

My OC's Pokemon

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1 - Charmander

Info:

Charmander has the ability Blaze, which allows their Fire-type attacks to cause 150% more damage if their health drops below 30%.

As a natural ability, Charmander can produce flames inside of itself and project them from its mouth, meaning that it can breathe fire. The power of its flame attacks can be gauged by the size of the flame on its tail.

Leveling

Level Move Power Accuracy PP Type Category

1 Scratch 40 100% 35 Normal Physical

1 Growl — 100% 40 Normal Status

7 Ember 40 100% 25 Fire Special

10 Smokescreen — 100% 20 Normal Status

16 Dragon Rage — 100% 10 Dragon Special

19 Scary Face - 100% 10 Normal Status

25 Fire Fang 65 95% 15 Fire Physical

28 Flame Burst 70 100% 15 Fire Special

34 Slash 70 100% 20 Normal Physical

37 Flamethrower 95 100% 15 Fire Special

43 Fire Spin 35 85% 15 Fire Physical

46 Inferno 100 50% 5 Fire Special

Bold indicates this Pokémon receives STAB from this move.

2 - Bulbasar

Info:

Bulbasaur has "bulbs" on their backs that grow steadily larger as the Bulbasaur matures. This bulb contains a seed which uses photosynthesis to supply Bulbasaur with energy. Its bulb is also used to store the energy which the seed absorbs, which can be used when it is necessary. It is assumed that when a Bulbasaur collects enough energy in its bulb, it will evolve into an Ivysaur.

Leveling

1 1 1 1 1 1 1 Tackle

1 4 4 4 3 3 3 Growl

7 7 7 7 7 7 7 Leech Seed

13 10 10 10 9 9 9 Vine Whip

20 15 15 15 13 13 13 Poison Powder

41 15 15 15 13 13 13 Sleep Powder

15 15 15 Take Down

27 20 20 20 19 19 19 Razor Leaf

25 25 25 21 21 21 Sweet Scent

34 32 32 32 25 25 25 Growth

27 27 27 Double-Edge

31 31 31 Worry Seed

39 39 39 33 33 33 Synthesis

37 37 37 Seed Bomb

48 46 46 46 SolarBeam

3 - Charizard

Info:

Charizard is able to breathe fire, like its pre-evolved forms. However, unlike its pre-evolved forms, Charizard now has the ability to use Fly with the development of the large wings on its back. Charizard can also learn the Ghost-type move Shadow Claw.

Leveling

Level Move Power Accuracy PP Type Category

1 Dragon Claw 80 100% 15 Dragon Physical

1 Shadow Claw 70 100% 15 Ghost Physical

1 Air Slash 75 95% 20 Flying Special

1 Scratch 40 100% 35 Normal Physical

1 Growl — 100% 40 Normal Status

1 Ember 40 100% 25 Fire Special

1 Smokescreen — 100% 20 Normal Status

7 Ember 40 100% 25 Fire Special

10 Smokescreen — 100% 20 Normal Status

17 Dragon Rage — 100% 10 Dragon Special

21 Scary Face - 100% 10 Normal Status

28 Fire Fang 65 95% 15 Fire Physical

32 Flame Burst 70 100% 15 Fire Special

36 Wing Attack 60 100% 35 Flying Physical

41 Slash 70 100% 20 Normal Physical

40 Flamethrower 95 100% 15 Fire Special

44 Fire Spin 35 85% 15 Fire Physical

48 Inferno 100 50% 5 Fire Special

48 Heat Wave 100 90% 10 Fire Special

48 Flare Blitz 120 100% 15 Fire Physical

4 - Butterfree

Info:

Leveling

Level Move Power Accuracy PP Type Category

1 Confusion 50 100% 25 Psychic Special
10 Confusion 50 100% 25 Psychic Special
12 Poisonpowder - 75% 35 Poison Status
12 Stun Spore - 75% 35 Grass Status
12 Sleep Powder - 75% 15 Grass Status
16 Gust 40 100% 35 Flying Special
18 Supersonic - 55% 20 Normal Status
22 Whirlwind - 100% 20 Flying Status
24 Psybeam 65 100% 20 Psychic Special
28 Silver Wind 60 100% 5 Bug Special
30 Tailwind - -% 30 Flying Status
34 Rage Powder - -% 20 Bug Status
36 Safeguard - -% 25 Normal Status
40 Captivate - 100% 20 Normal Status
42 Bug Buzz 90 100% 10 Bug Special
46 Quiver Dance - -% 20 Bug Status

5 - Pidgy

Info:

Edit

Leveling

Level Move Power Accuracy PP Type Category

1 Tackle 50 100% 35 Normal Physical

5 Sand-attack - 100% 15 Ground Status

9 Gust 40 100% 35 Flying Special

13 Quick Attack 40 100% 30 Normal Physical

17 Whirlwind - 100% 20 Flying Status

21 Twister 40 100% 20 Dragon Special

25 FeatherDance - 100% 15 Flying Status

29 Agility - -% 30 Psychic Status

33 Wing Attack 60 100% 35 Flying Physical

37 Roost - -% 10 Flying Status

41 Tailwind - -% 30 Flying Status

45 Mirror Move - -% 20 Flying Status

49 Air Slash 75 95% 20 Flying Special

53 Hurricane 120 70% 10 Flying Special

Bold indicates this Pokémon receives STAB from this move.

Italic indicates an evolved or alternate form of this Pokémon receives STAB from this move.

6 - Pidgeotto

Info:

Leveling

Level Move Power Accuracy PP Type Category

1 Tackle 50 100% 35 Normal Physical
1 Sand-attack - 100% 15 Ground Status
1 Gust 40 100% 35 Flying Special
5 Sand-attack - 100% 15 Ground Status
9 Gust 40 100% 35 Flying Special
13 Quick Attack 40 100% 30 Normal Physical
17 Whirlwind - 100% 20 Flying Status
22 Twister 40 100% 20 Dragon Special
27 FeatherDance - 100% 15 Flying Status
32 Agility - -% 30 Psychic Status
37 Wing Attack 60 100% 35 Flying Physical
42 Roost - -% 10 Flying Status
47 Tailwind - -% 30 Flying Status
52 Mirror Move - -% 20 Flying Status
57 Air Slash 75 95% 20 Flying Special
62 Hurricane 120 70% 10 Flying Special

7 - Pidgeot

Info:

Leveling

Level Move Power Accuracy PP Type Category

1 Tackle 50 100% 35 Normal Physical
1 Sand-attack - 100% 15 Ground Status
1 Gust 40 100% 35 Flying Special
1 Quick Attack 40 100% 30 Normal Physical
5 Sand-attack - 100% 15 Ground Status
9 Gust 40 100% 35 Flying Special
13 Quick Attack 40 100% 30 Normal Physical
17 Whirlwind - 100% 20 Flying Status
22 Twister 40 100% 20 Dragon Special
27 FeatherDance - 100% 15 Flying Status
32 Agility - -% 30 Psychic Status
38 Wing Attack 60 100% 35 Flying Physical
44 Roost - -% 10 Flying Status
50 Tailwind - -% 30 Flying Status
56 Mirror Move - -% 20 Flying Status
62 Air Slash 75 95% 20 Flying Special
68 Hurricane 120 70% 10 Flying Special

8 - Pikachu

Info:

Leveling

Level Move Power Accuracy PP Type Category

1 Growl - 100% 40 Normal Status

1 ThunderShock 40 100% 30 Electric Special

5 Tail Whip - 100% 30 Normal Status

10 Thunder Wave - 100% 20 Electric Status

13 Quick Attack 40 100% 30 Normal Physical

18 Electro Ball - 100% 10 Electric Special

21 Double Team - -% 20 Normal Status

26 Slam 80 75% 20 Normal Physical

29 Thunderbolt 95 100% 15 Electric Special

34 Feint 30 100% 10 Normal Physical

37 Agility - -% 30 Psychic Status

42 Discharge 80 100% 15 Electric Special

45 Light Screen - -% 30 Psychic Status

46 Agility - -% 30 Psychic Status

50 Thunder 120 70% 10 Electric Special

9 - Sandshrew

Info:

Leveling

Level Move Power Accuracy PP Type Category

1 Scratch 40 100% 35 Normal
6 Defense Curl — —% 40 Normal
11 Sand-Attack — 100% 15 Ground
17 Poison Sting 15 100% 35 Normal
23 Slash 70 100% 20 Normal
30 Swift 60 —% 20 Normal
37 Fury Swipes 18 80% 15 Normal
45 Sandstorm — —% 10 Rock
TM01 DynamicPunch 100 50% 5 Fighting
TM02 Headbutt 70 100% 15 Normal
TM03 Curse — —% 10 ???
TM04 Rollout 30 90% 20 Rock
TM06 Toxic — 85% 10 Poison
TM08 Rock Smash 20 100% 15 Fighting
TM09 Psych Up — —% 10 Normal
TM10 Hidden Power — 100% 15 Normal
TM11 Sunny Day — —% 5 Fire
TM13 Snore 40 100% 15 Normal
TM17 Protect — —% 10 Normal
TM20 Endure — —% 10 Normal
TM21 Frustration — 100% 20 Normal
TM23 Iron Tail 100 75% 10 Steel
TM26 Earthquake 100 100% 10 Ground
TM27 Return — 10% 20 Normal
TM28 Dig 60 100% 10 Ground
TM31 Mud-Slap 20 100% 10 Ground
TM32 Double Team — —% 15 Normal
TM34 Swagger — 90% 15 Normal
TM35 Sleep Talk — —% 10 Normal
TM37 Sandstorm — —% 10 Rock
TM39 Swift 60 —% 20 Normal
TM40 Defense Curl — —% 40 Normal
TM43 Detect — —% 5 Fighting
TM44 Rest — —% 10 Psychic
TM45 Attract — 100% 15 Normal
TM46 Thief 40 100% 10 Dark
TM49 Fury Cutter 10 95% 20 Bug
HM01 Cut 50 95% 30 Normal

HM04 Strength 80 100% 15 Normal

Bold indicates this Pokémon receives STAB from this move.

Italic indicates an evolved or alternate form of this Pokémon receives STAB from this move.

10 - Sandslash

Info:

Leveling

Level Move Power Accuracy PP Type Category

1 Scratch 40 100% 35 Normal
6 Defense Curl — —% 40 Normal
11 Sand-Attack — 100% 15 Ground
17 Poison Sting 15 100% 35 Normal
24 Slash 70 100% 20 Normal
33 Swift 60 —% 20 Normal
42 Fury Swipes 18 80% 15 Normal
52 Sandstorm — —% 10 Rock
TM01 DynamicPunch 100 50% 5 Fighting
TM02 Headbutt 70 100% 15 Normal
TM03 Curse — —% 10 ???
TM04 Rollout 30 90% 20 Rock
TM06 Toxic — 85% 10 Poison
TM08 Rock Smash 20 100% 15 Fighting
TM09 Psych Up — —% 10 Normal
TM10 Hidden Power — 100% 15 Normal
TM11 Sunny Day — —% 5 Fire
TM13 Snore 40 100% 15 Normal
TM15 Hyper Beam 150 90% 5 Normal
TM17 Protect — —% 10 Normal
TM20 Endure — —% 10 Normal
TM21 Frustration — 100% 20 Normal
TM23 Iron Tail 100 75% 10 Steel
TM26 Earthquake 100 100% 10 Ground
TM27 Return — 10% 20 Normal
TM28 Dig 60 100% 10 Ground
TM31 Mud-Slap 20 100% 10 Ground
TM32 Double Team — —% 15 Normal
TM34 Swagger — 90% 15 Normal
TM35 Sleep Talk — —% 10 Normal
TM37 Sandstorm — —% 10 Rock
TM39 Swift 60 —% 20 Normal
TM40 Defense Curl — —% 40 Normal
TM43 Detect — —% 5 Fighting
TM44 Rest — —% 10 Psychic
TM45 Attract — 100% 15 Normal
TM46 Thief 40 100% 10 Dark
TM49 Fury Cutter 10 950% 20 Bug

HM01 Cut 50 95% 30 Normal

HM04 Strength 80 100% 15 Normal

Bold indicates this Pokémon receives STAB from this move.

Italic indicates an evolved or alternate form of this Pokémon receives STAB from this move.

11 - Vulpix

Info:

Leveling

Level Move Power Accuracy PP Type Category

1 Ember 40 100% 25 Fire

1 Tail Whip — 100% 30 Normal

16 Quick Attack 40 100% 30 Normal

21 Roar — 100% 10 Normal

28 Confuse Ray — 100% 15 Ghost

35 Flamethrower 95 100% 15 Fire

42 Fire Spin 15 70% 15 Fire

Bold indicates this Pokémon receives STAB from this move.

Italic indicates an evolved or alternate form of this Pokémon receives STAB from this move.

TMs/HMsEditTMs/HMs

Move Power Accuracy PP Type Category

TM06 Toxic — 85% 10 Poison

TM08 Body Slam 85 100% 15 Normal

TM09 Take Down 90 100% 20 Normal

TM10 Double-Edge 100 100% 15 Normal

TM20 Rage 20 100% 20 Normal

TM28 Dig 100 100% 10 Ground

TM31 Mimic — —% 10 Normal

TM32 Double Team — —% 15 Normal

TM33 Reflect — —% 20 Psychic

TM34 Bide — —% 10 Normal

TM38 Fire Blast 120 85% 5 Fire

TM40 Swift 60 —% 20 Normal

TM44 Rest — —% 10 Psychic

TM50 Substitute — —% 10 Normal

Bold indicates this Pokémon receives STAB from this move.

Italic indicates an evolved or alternate form of this Pokémon receives STAB from this move.

12 - Ninetales

Info:

Leveling

Level Move Power Accuracy PP Type Category

1 Ember 40 100% 25 Fire

1 Tail Whip — 100% 30 Normal

1 Quick Attack 40 100% 30 Normal

1 Roar — 100% 20 Normal

Italic indicates this Pokémon receives STAB from this move.

Italic indicates an evolved or alternate form of this Pokémon receives STAB from this move.

TMs/HMsEditTMs/HMs

Move Power Accuracy PP Type Category

TM06 Toxic — 85% 10 Poison

TM08 Body Slam 85 100% 15 Normal

TM09 Take Down 90 100% 20 Normal

TM10 Double-Edge 100 100% 15 Normal

TM15 Hyper Beam 150 90% 5 Normal

TM20 Rage 20 100% 20 Normal

TM28 Dig 100 100% 10 Ground

TM31 Mimic — —% 10 Normal

TM32 Double Team — —% 15 Normal

TM33 Reflect — —% 20 Psychic

TM34 Bide — —% 10 Normal

TM38 Fire Blast 120 85% 5 Fire

TM40 Swift 60 —% 20 Normal

TM44 Rest — —% 10 Psychic

TM50 Substitute — —% 10 Normal

Italic indicates this Pokémon receives STAB from this move.

Italic indicates an evolved or alternate form of this Pokémon receives STAB from this move.

13 - Growlithe

Info:

Growlithe can have the abilities Flash Fire and Intimidate. Flash Fire raises Growlithe's Attack if it is hit by a Fire-type move. Intimidate decreases the Attack of its opponent when it is put in battle. Naturally loyal and protective, if it is improperly trained it often bites without warning or unprovoked.

Generation IV Other generations:

I - II - III - V

Level Move Type Cat. Pwr. Acc. PP S. Contest Appeal

Start Bite Dark Physical 60 100% 25 Tough 3 ???

Start Roar Normal Status — 100% 20 Cool 2 ??

6 Ember Fire Special 40 100% 25 Beauty 3 ???

9 Leer Normal Status — 100% 30 Cool 2 ??

14 Odor Sleuth Normal Status — —% 40 Smart 1 ?

17 Helping Hand Normal Status — —% 20 Smart 1 ?

20 Flame Wheel Fire Physical 60 100% 25 Beauty 2 ??

25 Reversal Fighting Physical — 100% 15 Cool 2 ??

28 Fire Fang Fire Physical 65 95% 15 Beauty 3 ???

31 Take Down Normal Physical 90 85% 20 Tough 3 ???

34 Flamethrower Fire Special 95 100% 15 Beauty 2 ??

39 Agility Psychic Status — —% 30 Cool 2 ??

42 Crunch Dark Physical 80 100% 15 Tough 2 ??

45 Heat Wave Fire Special 100 90% 15 Beauty 2 ??

48 Flare Blitz Fire Physical 120 100% 15 Smart 2 ??

A level of "Start" indicates a move that will be known by a Growlithe obtained at level 1 in Generation IV

Bold indicates a move that gets STAB when used by Growlithe

Italic indicates a move that gets STAB only when used by an evolution of Growlithe

Click on the generation numbers at the top to see level-up moves from other generations

By TM/HM Generation IV Other generations:

I - II - III - V

TM Move Type Cat. Pwr. Acc. PP S. Contest Appeal

TM05 Roar Normal Status — 100% 20 Cool 2 ??

TM06 Toxic Poison Status — 85% 10 Smart 2 ??

TM10 Hidden Power Normal Special — 100% 15 Smart 1 ?

TM11 Sunny Day Fire Status — —% 5 Beauty 2 ??

TM17 Protect Normal Status — —% 10 Cute 0

TM21 Frustration Normal Physical — 100% 20 Cute 2 ??
 TM23 Iron Tail Steel Physical 100 75% 15 Cool 2 ??
 TM27 Return Normal Physical — 100% 20 Cute 2 ??
 TM28 Dig Ground Physical 80 100% 10 Smart 1 ?
 TM32 Double Team Normal Status — —% 15 Cool 2 ??
 TM35 Flamethrower Fire Special 95 100% 15 Beauty 2 ??
 TM38 Fire Blast Fire Special 120 85% 5 Beauty 2 ??
 TM40 Aerial Ace Flying Physical 60 —% 20 Cool 2 ??
 TM42 Facade Normal Physical 70 100% 20 Cute 2 ??
 TM43 Secret Power Normal Physical 70 100% 20 Smart 2 ??
 TM44 Rest Psychic Status — —% 10 Cute 0
 TM45 Attract Normal Status — 100% 15 Cute 2 ??
 TM46 Thief Dark Physical 40 100% 10 Tough 0
 TM50 Overheat Fire Special 140 90% 5 Beauty 2 ??
 TM58 Endure Normal Status — —% 10 Tough 2 ??
 TM61 Will-O-Wisp Fire Status — 75% 15 Beauty 2 ??
 TM78 Captivate Normal Status — 100% 20 Beauty 2 ??
 TM82 Sleep Talk Normal Status — —% 10 Cute 3 ???
 TM83 Natural Gift Normal Physical — 100% 15 Cool 2 ??
 TM87 Swagger Normal Status — 90% 15 Cute 2 ??
 TM90 Substitute Normal Status — —% 10 Smart 1 ?
 HM04 Strength Normal Physical 80 100% 15 Tough 3 ???
 HM06 Rock Smash Fighting Physical 40 100% 15 Tough 2 ??
 Bold indicates a move that gets STAB when used by Growlithe
 Italic indicates a move that gets STAB only when used by an evolution of Growlithe
 Click on the generation numbers at the top to see TM moves from other generations

By breeding Generation IV Other generations:

II - III - V

Father Move Type Cat. Pwr. Acc. PP S. Contest Appeal
 Body Slam Normal Physical 85 100% 15 Tough 3 ???

Crunch Dark Physical 80 100% 15 Tough 2 ??

Double-Edge Normal Physical 120 100% 15 Tough 0

Fire Spin Fire Special 15 70% 15 Beauty 0

Flare Blitz Fire Physical 120 100% 15 Smart 2 ??

Heat Wave Fire Special 100 90% 10 Beauty 2 ??

Howl Normal Status — —% 40 Cool 0

Morning SunHGSS Normal Status — —% 5 Beauty 0

Safeguard Normal Status — —% 25 Beauty 2 ??

Thrash Normal Physical 90 100% 20 Tough 2 ??

Moves marked with an asterisk (*) must be chain bred onto Growlithe in Generation IV

Moves marked with a double dagger (‡) can only be bred from a Pokémon who learned the move in an earlier generation.

Moves marked with a superscript game abbreviation can only be bred onto Growlithe in that game.

Bold indicates a move that gets STAB when used by Growlithe

Italic indicates a move that gets STAB only when used by an evolution of Growlithe

Click on the generation numbers at the top to see Egg moves from other generations

By tutoringGeneration IV Other generations:

II - III - V

Game Move Type Cat. Pwr. Acc. PP S. Contest Appeal

D P Pt HG SS Headbutt Normal Physical 70 100% 15 Tough 3 ???

D P Pt HG SS Heat Wave Fire Special 100 90% 10 Beauty 2 ??

D P Pt HG SS Helping Hand Normal Status — —% 20 Smart 1 ?

D P Pt HG SS Mud-Slap Ground Special 20 100% 10 Cute 3 ???

D P Pt HG SS Snore Normal Special 40 100% 15 Cute 3 ???

D P Pt HG SS Swift Normal Special 60 —% 20 Cool 2 ??

A black abbreviation in a colored box indicates that Growlithe can be tutored the move in that game

A colored abbreviation in a white box indicates that Growlithe cannot be tutored the move in that game

Bold indicates a move that gets STAB when used by Growlithe

Italic indicates a move that gets STAB only when used by an evolution of Growlithe

Click on the generation numbers at the top to see move tutor moves from other generations

14 - Arcanine

Info:

Arcanine have the abilities Flash Fire or Intimidate. Flash Fire activates when the user is hit with a fire-type move, allowing the user to become immune to fire damage, and raise the damage on any of its fire-type attacks. Intimidate will lower an opponents attack stat by one in battle. Arcanine is one of the fastest Pokémon in the world. It is said that it can travel up to 6200 miles in one day and night. Arcanine can also carry its trainer on its back and scout the seven-seas in less than 3 days. It can learn powerful attacks like Flare Blitz, ExtremeSpeed, and Thunder Fang.

Generation IV Other generations:

I - II - III - V

Level	Move	Type	Cat.	Pwr.	Acc.	PP	S.	Contest	Appeal
Start	Thunder Fang	Electric	Physical	65	95%	15	Smart	2	??
Start	Bite	Dark	Physical	60	100%	25	Tough	3	???
Start	Odor Sleuth	Normal	Status	—	—%	40	Smart	1	?
Start	Roar	Normal	Status	—	100%	20	Cool	2	??
Start	Fire Fang	Fire	Physical	65	95%	15	Beauty	3	???
39	ExtremeSpeed	Normal	Physical	80	100%	5	Cool	2	??

A level of "Start" indicates a move that will be known by a Arcanine obtained at level 1 in Generation IV

Bold indicates a move that gets STAB when used by Arcanine

Italic indicates a move that gets STAB only when used by an evolution of Arcanine

Click on the generation numbers at the top to see level-up moves from other generations

By TM/HM Generation IV Other generations:

I - II - III - V

TM	Move	Type	Cat.	Pwr.	Acc.	PP	S.	Contest	Appeal
TM05	Roar	Normal	Status	—	100%	20	Cool	2	??
TM06	Toxic	Poison	Status	—	85%	10	Smart	2	??
TM10	Hidden Power	Normal	Special	—	100%	15	Smart	1	?
TM11	Sunny Day	Fire	Status	—	—%	5	Beauty	2	??
TM15	Hyper Beam	Normal	Special	150	90%	5	Cool	2	??
TM17	Protect	Normal	Status	—	—%	10	Cute	0	
TM21	Frustration	Normal	Physical	—	100%	20	Cute	2	??
TM22	SolarBeam	Grass	Special	120	100%	10	Cool	1	?
TM23	Iron Tail	Steel	Physical	100	75%	15	Cool	2	??
TM27	Return	Normal	Physical	—	100%	20	Cute	2	??
TM28	Dig	Ground	Physical	80	100%	10	Smart	1	?

TM32 Double Team Normal Status — —% 15 Cool 2 ??
TM35 Flamethrower Fire Special 95 100% 15 Beauty 2 ??
TM38 Fire Blast Fire Special 120 85% 5 Beauty 2 ??
TM40 Aerial Ace Flying Physical 60 —% 20 Cool 2 ??
TM42 Facade Normal Physical 70 100% 20 Cute 2 ??
TM43 Secret Power Normal Physical 70 100% 20 Smart 2 ??
TM44 Rest Psychic Status — —% 10 Cute 0
TM45 Attract Normal Status — 100% 15 Cute 2 ??
TM46 Thief Dark Physical 40 100% 10 Tough 0
TM50 Overheat Fire Special 140 90% 5 Beauty 2 ??
TM58 Endure Normal Status — —% 10 Tough 2 ??
TM59 Dragon Pulse Dragon Special 90 100% 10 Smart 2 ??
TM61 Will-O-Wisp Fire Status — 75% 15 Beauty 2 ??
TM68 Giga Impact Normal Physical 150 90% 5 Beauty 2 ??
TM78 Captivate Normal Status — 100% 20 Beauty 2 ??
TM82 Sleep Talk Normal Status — —% 10 Cute 3 ???
TM83 Natural Gift Normal Physical — 100% 15 Cool 2 ??
TM87 Swagger Normal Status — 90% 15 Cute 2 ??
TM90 Substitute Normal Status — —% 10 Smart 1 ?
HM04 Strength Normal Physical 80 100% 15 Tough 3 ???
HM06 Rock Smash Fighting Physical 40 100% 15 Tough 2 ??
HM08 Rock Climb Normal Physical 90 85% 20 Cool 2 ??
Bold indicates a move that gets STAB when used by Arcanine
Italic indicates a move that gets STAB only when used by an evolution of Arcanine
Click on the generation numbers at the top to see TM moves from other generations

By breeding Generation IV Other generations:

II - III - V

Father Move Type Cat. Pwr. Acc. PP S. Contest Appeal

Body Slam Normal Physical 85 100% 15 Tough 3 ???

Crunch Dark Physical 80 100% 15 Tough 2 ??

Double-Edge Normal Physical 120 100% 15 Tough 0

Fire Spin Fire Special 15 70% 15 Beauty 0

Flare Blitz Fire Physical 120 100% 15 Smart 2 ??

Heat Wave Fire Special 100 90% 10 Beauty 2 ??

Howl Normal Status — —% 40 Cool 0

Morning SunHGSS Normal Status — —% 5 Beauty 0
Safeguard Normal Status — —% 25 Beauty 2 ??

Thrash Normal Physical 90 100% 20 Tough 2 ??

Moves marked with an asterisk (*) must be chain bred onto Arcanine in Generation IV

Moves marked with a double dagger (‡) can only be bred from a Pokémon who learned the move in an earlier generation.

Moves marked with a superscript game abbreviation can only be bred onto Arcanine in that game.

Bold indicates a move that gets STAB when used by Arcanine

Italic indicates a move that gets STAB only when used by an evolution of Arcanine

Click on the generation numbers at the top to see Egg moves from other generations

By tutoringGeneration IV Other generations:

II - III - V

Game Move Type Cat. Pwr. Acc. PP S. Contest Appeal

D P Pt HG SS Headbutt Normal Physical 70 100% 15 Tough 3 ???

D P Pt HG SS Heat Wave Fire Special 100 90% 10 Beauty 2 ??

D P Pt HG SS Helping Hand Normal Status — —% 20 Smart 1 ?

D P Pt HG SS Iron Head Steel Physical 80 100% 15 Tough 2 ??

D P Pt HG SS Mud-Slap Ground Special 20 100% 10 Cute 3 ???

D P Pt HG SS Snore Normal Special 40 100% 15 Cute 3 ???

D P Pt HG SS Swift Normal Special 60 —% 20 Cool 2 ??

A black abbreviation in a colored box indicates that Arcanine can be tutored the move in that game

A colored abbreviation in a white box indicates that Arcanine cannot be tutored the move in that game

Bold indicates a move that gets STAB when used by Arcanine

Italic indicates a move that gets STAB only when used by an evolution of Arcanine

Click on the generation numbers at the top to see move tutor moves from other generations

By a prior evolutionGeneration IV Other generations:

I - II - III - V

Stage Move Type Cat. Pwr. Acc. PP S. Contest Appeal

Ember Fire Special 40 100% 25 Beauty 3 ???

Leer Normal Status — 100% 30 Cool 2 ??

Helping HandDP Normal Status — —% 20 Smart 1 ?

Flame Wheel Fire Physical 60 100% 25 Beauty 2 ??

Reversal Fighting Physical — 100% 15 Cool 2 ??

Take Down Normal Physical 90 85% 20 Tough 3 ???

Agility Psychic Status — —% 30 Cool 2 ??

Bold indicates a move that gets STAB when used by Arcanine

Italic indicates a move that gets STAB only when used by an evolution of Arcanine

Click on the generation numbers at the top to see moves from other generations

By events Generation IV Other generations:

I - II - III - V

Event Move Type Cat. Pwr. Acc. PP S. Contest Appeal

Battle Series 2009 Arcanine Crunch Dark Physical 80 100% 15 Tough 2 ??

Battle Series 2009 Arcanine Flare Blitz Fire Physical 120 100% 15 Smart 2 ??

A superscript level indicates that Arcanine can learn this move normally in Generation IV at that level

Bold indicates a move that gets STAB when used by Arcanine

Italic indicates a move that gets STAB only when used by an evolution of Arcanine

Click on the generation numbers at the top to see event moves from other generations

15 - Eevee

Info:

Eevee can have either the ability Run Away or Adaptability. Run Away is an ability that will allow the user to run from any wild Pokémon battle, negating the effects of moves that prevent running away like mean look and block. Adaptability increases the users STAB from x1.5 to x2.0. Eevee are Pokémon with unstable genetic codes. This gives them the ability to evolve into seven different evolutions triggered by the environment, time of day, or the usage of the evolutionary stones Water Stone, Thunderstone, and Fire Stone.

Leveling

Level	Move	Power	Accuracy	PP	Type	Category
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1	Tackle	35	95%	35	Normal	
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1	Tail Whip	—	100%	30	Normal	
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8	Sand-attack	—	100%	15	Ground	
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16	Growl	—	100%	40	Normal	
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23	Quick Attack	40	100%	30	Normal	
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30	Bite	60	100%	25	Dark	
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36	Focus Energy	—	—%	30	Normal	
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42	Take Down	90	85%	20	Normal	
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16 - Vaporeon

Info:

Vaporeon have the ability Water Absorb. This allows Vaporeon to absorb any Water-type moves and heal themselves. Vaporeon are highly adapted to aquatic life. Unlike its pre-evolution, it has the ability to breathe underwater. Vaporeon has the power to melt into water and disappear. They can also manipulate water molecules. In Black and White Vaporeon will have the Hydration ability if caught in the Dream World.

Generation IV Other generations:

I - II - III - V

Level Move Type Cat. Pwr. Acc. PP S. Contest Appeal

Start Tackle Normal Physical 35 95% 35 Tough 3 ???

Start Tail Whip Normal Status — 100% 30 Cute 2 ??

Start Helping Hand Normal Status — —% 20 Smart 1 ?

8 Sand-Attack Ground Status — 100% 15 Cute 2 ??

15 Water Gun Water Special 40 100% 25 Cute 3 ???

22 Quick Attack Normal Physical 40 100% 30 Cool 2 ??

29 Bite Dark Physical 60 100% 25 Tough 3 ???

36 Aurora Beam Ice Special 65 100% 20 Beauty 2 ??

43 Aqua Ring Water Status — —% 20 Beauty 0

50 Last Resort Normal Physical 130 100% 5 Cute 0

57 Haze Ice Status — —% 30 Beauty 2 ??

64 Acid Armor Poison Status — —% 40 Tough 0

71 Hydro Pump Water Special 120 80% 5 Beauty 2 ??

78PtHGSS Muddy Water Water Special 95 85% 10 Tough 2 ??

A level of "Start" indicates a move that will be known by a Vaporeon obtained at level 1 in Generation IV

Bold indicates a move that gets STAB when used by Vaporeon

Italic indicates a move that gets STAB only when used by an evolution of Vaporeon

Click on the generation numbers at the top to see level-up moves from other generations

By TM/HM Generation IV Other generations:

I - II - III - V

TM Move Type Cat. Pwr. Acc. PP S. Contest Appeal

TM03 Water Pulse Water Special 60 100% 20 Beauty 2 ??

TM05 Roar Normal Status — 100% 20 Cool 2 ??

TM06 Toxic Poison Status — 85% 10 Smart 2 ??

TM07 Hail Ice Status — —% 10 Beauty 2 ??

TM10 Hidden Power Normal Special — 100% 15 Smart 1 ?
 TM11 Sunny Day Fire Status — —% 5 Beauty 2 ??
 TM13 Ice Beam Ice Special 95 100% 10 Beauty 2 ??
 TM14 Blizzard Ice Special 120 70% 5 Beauty 2 ??
 TM15 Hyper Beam Normal Special 150 90% 5 Cool 2 ??
 TM17 Protect Normal Status — —% 10 Cute 0
 TM18 Rain Dance Water Status — —% 5 Tough 2 ??
 TM21 Frustration Normal Physical — 100% 20 Cute 2 ??
 TM23 Iron Tail Steel Physical 100 75% 15 Cool 2 ??
 TM27 Return Normal Physical — 100% 20 Cute 2 ??
 TM28 Dig Ground Physical 80 100% 10 Smart 1 ?
 TM30 Shadow Ball Ghost Special 80 100% 15 Smart 2 ??
 TM32 Double Team Normal Status — —% 15 Cool 2 ??
 TM42 Facade Normal Physical 70 100% 20 Cute 2 ??
 TM43 Secret Power Normal Physical 70 100% 20 Smart 2 ??
 TM44 Rest Psychic Status — —% 10 Cute 0
 TM45 Attract Normal Status — 100% 15 Cute 2 ??
 TM55 Brine Water Special 65 100% 10 Smart 2 ??
 TM58 Endure Normal Status — —% 10 Tough 2 ??
 TM68 Giga Impact Normal Physical 150 90% 5 Beauty 2 ??
 TM78 Captivate Normal Status — 100% 20 Beauty 2 ??
 TM82 Sleep Talk Normal Status — —% 10 Cute 3 ???
 TM83 Natural Gift Normal Physical — 100% 15 Cool 2 ??
 TM87 Swagger Normal Status — 90% 15 Cute 2 ??
 TM90 Substitute Normal Status — —% 10 Smart 1 ?
 HM03 Surf Water Special 95 100% 15 Beauty 2 ??
 HM04 Strength Normal Physical 80 100% 15 Tough 3 ???
 HM05HGSS Whirlpool Water Special 15 70% 15 Beauty 0
 HM06 Rock Smash Fighting Physical 40 100% 15 Tough 2 ??
 HM07 Waterfall Water Physical 80 100% 15 Tough 3 ???
 Bold indicates a move that gets STAB when used by Vaporeon
 Italic indicates a move that gets STAB only when used by an evolution of Vaporeon
 Click on the generation numbers at the top to see TM moves from other generations

By breeding Generation IV Other generations:

II - III - V

Father Move Type Cat. Pwr. Acc. PP S. Contest Appeal

Charm Normal Status — 100% 20 Cute 2 ??

Covet Normal Physical 40 100% 40 Cute 0

Curse ??? Status — —% 10 Tough 0

DetectHGSS Fighting Status — —% 5 Cool 0

Endure Normal Status — —% 10 Tough 2 ??
Fake Tears Dark Status — 100% 20 Smart 2 ??

Flail Normal Physical — 100% 15 Cute 2 ??
Tickle Normal Status — 100% 20 Cute 2 ??
Wish* Normal Status — —% 10 Cute 2 ??

Yawn Normal Status — —% 10 Cute 2 ??

Moves marked with an asterisk (*) must be chain bred onto Vaporeon in Generation IV
Moves marked with a double dagger (‡) can only be bred from a Pokémon who learned the move in an earlier generation.

Moves marked with a superscript game abbreviation can only be bred onto Vaporeon in that game.

Bold indicates a move that gets STAB when used by Vaporeon

Italic indicates a move that gets STAB only when used by an evolution of Vaporeon

Click on the generation numbers at the top to see Egg moves from other generations

By tutoring Generation IV Other generations:

II - III - V

Game Move Type Cat. Pwr. Acc. PP S. Contest Appeal

D P Pt HG SS Aqua Tail Water Physical 90 90% 10 Cute 3 ???

D P Pt HG SS Dive Water Physical 80 100% 10 Beauty 1 ?

D P Pt HG SS Headbutt Normal Physical 70 100% 15 Tough 3 ???

D P Pt HG SS Heal Bell Normal Status — —% 5 Beauty 0

D P Pt HG SS Helping Hand Normal Status — —% 20 Smart 1 ?

D P Pt HG SS Icy Wind Ice Special 55 95% 15 Beauty 2 ??

D P Pt HG SS Last Resort Normal Physical 130 100% 5 Cute 0

D P Pt HG SS Mud-Slap Ground Special 20 100% 10 Cute 3 ???

D P Pt HG SS Signal Beam Bug Special 75 100% 15 Beauty 2 ??

D P Pt HG SS Snore Normal Special 40 100% 15 Cute 3 ???

D P Pt HG SS Swift Normal Special 60 —% 20 Cool 2 ??

A black abbreviation in a colored box indicates that Vaporeon can be tutored the move in that game

A colored abbreviation in a white box indicates that Vaporeon cannot be tutored the move in that game

Bold indicates a move that gets STAB when used by Vaporeon

Italic indicates a move that gets STAB only when used by an evolution of Vaporeon

Click on the generation numbers at the top to see move tutor moves from other generations

By a prior evolution Generation IV Other generations:

I - II - III - V

Stage Move Type Cat. Pwr. Acc. PP S. Contest Appeal

Growl Normal Status — 100% 40 Cute 2 ??

Baton Pass Normal Status — —% 40 Cute 0

Take Down Normal Physical 90 85% 20 Tough 3 ???

Trump Card Normal Special — —% 5 Cool 0

Bold indicates a move that gets STAB when used by Vaporeon

Italic indicates a move that gets STAB only when used by an evolution of Vaporeon

Click on the generation numbers at the top to see moves from other generations

17 - Jolteon

Info:

Jolteon have the ability Volt Absorb. This allows Jolteon to absorb any Electric-type move and heal itself. Jolteon is able to gather negative ions from the atmosphere, using the resulting electricity to create lightning bolts of up to 10,000 volts. Its individual cells also create small electrical charges on their own, which combined with the static electricity caused by its body can result in powerful electric-type attacks. It's very sensitive which causes it to constantly charge as it quickly changes moods. It can also make lightning and cause small thunderstorms. When threatened, it can fire spikes from its body.

Generation IV Other generations:

I - II - III - V

Level	Move	Type	Cat.	Pwr.	Acc.	PP	S.	Contest	Appeal
Start	Tackle	Normal	Physical	35	95%	35	Tough	3	???
Start	Tail Whip	Normal	Status	—	100%	30	Cute	2	??
Start	Helping Hand	Normal	Status	—	—%	20	Smart	1	?
8	Sand-Attack	Ground	Status	—	100%	15	Cute	2	??
15	ThunderShock	Electric	Special	40	100%	30	Cool	3	???
22	Quick Attack	Normal	Physical	40	100%	30	Cool	2	??
29	Double Kick	Fighting	Physical	30	100%	30	Cool	2	??
36	Pin Missile	Bug	Physical	14	85%	20	Cool	2	??
43	Thunder Fang	Electric	Physical	65	95%	15	Smart	3	???
50	Last Resort	Normal	Physical	130	100%	5	Cute	0	
57	Thunder Wave	Electric	Status	—	100%	20	Cool	2	??
64	Agility	Psychic	Status	—	—%	30	Cool	2	??
71	Thunder	Electric	Special	120	70%	10	Cool	2	??
78	PtHGSS Discharge	Electric	Special	80	100%	15	Cool	2	??

A level of "Start" indicates a move that will be known by a Jolteon obtained at level 1 in Generation IV

Bold indicates a move that gets STAB when used by Jolteon

Italic indicates a move that gets STAB only when used by an evolution of Jolteon

Click on the generation numbers at the top to see level-up moves from other generations

By TM/HM Generation IV Other generations:

I - II - III - V

TM	Move	Type	Cat.	Pwr.	Acc.	PP	S.	Contest	Appeal
TM05	Roar	Normal	Status	—	100%	20	Cool	2	??
TM06	Toxic Poison	Status	—	85%	10	Smart	2	??	
TM10	Hidden Power	Normal	Special	—	100%	15	Smart	1	?

TM11 Sunny Day Fire Status — —% 5 Beauty 2 ??
 TM15 Hyper Beam Normal Special 150 90% 5 Cool 2 ??
 TM16 Light Screen Psychic Status — —% 30 Beauty 2 ??
 TM17 Protect Normal Status — —% 10 Cute 0
 TM18 Rain Dance Water Status — —% 5 Tough 2 ??
 TM21 Frustration Normal Physical — 100% 20 Cute 2 ??
 TM23 Iron Tail Steel Physical 100 75% 15 Cool 2 ??
 TM24 Thunderbolt Electric Special 95 100% 15 Cool 2 ??
 TM25 Thunder Electric Special 120 70% 10 Cool 2 ??
 TM27 Return Normal Physical — 100% 20 Cute 2 ??
 TM28 Dig Ground Physical 80 100% 10 Smart 1 ?
 TM30 Shadow Ball Ghost Special 80 100% 15 Smart 2 ??
 TM32 Double Team Normal Status — —% 15 Cool 2 ??
 TM34 Shock Wave Electric Special 60 —% 20 Cool 2 ??
 TM42 Facade Normal Physical 70 100% 20 Cute 2 ??
 TM43 Secret Power Normal Physical 70 100% 20 Smart 2 ??
 TM44 Rest Psychic Status — —% 10 Cute 0
 TM45 Attract Normal Status — 100% 15 Cute 2 ??
 TM57 Charge Beam Electric Special 50 90% 10 Beauty 2 ??
 TM58 Endure Normal Status — —% 10 Tough 2 ??
 TM68 Giga Impact Normal Physical 150 90% 5 Beauty 2 ??
 TM73 Thunder Wave Electric Status — 100% 10 Cool 2 ??
 TM78 Captivate Normal Status — 100% 20 Beauty 2 ??
 TM82 Sleep Talk Normal Status — —% 10 Cute 3 ???
 TM83 Natural Gift Normal Physical — 100% 15 Cool 2 ??
 TM87 Swagger Normal Status — 90% 15 Cute 2 ??
 TM90 Substitute Normal Status — —% 10 Smart 1 ?
 HM04 Strength Normal Physical 80 100% 15 Tough 3 ???
 HM06 Rock Smash Fighting Physical 40 100% 15 Tough 2 ??
 Bold indicates a move that gets STAB when used by Jolteon
 Italic indicates a move that gets STAB only when used by an evolution of Jolteon
 Click on the generation numbers at the top to see TM moves from other generations

By breeding Generation IV Other generations:
 II - III - V

Father Move Type Cat. Pwr. Acc. PP S. Contest Appeal

Charm Normal Status — 100% 20 Cute 2 ??

Covet Normal Physical 40 100% 40 Cute 0

Curse ??? Status — —% 10 Tough 0

DetectHGSS Fighting Status — —% 5 Cool 0

Endure Normal Status — —% 10 Tough 2 ??
Fake Tears Dark Status — 100% 20 Smart 2 ??

Flail Normal Physical — 100% 15 Cute 2 ??
Tickle Normal Status — 100% 20 Cute 2 ??
Wish* Normal Status — —% 10 Cute 2 ??

Yawn Normal Status — —% 10 Cute 2 ??

Moves marked with an asterisk (*) must be chain bred onto Jolteon in Generation IV

Moves marked with a double dagger (‡) can only be bred from a Pokémon who learned the move in an earlier generation.

Moves marked with a superscript game abbreviation can only be bred onto Jolteon in that game.

Bold indicates a move that gets STAB when used by Jolteon

Italic indicates a move that gets STAB only when used by an evolution of Jolteon

Click on the generation numbers at the top to see Egg moves from other generations

By tutoring Generation IV Other generations:

II - III - V

Game Move Type Cat. Pwr. Acc. PP S. Contest Appeal

D P Pt HG SS Headbutt Normal Physical 70 100% 15 Tough 3 ???

D P Pt HG SS Heal Bell Normal Status — —% 5 Beauty 0

D P Pt HG SS Helping Hand Normal Status — 100% 20 Smart 2 ??

D P Pt HG SS Last Resort Normal Physical 130 100% 5 Cute 0

D P Pt HG SS Magnet Rise Electric Status — —% 10 Cute 2 ??

D P Pt HG SS Mud-Slap Ground Special 20 100% 10 Cute 3 ???

D P Pt HG SS Signal Beam Bug Special 75 100% 15 Beauty 2 ??

D P Pt HG SS Snore Normal Special 40 100% 15 Cute 3 ???

D P Pt HG SS Swift Normal Special 60 —% 20 Cool 2 ??

A black abbreviation in a colored box indicates that Jolteon can be tutored the move in that game

A colored abbreviation in a white box indicates that Jolteon cannot be tutored the move in that game

Bold indicates a move that gets STAB when used by Jolteon

Italic indicates a move that gets STAB only when used by an evolution of Jolteon

Click on the generation numbers at the top to see move tutor moves from other generations

By a prior evolution Generation IV Other generations:

I - II - III - V

Stage Move Type Cat. Pwr. Acc. PP S. Contest Appeal

Growl Normal Status — 100% 40 Cute 2 ??

Bite Dark Physical 60 100% 25 Tough 3 ???

Baton Pass Normal Status — —% 40 Cute 0

Take Down Normal Physical 90 85% 20 Tough 3 ???

Trump Card Normal Special — —% 5 Cool 0

Bold indicates a move that gets STAB when used by Jolteon

Italic indicates a move that gets STAB only when used by an evolution of Jolteon

Click on the generation numbers at the top to see moves from other generations

18 - Flareon

Info:

Flareon have the ability Flash Fire. Flash Fire allows Flareon's Attack to increase when it is hit by a Fire-type move. It has a flame sack in its body. Its body temperature can reach up to 1,650 degrees Fahrenheit before battle.

Generation IV Other generations:

I - II - III - V

Level Move Type Cat. Pwr. Acc. PP S. Contest Appeal

Start Tackle Normal Physical 35 95% 35 Tough 3 ???

Start Tail Whip Normal Status — 100% 30 Cute 2 ??

Start Helping Hand Normal Status — —% 20 Smart 1 ?

8 Sand-Attack Ground Status — 100% 15 Cute 2 ??

15 Ember Fire Special 40 100% 30 Beauty 3 ???

22 Quick Attack Normal Physical 40 100% 30 Cool 2 ??

29 Bite Dark Physical 60 100% 25 Tough 3 ???

36 Fire Spin Fire Special 15 70% 15 Beauty 0

43 Fire Fang Fire Physical 65 95% 15 Beauty 3 ???

50 Last Resort Normal Physical 130 100% 5 Cute 0

57 Smog Poison Special 20 70% 20 Tough 3 ???

64 Scary Face Normal Status — 90% 10 Tough 2 ??

71 Fire Blast Fire Special 120 85% 5 Beauty 2 ??

78PtHGSS Lava Plume Fire Special 80 100% 15 Tough 2 ??

A level of "Start" indicates a move that will be known by a Flareon obtained at level 1 in Generation IV

Bold indicates a move that gets STAB when used by Flareon

Italic indicates a move that gets STAB only when used by an evolution of Flareon

Click on the generation numbers at the top to see level-up moves from other generations

By TM/HM Generation IV Other generations:

I - II - III - V

TM Move Type Cat. Pwr. Acc. PP S. Contest Appeal

TM05 Roar Normal Status — 100% 20 Cool 2 ??

TM06 Toxic Poison Status — 85% 10 Smart 2 ??

TM10 Hidden Power Normal Special — 100% 15 Smart 1 ?

TM11 Sunny Day Fire Status — —% 5 Beauty 2 ??

TM15 Hyper Beam Normal Special 150 90% 5 Cool 2 ??

TM17 Protect Normal Status — —% 10 Cute 0

TM18 Rain Dance Water Status — —% 5 Tough 2 ??
 TM21 Frustration Normal Physical — 100% 20 Cute 2 ??
 TM23 Iron Tail Steel Physical 100 75% 15 Cool 2 ??
 TM27 Return Normal Physical — 100% 20 Cute 2 ??
 TM28 Dig Ground Physical 80 100% 10 Smart 1 ?
 TM30 Shadow Ball Ghost Special 80 100% 15 Smart 2 ??
 TM32 Double Team Normal Status — —% 15 Cool 2 ??
 TM35 Flamethrower Fire Special 95 100% 15 Beauty 2 ??
 TM38 Fire Blast Fire Special 120 85% 5 Beauty 2 ??
 TM42 Facade Normal Physical 70 100% 20 Cute 2 ??
 TM43 Secret Power Normal Physical 70 100% 20 Smart 2 ??
 TM44 Rest Psychic Status — —% 10 Cute 0
 TM45 Attract Normal Status — 100% 15 Cute 2 ??
 TM50 Overheat Fire Special 140 90% 5 Beauty 2 ??
 TM58 Endure Normal Status — —% 10 Tough 2 ??
 TM61 Will-O-Wisp Fire Status — 75% 15 Beauty 2 ??
 TM68 Giga Impact Normal Physical 150 90% 5 Beauty 2 ??
 TM78 Captivate Normal Status — 100% 20 Beauty 2 ??
 TM82 Sleep Talk Normal Status — —% 10 Cute 3 ???
 TM83 Natural Gift Normal Physical — 100% 15 Cool 2 ??
 TM87 Swagger Normal Status — 90% 15 Cute 2 ??
 TM90 Substitute Normal Status — —% 10 Smart 1 ?
 HM04 Strength Normal Physical 80 100% 15 Tough 3 ???
 HM06 Rock Smash Fighting Physical 40 100% 15 Tough 2 ??
 Bold indicates a move that gets STAB when used by Flareon
 Italic indicates a move that gets STAB only when used by an evolution of Flareon
 Click on the generation numbers at the top to see TM moves from other generations

By breeding Generation IV Other generations:

II - III - V

Father Move Type Cat. Pwr. Acc. PP S. Contest Appeal

Charm Normal Status — 100% 20 Cute 2 ??

Covet Normal Physical 40 100% 40 Cute 0

Curse ??? Status — —% 10 Tough 0

DetectHGSS Fighting Status — —% 5 Cool 0

Endure Normal Status — —% 10 Tough 2 ??

Fake Tears Dark Status — 100% 20 Smart 2 ??

Flail Normal Physical — 100% 15 Cute 2 ??

Tickle Normal Status — 100% 20 Cute 2 ??

Wish* Normal Status — —% 10 Cute 2 ??

Yawn Normal Status — —% 10 Cute 2 ??

Moves marked with an asterisk (*) must be chain bred onto Flareon in Generation IV

Moves marked with a double dagger (‡) can only be bred from a Pokémon who learned the move in an earlier generation.

Moves marked with a superscript game abbreviation can only be bred onto Flareon in that game.

Bold indicates a move that gets STAB when used by Flareon

Italic indicates a move that gets STAB only when used by an evolution of Flareon

Click on the generation numbers at the top to see Egg moves from other generations

By tutoring Generation IV Other generations:

II - III - V

Game Move Type Cat. Pwr. Acc. PP S. Contest Appeal

D P Pt HG SS Headbutt Normal Physical 70 100% 15 Tough 3 ???

D P Pt HG SS Heal Bell Normal Status — —% 5 Beauty 0

D P Pt HG SS Heat Wave Fire Special 100 90% 10 Beauty 2 ??

D P Pt HG SS Helping Hand Normal Status — 100% 20 Smart 2 ??

D P Pt HG SS Last Resort Normal Physical 130 100% 5 Cute 0

D P Pt HG SS Mud-Slap Ground Special 20 100% 10 Cute 3 ???

D P Pt HG SS Snore Normal Special 40 100% 15 Cute 3 ???

D P Pt HG SS Superpower Fighting Physical 120 100% 5 Smart 2 ??

D P Pt HG SS Swift Normal Special 60 —% 20 Cool 2 ??

A black abbreviation in a colored box indicates that Flareon can be tutored the move in that game

A colored abbreviation in a white box indicates that Flareon cannot be tutored the move in that game

Bold indicates a move that gets STAB when used by Flareon

Italic indicates a move that gets STAB only when used by an evolution of Flareon

Click on the generation numbers at the top to see move tutor moves from other generations

By a prior evolution Generation IV Other generations:

I - II - III - V

Stage Move Type Cat. Pwr. Acc. PP S. Contest Appeal

Growl Normal Status — 100% 40 Cute 2 ??

Baton Pass Normal Status — —% 40 Cute 0

Take Down Normal Physical 90 85% 20 Tough 3 ???

Trump Card Normal Special — —% 5 Cool 0

Bold indicates a move that gets STAB when used by Flareon

Italic indicates a move that gets STAB only when used by an evolution of Flareon

Click on the generation numbers at the top to see moves from other generations

19 - Espeon

Info:

Espeon use the fine hairs on their pelts to sense air currents and predict their opponent's next move as well as the weather.

Espeon have very high Special Attack and Speed stats. However, all of the other stats are near average. Overall, Espeon is a good choice for some trainers.

Leveling

Level	Move	Power	Accuracy	PP	Type	Category
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1	Tail Whip	—	100%	30	Normal	Status
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1	Tackle	50	100%	35	Normal	Physical
---	--------	----	------	----	--------	----------

1	Helping Hand	—	—%	20	Normal	Status
---	--------------	---	----	----	--------	--------

8	Sand-Attack	—	100%	15	Ground	Status
---	-------------	---	------	----	--------	--------

15	Confusion	50	100%	25	Psychic	Special
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22	Quick Attack	40	100%	30	Normal	Physical
----	--------------	----	------	----	--------	----------

29	Swift	60	—%	20	Normal	Special
----	-------	----	----	----	--------	---------

36	Psybeam	65	100%	20	Psychic	Special
----	---------	----	------	----	---------	---------

43	Future Sight	100	100%	10	Psychic	Special
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50	Last Resort	140	100%	5	Normal	Physical
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57	Psych Up	—	—%	10	Normal	Status
----	----------	---	----	----	--------	--------

64	Psychic	90	100%	10	Psychic	Special
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71	Morning Sun	—	—%	5	Normal	Status
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78	Power Swap	—	—%	10	Psychic	Status
----	------------	---	----	----	---------	--------

20 - Umbreon

Info:

Umbreon can spray a cloud of toxic gas from its sweat glands when agitated. Also, since it's a fully evolved Pokémon, Umbreon can learn the moves Hyper Beam and Giga Impact and even though Umbreon is a Dark-type it is able to learn the move Psychic. Although Umbreon looks small, it has a strong endurance. Its base stats make it a good choice for defensive trainers.

Leveling

Level Move Power Accuracy PP Type Category

1 Tail Whip — 100% 30 Normal Status

1 Tackle 50 100% 35 Normal Physical

1 Helping Hand — —% 20 Normal Status

8 Sand-Attack — 100% 15 Ground Status

15 Pursuit 40 100% 20 Dark Physical

22 Quick Attack 40 100% 30 Normal Physical

29 Confuse Ray — 100% 10 Ghost Status

36 Faint Attack 60 —% 20 Dark Physical

43 Assurance 50 100% 10 Dark Physical

50 Last Resort 140 100% 5 Normal Physical

57 Mean Look — —% 5 Normal Status

64 Screech — 85% 40 Normal Status

71 Moonlight — —% 5 Normal Status

78 Guard Swap — —% 10 Psychic Status

21 - Pichu

Info:

Pichu have the special ability Static. This allows for a 30% chance that an opponent will become paralyzed if it lands a physical attack on Pichu. Pichu, like its other forms, is capable of storing electricity in the pink sacs on its cheeks. Being a baby Pokémon however, Pichu can not store as much electricity as its evolved forms. It will shock itself if any electricity leaks out of its cheeks.

Leveling

Level	Move	Power	Accuracy	PP	Type	Category
-------	------	-------	----------	----	------	----------

1	Thundershock	40	100%	30	Electric	Special
---	--------------	----	------	----	----------	---------

1	Charm	—	100%	20	Normal	Status
---	-------	---	------	----	--------	--------

5	Tail Whip	—	100%	30	Normal	Status
---	-----------	---	------	----	--------	--------

10	Thunder Wave	—	100%	20	Electric	Status
----	--------------	---	------	----	----------	--------

13	Sweet Kiss	—	75%	10	Normal	Status
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18	Nasty Plot	—	—%	20	Dark	Status
----	------------	---	----	----	------	--------

22 - Lefeeon

Info:

According to the Pokédex, Lefeeon employs photosynthesis on top of its animal capabilities, as a result, it is always surrounded by fresh air.

Lv. Move Type Class Pow. Acc. Effect

1 Tackle 50 100% Inflicts regular damage with no additional effect.

1 Tail Whip—100% Lowers the target's Defense by one stage.

1 Helping Hand -- -- Ally's next move inflicts half more damage.

8 Sand-attack—100% Lowers the target's accuracy by one stage.

15 Razor Leaf 55 95% Has an increased chance for a critical hit.

22 Quick Attack 40 100% Inflicts regular damage with no additional effect.

29 Synthesis -- -- Heals the user by half its max HP. Affected by weather.

36 Magical Leaf 60—Never misses.

43 Giga Drain 75 100% Heals the user by half the damage inflicted.

50 Last Resort 140 100% Can only be used after all of the user's other moves have been used.

57 Grasswhistle—55% Puts the target to sleep.

64 Sunny Day -- -- Changes the weather to sunny for five turns.

71 Leaf Blade 90 100% Has an increased chance for a critical hit.

78 Swords Dance -- -- Raises the user's Attack by two stages.

Generation IV Other generations:

V

Level Move Type Cat. Pwr. Acc. PP S. Contest Appeal

Start Tackle Normal Physical 35 95% 35 Tough 3 ???

Start Tail Whip Normal Status — 100% 30 Cute 2 ??

Start Helping Hand Normal Status — —% 20 Smart 1 ?

8 Sand-Attack Ground Status — 100% 15 Cute 2 ??

15 Razor Leaf Grass Physical 55 95% 25 Cool 3 ???

22 Quick Attack Normal Physical 40 100% 30 Cool 2 ??

29 Synthesis Grass Status — —% 5 Smart 0

36 Magical Leaf Grass Special 60 —% 20 Beauty 2 ??

43 Giga Drain Grass Special 60 100% 10 Smart 1 ?

50 Last Resort Normal Physical 130 100% 5 Cute 0

57 GrassWhistle Grass Status — 55% 15 Smart 2 ??

64 Sunny Day Fire Status — —% 5 Beauty 2 ??

71 Leaf Blade Grass Physical 90 100% 15 Cool 2 ??

78PtHGSS Swords Dance Normal Status — —% 30 Beauty 0

A level of "Start" indicates a move that will be known by a Leafeon obtained at level 1 in Generation IV

Bold indicates a move that gets STAB when used by Leafeon

Italic indicates a move that gets STAB only when used by an evolution of Leafeon

Click on the generation numbers at the top to see level-up moves from other generations

By TM/HM Generation IV Other generations:

V

TM Move Type Cat. Pwr. Acc. PP S. Contest Appeal

TM05 Roar Normal Status — 100% 20 Cool 2 ??

TM06 Toxic Poison Status — 85% 10 Smart 2 ??

TM09 Bullet Seed Grass Physical 10 100% 30 Cool 2 ??

TM10 Hidden Power Normal Special — 100% 15 Smart 1 ?

TM11 Sunny Day Fire Status — —% 5 Beauty 2 ??

TM15 Hyper Beam Normal Special 150 90% 5 Cool 2 ??

TM17 Protect Normal Status — —% 10 Cute 0

TM18 Rain Dance Water Status — —% 5 Tough 2 ??

TM19 Giga Drain Grass Special 60 100% 10 Smart 1 ?
 TM21 Frustration Normal Physical — 100% 20 Cute 2 ??
 TM22 SolarBeam Grass Special 120 100% 10 Cool 1 ?
 TM23 Iron Tail Steel Physical 100 75% 15 Cool 2 ??
 TM27 Return Normal Physical — 100% 20 Cute 2 ??
 TM28 Dig Ground Physical 80 100% 10 Smart 1 ?
 TM30 Shadow Ball Ghost Special 80 100% 15 Smart 2 ??
 TM32 Double Team Normal Status — —% 15 Cool 2 ??
 TM40 Aerial Ace Flying Physical 60 —% 20 Cool 2 ??
 TM42 Facade Normal Physical 70 100% 20 Cute 2 ??
 TM43 Secret Power Normal Physical 70 100% 20 Smart 2 ??
 TM44 Rest Psychic Status — —% 10 Cute 0
 TM45 Attract Normal Status — 100% 15 Cute 2 ??
 TM53 Energy Ball Grass Special 80 100% 10 Beauty 2 ??
 TM58 Endure Normal Status — —% 10 Tough 2 ??
 TM68 Giga Impact Normal Physical 150 90% 5 Beauty 2 ??
 TM70 Flash Normal Status — 100% 20 Beauty 2 ??
 TM75 Swords Dance Normal Status — —% 30 Beauty 0
 TM78 Captivate Normal Status — 100% 20 Beauty 2 ??
 TM81 X-Scissor Bug Physical 80 100% 15 Beauty 2 ??
 TM82 Sleep Talk Normal Status — —% 10 Cute 3 ???
 TM83 Natural Gift Normal Physical — 100% 15 Cool 2 ??
 TM86 Grass Knot Grass Special — 100% 20 Smart 2 ??
 TM87 Swagger Normal Status — 90% 15 Cute 2 ??
 TM90 Substitute Normal Status — —% 10 Smart 1 ?
 HM04 Strength Normal Physical 80 100% 15 Tough 3 ???
 HM06 Rock Smash Fighting Physical 40 100% 15 Tough 2 ??
 Bold indicates a move that gets STAB when used by Leafeon
 Italic indicates a move that gets STAB only when used by an evolution of Leafeon
 Click on the generation numbers at the top to see TM moves from other generations

By breeding Generation IV Other generations:

V

Father Move Type Cat. Pwr. Acc. PP S. Contest Appeal

Charm Normal Status — 100% 20 Cute 2 ??

Covet Normal Physical 40 100% 40 Cute 0

Curse ??? Status — —% 10 Tough 0

DetectHGSS Fighting Status — —% 5 Cool 0

Endure Normal Status — —% 10 Tough 2 ??

Fake Tears Dark Status — 100% 20 Smart 2 ??

Flail Normal Physical — 100% 15 Cute 2 ??
Tickle Normal Status — 100% 20 Cute 2 ??
Wish* Normal Status — —% 10 Cute 2 ??

Yawn Normal Status — —% 10 Cute 2 ??

Moves marked with an asterisk (*) must be chain bred onto Leafeon in Generation IV

Moves marked with a double dagger (‡) can only be bred from a Pokémon who learned the move in an earlier generation.

Moves marked with a superscript game abbreviation can only be bred onto Leafeon in that game.

Bold indicates a move that gets STAB when used by Leafeon

Italic indicates a move that gets STAB only when used by an evolution of Leafeon

Click on the generation numbers at the top to see Egg moves from other generations

By tutoring Generation IV Other generations:

V

Game	Move	Type	Cat.	Pwr.	Acc.	PP	S.	Contest	Appeal
D P Pt HG SS	Fury Cutter	Bug	Physical	10	90%	20	Cool	2	??
D P Pt HG SS	Headbutt	Normal	Physical	70	100%	15	Tough	3	???
D P Pt HG SS	Heal Bell	Normal	Status	—	—%	5	Beauty	0	
D P Pt HG SS	Helping Hand	Normal	Status	—	—%	20	Smart	1	?
D P Pt HG SS	Knock Off	Dark	Physical	20	100%	20	Smart	3	???
D P Pt HG SS	Last Resort	Normal	Physical	130	100%	5	Cute	0	
D P Pt HG SS	Mud-Slap	Ground	Special	20	100%	10	Cute	3	???
D P Pt HG SS	Seed Bomb	Grass	Physical	80	100%	15	Smart	3	???
D P Pt HG SS	Snore	Normal	Special	40	100%	15	Cute	3	???
D P Pt HG SS	Swift	Normal	Special	60	—%	20	Cool	3	???
D P Pt HG SS	Synthesis	Grass	Status	—	—%	5	Smart	0	
D P Pt HG SS	Worry Seed	Grass	Status	—	100%	10	Beauty	2	??

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Click on the generation numbers at the top to see move tutor moves from other generations

By a prior evolution Generation IV Other generations:

V

Stage	Move	Type	Cat.	Pwr.	Acc.	PP	S.	Contest	Appeal
	Growl	Normal	Status	—	100%	40	Cute	2	??
	Bite	Dark	Physical	60	100%	25	Tough	3	???
	Baton Pass	Normal	Status	—	—%	40	Cute	0	

Take Down Normal Physical 90 85% 20 Tough 3 ???

Trump Card Normal Special — —% 5 Cool 0

Bold indicates a move that gets STAB when used by Leafreon

Italic indicates a move that gets STAB only when used by an evolution of Leafreon

Click on the generation numbers at the top to see moves from other generations

23 - Glaceon

Info:

Glaceon have the ability Snow Cloak, which will raise their evasion in hailing weather. Glaceon tend to freeze their fur into protective needles when endangered.

According to the Pokédex, Glaceon can control their body heat and freeze the air around them to create a diamond-dust flurry.

Generation IV Other generations:

V

Level	Move	Type	Cat.	Pwr.	Acc.	PP	S.	Contest	Appeal
Start	Tackle	Normal	Physical	35	95%	35	Tough	3	???
Start	Tail Whip	Normal	Status	—	100%	30	Cute	2	??
Start	Helping Hand	Normal	Status	—	—%	20	Smart	1	?
8	Sand-Attack	Ground	Status	—	100%	15	Cute	2	??
15	Icy Wind	Ice	Special	55	95%	15	Beauty	2	??
22	Quick Attack	Normal	Physical	40	100%	30	Cool	2	??
29	Bite	Dark	Physical	60	100%	25	Tough	3	???
36	Ice Shard	Ice	Physical	40	100%	30	Beauty	2	??
43	Ice Fang	Ice	Physical	65	95%	15	Cool	3	???
50	Last Resort	Normal	Physical	130	100%	5	Cute	0	
57	Mirror Coat	Psychic	Special	—	100%	20	Beauty	2	??
64	Hail	Ice	Status	—	—%	20	Beauty	2	??
71	Blizzard	Ice	Special	120	70%	5	Beauty	2	??
78	PTHGSS Barrier	Psychic	Status	—	—%	30	Cool	2	??

A level of "Start" indicates a move that will be known by a Glaceon obtained at level 1 in Generation IV

Bold indicates a move that gets STAB when used by Glaceon

Italic indicates a move that gets STAB only when used by an evolution of Glaceon

Click on the generation numbers at the top to see level-up moves from other generations

By TM/HM Generation IV Other generations:

V

TM	Move	Type	Cat.	Pwr.	Acc.	PP	S.	Contest	Appeal
TM03	Water Pulse	Water	Special	60	100%	20	Beauty	2	??
TM05	Roar	Normal	Status	—	100%	20	Cool	2	??
TM06	Toxic	Poison	Status	—	85%	10	Smart	2	??
TM07	Hail	Ice	Status	—	—%	10	Beauty	2	??

TM10 Hidden Power Normal Special — 100% 15 Smart 1 ?
 TM11 Sunny Day Fire Status — —% 5 Beauty 2 ??
 TM13 Ice Beam Ice Special 95 100% 10 Beauty 2 ??
 TM14 Blizzard Ice Special 120 70% 5 Beauty 2 ??
 TM15 Hyper Beam Normal Special 150 90% 5 Cool 2 ??
 TM17 Protect Normal Status — —% 10 Cute 0
 TM18 Rain Dance Water Status — —% 5 Tough 2 ??
 TM21 Frustration Normal Physical — 100% 20 Cute 2 ??
 TM23 Iron Tail Steel Physical 100 75% 15 Cool 2 ??
 TM27 Return Normal Physical — 100% 20 Cute 2 ??
 TM28 Dig Ground Physical 80 100% 10 Smart 1 ?
 TM30 Shadow Ball Ghost Special 80 100% 15 Smart 2 ??
 TM32 Double Team Normal Status — —% 15 Cool 2 ??
 TM42 Facade Normal Physical 70 100% 20 Cute 2 ??
 TM43 Secret Power Normal Physical 70 100% 20 Smart 2 ??
 TM44 Rest Psychic Status — —% 10 Cute 0
 TM45 Attract Normal Status — 100% 15 Cute 2 ??
 TM58 Endure Normal Status — —% 10 Tough 2 ??
 TM68 Giga Impact Normal Physical 150 90% 5 Beauty 2 ??
 TM72 Avalanche Ice Physical 60 100% 10 Cool 2 ??
 TM78 Captivate Normal Status — 100% 20 Beauty 2 ??
 TM82 Sleep Talk Normal Status — —% 10 Cute 3 ???
 TM83 Natural Gift Normal Physical — 100% 15 Cool 2 ??
 TM87 Swagger Normal Status — 90% 15 Cute 2 ??
 TM90 Substitute Normal Status — —% 10 Smart 1 ?
 HM04 Strength Normal Physical 80 100% 15 Tough 3 ???
 HM06 Rock Smash Fighting Physical 40 100% 15 Tough 2 ??
 Bold indicates a move that gets STAB when used by Glaceon
 Italic indicates a move that gets STAB only when used by an evolution of Glaceon
 Click on the generation numbers at the top to see TM moves from other generations

By breeding Generation IV Other generations:
 V

Father Move Type Cat. Pwr. Acc. PP S. Contest Appeal

Charm Normal Status — 100% 20 Cute 2 ??

Covet Normal Physical 40 100% 40 Cute 0

Curse ??? Status — —% 10 Tough 0

DetectHGSS Fighting Status — —% 5 Cool 0

Endure Normal Status — —% 10 Tough 2 ??

Fake Tears Dark Status — 100% 20 Smart 2 ??

Flail Normal Physical — 100% 15 Cute 2 ??

Tickle Normal Status — 100% 20 Cute 2 ??

Wish* Normal Status — —% 10 Cute 2 ??

Yawn Normal Status — —% 10 Cute 2 ??

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Moves marked with a superscript game abbreviation can only be bred onto Glaceon in that game.

Bold indicates a move that gets STAB when used by Glaceon

Italic indicates a move that gets STAB only when used by an evolution of Glaceon

Click on the generation numbers at the top to see Egg moves from other generations

By tutoring Generation IV Other generations:

V

Game Move Type Cat. Pwr. Acc. PP S. Contest Appeal

D P Pt HG SS Aqua Tail Water Physical 90 90% 10 Cute 3 ???

D P Pt HG SS Headbutt Normal Physical 70 100% 15 Tough 3 ???

D P Pt HG SS Heal Bell Normal Status — —% 5 Beauty 0

D P Pt HG SS Helping Hand Normal Status — —% 20 Smart 1 ?

D P Pt HG SS Icy Wind Ice Special 55 95% 15 Beauty 2 ??

D P Pt HG SS Last Resort Normal Physical 130 100% 5 Cute 0

D P Pt HG SS Mud-Slap Ground Special 20 100% 10 Cute 3 ???

D P Pt HG SS Signal Beam Bug Special 75 100% 15 Beauty 2 ??

D P Pt HG SS Snore Normal Special 40 100% 15 Cute 3 ???

D P Pt HG SS Swift Normal Special 60 —% 20 Cool 3 ???

A black abbreviation in a colored box indicates that Glaceon can be tutored the move in that game

A colored abbreviation in a white box indicates that Glaceon cannot be tutored the move in that game

Bold indicates a move that gets STAB when used by Glaceon

Italic indicates a move that gets STAB only when used by an evolution of Glaceon

Click on the generation numbers at the top to see move tutor moves from other generations

By a prior evolution Generation IV Other generations:

V

Stage Move Type Cat. Pwr. Acc. PP S. Contest Appeal

Growl Normal Status — 100% 40 Cute 2 ??

Baton Pass Normal Status — —% 40 Cute 0

Take Down Normal Physical 90 85% 20 Tough 3 ???

Trump Card Normal Special — —% 5 Cool 0

Bold indicates a move that gets STAB when used by Glaceon

Italic indicates a move that gets STAB only when used by an evolution of Glaceon
Click on the generation numbers at the top to see moves from other generations

24 - Ponyta

Info:

Ponyta can have the ability Flash Fire or the ability Run Away. Flash Fire allows Ponyta to be immune to all Fire-type moves and increase its Attack if it is hit by these moves. Run Away allows Ponyta to run from all wild Pokémon battles. After birth, it is weak. However, as it runs, it gets stronger. It is known to run fast and jump high. Its hooves are harder than diamond and its legs are strong and durable; able to absorb the shock from taking high jumps. It allows humans to ride on its back occasionally. However, if angered, it may choose to burn its rider by igniting its back.

Leveling

Level	Move	Power	Accuracy	PP	Type	Category
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1	Tackle	35	95%	35	Normal	Physical
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4	Growl	—	100%	40	Normal	Status
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8	Tail Whip	—	100%	30	Normal	Status
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13	Ember	40	100%	25	Fire	Special
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19	Stomp	65	100%	20	Normal	Physical
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26	Fire Spin	15	70%	15	Fire	Special
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34	Take Down	90	85%	20	Normal	Physical
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43	Agility	—	—%	30	Psychic	Status
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53	Fire Blast	120	85%	5	Fire	Special
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25 - Rapidash

Info

Rapidash can have the ability Run Away or the ability Flash Fire. Run Away allows Rapidash to run from all wild Pokémon. Flash Fire allows it to be immune to Fire-type attacks. If it is hit by one, its Attack increases. Rapidash is also one of the fastest Pokémon with a top speed of 150 mph. Rapidash is rather competitive and tends to have a rash nature. They are quite rare in the wild and can be found mostly in Kanto, although sightings in Sinnoh, Johto and Unova have been occasionally reported.

26 - Seel

Info:

Seel can have the ability Thick Fat or the ability Hydration. Thick Fat gives Seel resistance to Fire or Ice-type attacks. Hydration allows any status conditions to be healed when it is raining. The horn atop its head can break solid ice. It can survive sub-zero temperatures. It is very playful and curious. It also enjoys resting on ice flows.

27 - Dewgong

Info:

Dewgong can have the ability Thick Fat or the ability Hydration. Thick Fat gives Dewgong resistance to Fire or Ice-type attacks. Hydration allows any status condition to be healed when it is raining. Dewgong are well-adapted to the frigid temperatures of their environment.

28 - Gyarados

Info:

Gyarados have the ability Intimidate, which decreases the opponent's Attack by one level when Gyarados is sent out into the battle. Gyarados are known to be extremely violent, destroying anything when in a rampage.

29 - Lapras

Info:

Lapras can have the ability Water Absorb or the ability Shell Armor. With Water Absorb, Lapras can heal 1/4 of its max HP if it is hit with a Water-type attack. With the ability Shell Armor, Lapras can block any Critical Hits.

In addition to this, Lapras can ferry people on its back and also sing people to sleep. Some Lapras can use Telepathy to communicate with humans as well.

30 - Chikorita

Info:

Chikorita have the ability Overgrow, which allows the user to do 150% damage when its HP is equal to or below 30%.

Aside from this, Chikorita can use a few more natural abilities. Vines can be shot out of its neck from the tiny buds that circle it, and they can create a large number of leaves from the one large leaf on the top of its head. Chikorita's leaf on top of its head also has calming abilities.

Leveling

Level	Move	Power	Accuracy	PP	Type	Category
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1	Tackle	50	100%	35	Normal	Physical
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1	Growl	—	100%	40	Normal	Status
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6	Razor Leaf	55	95%	25	Grass	Physical
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9	Poisonpowder	—	75%	35	Poison	Status
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12	Synthesis	—	—%	5	Grass	Status
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17	Reflect	—	—%	20	Psychic	Status
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20	Magical Leaf	60	—%	20	Grass	Special
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23	Natural Gift	??	100%	15	Normal	Physical
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28	Sweet Scent	—	100%	20	Normal	Status
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31	Light Screen	—	—%	30	Psychic	Status
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34	Body Slam	85	100%	15	Normal	Physical
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39	Safeguard	—	—%	25	Normal	Status
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42	Aromatherapy	—	—%	5	Grass	Status
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45	SolarBeam	120	100%	10	Grass	Special
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31 - Bayleef

Info:

Leveling

Level Move Power Accuracy PP Type Category

1 Tackle 50 100% 35 Normal Physical
1 Growl — 100% 40 Normal Status
1 Razor Leaf 55 95% 25 Grass Physical
1 Poisonpowder — 75% 35 Poison Status
6 Razor Leaf 55 95% 25 Grass Physical
9 Poisonpowder — 75% 35 Poison Status
12 Synthesis — —% 5 Grass Status
18 Reflect — —% 20 Psychic Status
22 Magical Leaf 60 —% 20 Grass Special
26 Natural Gift ?? 100% 15 Normal Physical
32 Sweet Scent — 100% 20 Normal Status
36 Light Screen — —% 30 Psychic Status
40 Body Slam 85 100% 15 Normal Physical
46 Safeguard — —% 25 Normal Status
50 Aromatherapy — —% 5 Grass Status
54 SolarBeam 120 100% 10 Grass Special

32 - Cyndaquil

Info:

All Cyndaquil have the ability Blaze which will cause its Fire-type attacks to do 150% damage when its health is below 1/3 its max HP.

Additionally, when a Cyndaquil is frightened or angry, it can focus its internal energy to produce blazing "spines" of flame from the spots on its back. While it is a quadruped, Cyndaquil is more than capable of maneuvering on two legs.

Cyndaquil are generally timid and not naturally aggressive, and are often seen curled up into a ball for protection. This action leaves its back and special flame-emitting vent fur exposed. When predators and enemies stalk too close, Cyndaquil unleashes a flame from the vents as a deterrent. If provoked further, Cyndaquil will intensify its flames, creating a smokescreen that it uses to confuse its foe, making time to escape.

Leveling

Level	Move	Power	Accuracy	PP	Type	Category
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1	Tackle	50	100%	35	Normal	Physical
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1	Leer	—	100%	30	Normal	Status
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6	Smokescreen	—	100%	20	Normal	Status
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10	Ember	40	100%	25	Fire	Special
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13	Quick Attack	40	100%	30	Normal	Physical
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19	Flame Wheel	60	100%	25	Fire	Physical
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22	Defense Curl	—	—%	40	Normal	Status
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28	Flame Charge	50	100%	20	Fire	Physical
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31	Swift	60	—%	20	Normal	Special
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37	Lava Plume	80	100%	15	Fire	Special
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40	Flamethrower	95	100%	15	Fire	Special
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46	Inferno	100	50%	5	Fire	Special
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49	Rollout	30	90%	20	Rock	Physical
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55	Double-Edge	120	100%	15	Normal	Physical
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58	Eruption	150	100%	5	Fire	Special
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