

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

Sinnoh Badges Earned: 5 (Coal, Mine, Cobble, Fen, Relic)

Ribbons Earned: 3 (Canalave, Sage Town, Aqua)

Approximate Team Strength: 9 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, 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**

[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**, **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**

[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, 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**

[Galarian Rapidash](#) (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)

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, 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**

[Carbink](#) (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**

[Kirlia](#) (Male, Psychic/Fairy Type, Adamant Nature, +Atk/-SpA)

Nest Ball

Abilities: n/a

Held Item: Utility Umbrella

Moves: Growl, Confusion, **Double Team, Teleport, Calm Mind, Life Dew, Disarming Voice, Shadow Ball, Psychic**

[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**