Hoenn Badges Earned: 8 (Dynamo, Heat, Stone, Knuckle, Balance, Rain, Mind, Feather) Sinnoh Badges Earned: 2 (Coal, Mine) Ribbons Earned: 2 (Canalave, Sage Town) 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, 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, 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**

<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 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

<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, Psybeam, Stomp, Heal Pulse

Whimsicott(Male, Grass/Fairy Type, Jolly Nature, +Spe/-SpA)PokéballAbilities: Prankster, Chlorophyll (Developing)Held 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

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

<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

<u>Kirlia</u> (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**