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

Sinnoh Badges Earned: 1 (Coal) Ribbons Earned: 1 (Canalave) 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

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

Dive Ball

Abilities: Thick Fat, Huge Power, Sap Sipper (Developing)

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, Splash

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

Heal Ball

Abilities: Flower Veil (Developing)

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, Pixilate (Mega only)

Held Item: Altarianite (slotted into a plated necklace), Choice Specs (in storage)

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), Huge Power (Mega only)

Held Item: Mawilite

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,

Psybeam, Stomp, Heal Pulse

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

Pokéball

Abilities: Prankster, Chlorophyll (Developing)

Held Item: Miracle Seed

Moves: Absorb, Fairy Wind, **Stun Spore, Growth, Sunny Day,** Misty Terrain, Mega Drain, **Leech Seed, Encore, Protect, Substitute, Taunt, Cotton Spore, Energy Ball, Moonblast, Poison Powder, Tailwind, Fling** 

<u>Dedenne</u> (Male, Electric/Fairy Type, Rash Nature, +SpA/-SpD)

Fast Ball

Abilities: Cheek Pouch, Pickup Held Item: Miscellaneous Food

Moves: Nuzzle, Tackle, Charge, Thunder Shock, Charm, Electroweb, Volt Switch,

**Entrainment, Endure, Discharge** 

<u>Carbink</u> (Rock/Fairy Type, Brave Nature, +Atk/-Spe)

Great Ball Abilities: Sturdy Held Item: n/a

Moves: Tackle, Harden, Smack Down, Ancient Power, Light Screen, Reflect, Dazzling

Gleam

Ralts (Male, Psychic/Fairy Type, Adamant Nature, +Atk/-SpA)

Nest Ball Abilities: n/a Held Item: n/a

Moves: Growl, Confusion, Double Team, Teleport, Calm Mind, Life Dew, Disarming Voice