty to any Pokemon that can be caught by a Fishing Rod. All other get a 2 pt bonus
Heavy	5 pt penalty to any Pokemon with the Awkward Size defect
Fast	3 pt penalty to any Pokemon that tries running away. 3 pt bonus to Pokemon that are belligerent(Ursaring, Primeape)
Love	3 pt penalty if Trainer's Pokemon is the opposite gender of the wild Pokemon. 3 Pt bonus if the same gender. 5 pt bonus if either of them are genderless(Magnemite, Porygon, et. al.)
Safari	2 pt penalty
Park	3 pt penalty to Bug Pokemon
Lake	3 pt penalty to Water Pokemon
Dark	3 pt penalty to Dark Pokemon

Fishing Rods:

Old Rod-Can only Pokemon near the surface or shallow waters(25 BP)

Good Rod-catches mid water Pokemon(50 BP)

Super Rod-catches deep water Pokemon(75 BP)

A Mind check is needed to see if a person catches a Pokemon using a rod.

Example Lake(when a Pokemon is caught roll a die)

Shallow Waters(Old): 1-5 Magikarp 6-Goldeen(Total of 25 BP)

Mid Waters(Good):1-2 Magikarp 3-4 Goldeen 5 Seaking 6 Gyrados(Total of 50 BP)

Deep Waters(Super): 1 Goldeen 2-4 Seaking 5-6 Gyrados(Total of 75 BP)

Sample low level Cave(30 BP) encounter table

1-2 Zubat 3-4 Sandshrew 5 Geodude 6 Rare Pokemon(re-roll)

Re-roll 1-2 Onix 3-4 Paras 5 Dunsparce 6 Clefairy

Example 30 pt Sandshrew

(base)Sandshrew(13 BP)

Scratch(5)

Sand Attack(8)

Additional Light Armor:4(2*2) +5 Physical Armor & +5 Energy Armor