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: Expert Belt, Never-Melt Ice (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**

<u>Florges</u> (Female, Fairy Type, Timid Nature +Spe/-Atk) Heal Ball Abilities: n/a Held Item: Leftovers, Miracle Seed (in storage) 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 (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 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 <u>Galarian Ponyta</u> (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: n/a Moves: Absorb, Fairy Wind, Stun Spore, Growth, Sunny Day, Misty Terrain, Mega Drain, Leech Seed, Encore, Protect, Substitute, Taunt