Badges Earned: 8 (Dynamo, Heat, Stone, Knuckle, Balance, Rain, Mind, Feather)

Approximate Team Strength: 8 Stars

Moves in bold are moves that are actively practiced and most often used in battle.

Alolan Ninetales (Female, Ice/Fairy Type, Bold Nature +Def/-Atk)

Premier Ball

Abilities: Snow Warning, Snow Cloak

Held Item: Never-Melt Ice, Expert Belt (in storage)

Moves: Powder Snow, Tail Whip, Baby-Doll Eyes, Icy Wind, Quick Attack, Confuse Ray,

Extrasensory, Aurora Beam, Hail, Ice Beam, Dazzling Gleam, Moonblast, Calm Mind, Aurora

Veil, Misty Terrain, Dig, Agility, Blizzard

Azumarill (Female, Water/Fairy Type, Hardy Nature +-n/a)

Dive Ball

Abilities: Thick Fat, Huge Power

Held Item: Life Orb, Mystic Water (in storage)

Moves: Defense Curl, Water Gun, Bubble Beam, Slam, Aqua Jet, Aqua Tail, Play Rough, Aqua Ring, Rain Dance, Work Up, Swagger, Superpower, Surf, Liquidation, Belly Drum, Misty Terrain, Protect

Florges (Female, Fairy Type, Timid Nature +Spe/-Atk)

Heal Ball Abilities: n/a

Held Item: Leftovers

Moves: Fairy Wind, Vine Whip, Magical Leaf, Wish, Aromatherapy, Grassy Terrain, Grass Knot, Petal Dance, Moonblast, Calm Mind, Synthesis, Solar Beam, Misty Terrain, Ally Switch, Sunny Day, Camouflage

Altaria (Male, Dragon/Flying Type, Naive Nature +Spe/-SpD)

Love Ball

Abilities: Cloud Nine, Natural Cure (Developing)

Held Item: Choice Specs

Moves: Peck, Fury Attack, Disarming Voice, Mist, Take Down, Dragon Breath, Uproar, Roost,

Thief, Cotton Guard, Dragon Pulse, Flamethrower, Hyper Voice, Moonblast, Defog,

Dazzling Gleam, Ice Beam, Power Swap, Wonder Room

Mawile (Female, Steel/Fairy Type, Lonely Nature +Atk/-Def)

Heavy Ball

Abilities: Hyper Cutter, Sheer Force, Intimidate (Developing)

Held Item: Hard Stone

Moves: Iron Head, Vice Grip, Fake Tears, Feint Attack, Sucker Punch, Iron Defense, Play Rough, Thunder Fang, Psychic Fangs, Sweet Scent, Misty Terrain, Taunt, Stone Edge, Stealth Rock, Ice Fang, Fire Fang, Crunch

Galarian Ponyta (Male, Psychic Type, Calm Nature, +SpD/-Atk)

Dream Ball

Abilities: Run Away (Developing)

Held Item: n/a

Moves: Tackle, Charm, Morning Sun, Double Edge, Confusion, Fairy Wind, Agility

Whimsicott (Male, Grass/Fairy Type, Jolly Nature, +Spe/-SpA)

Pokéball

Abilities: Prankster

Held Item: Miracle Seed

Moves: Absorb, Fairy Wind, Stun Spore, Growth, Sunny Day, Misty Terrain, Mega Drain,

Leech Seed, Encore, Protect, Substitute, Taunt