Hoenn Badges Earned: 8 (Dynamo, Heat, Stone, Knuckle, Balance, Rain, Mind, Feather)
Sinnoh Badges Earned: 6 (Coal, Mine, Cobble, Fen, Relic, Forest)
Ribbons Earned: 4 (Canalave, Sage Town, Aqua, Eterna)
Approximate Team Strength: 9 Stars
Moves in bold are moves that are actively practiced and most often used in battle.

<u>Alolan Ninetales</u> (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, Snowscape, **Ice Beam, Dazzling Gleam, Moonblast, Calm Mind, Aurora Veil, Misty Terrain,** Dig, **Agility, Blizzard, Dark Pulse** 

Azumarill (Female, Water/Fairy Type, Hardy Nature +-n/a) Dive Ball Abilities: Thick Fat, Huge Power, Sap Sipper 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** 

<u>Florges</u> (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, Pollen Puff, Psychic

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, Hyper Beam, Draco Meteor** 

<u>Mawile</u> (Female, Steel/Fairy Type, Lonely Nature +Atk/-Def) Heavy Ball Abilities: Hyper Cutter, Sheer Force, Intimidate (Developing), Huge Power (Mega only) Held Item: Mawilite, Iron Ball (in storage) 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, Fling, Shadow Ball, Dark Pulse

<u>Galarian Rapidash</u> (Male, Psychic/Fairy Type, Calm Nature, +SpD/-Atk) Dream Ball Abilities: Run Away Held Item: Green Scarf Moves: Tackle, **Charm, Morning Sun, Double Edge,** Confusion, **Fairy Wind, Agility, Psybeam, Stomp, Heal Pulse, Mystical Fire, High Horsepower, Wild Charge, Psychic** 

Whimsicott(Male, Grass/Fairy Type, Jolly Nature, +Spe/-SpA)PokéballAbilities: Prankster, ChlorophyllHeld Item: Miracle SeedMoves: 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, Grassy Terrain, Nature Power, Psychic, Shadow Ball,Hurricane

Dedenne (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, Thunder, Rain Dance

<u>Carbink</u> (Rock/Fairy Type, Brave Nature, +Atk/-Spe) Great Ball Abilities: Sturdy Held Item: Light Clay Moves: Tackle, Harden, Smack Down, Ancient Power, Light Screen, Reflect, Dazzling Gleam, Iron Defense, Body Press, Psychic

<u>Gardevoir</u> (Male, Psychic/Fairy Type, Adamant Nature, +Atk/-SpA) Nest Ball Abilities: n/a Held Item: Utility Umbrella, Pixie Plate (in storage) Moves: Growl, Confusion, **Double Team, Teleport, Calm Mind, Life Dew, Disarming Voice, Shadow Ball, Psychic, Misty Terrain, Dazzling Gleam** 

Togepi (Female, Fairy Type, Quirky Nature, +-n/a) Dream Ball Abilities: Hustle Held Item: n/a Moves: Growl, **Charm, Pound, Metronome, Extrasensory, Psycho Shift, Aerial Ace**