

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

Sinnoh Badges Earned: 8 (Coal, Mine, Cobble, Fen, Relic, Forest, Icicle, Beacon)

Ribbons Earned: 5 (Canalave, Sage Town, Aqua, Eterna, Snowpoint)

Kahunas Defeated: 2 (Melemele, Akala)

Approximate Team Strength: 11 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**, **Sheer Cold**, Protect, Stored Power, **Weather Ball**, **Freeze Dry**

[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**, **Scald**, Steel Roller, **Ice Spinner**

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

Heal Ball

Abilities: Flower Veil, Symbiosis (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**, Protect, **Stored Power**

[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**, Protect, Hurricane

[Mawile](#) (Female, Steel/Fairy Type, Lonely Nature +Atk/-Def)

Heavy Ball

Abilities: Hyper Cutter, Sheer Force, Intimidate, 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**, Protect, Sandstorm

[Galarian Rapidash](#) (Male, Psychic/Fairy Type, Calm Nature, +SpD/-Atk)

Dream Ball

Abilities: Run Away, Pastel Veil, Anticipation

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, Sunny Day**, Protect, **Stored Power, Psycho Cut**, Expanding Force, Psychic Terrain

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

Pokéball

Abilities: Prankster, Chlorophyll, Infiltrator

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, Toxic**

[Dedenne](#) (Male, Electric/Fairy Type, Rash Nature, +SpA/-SpD, Totem-sized)

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, Seed Bomb, Recycle**, Protect, **Parabolic Charge, Electric Terrain, Thunderbolt, Electro Ball**, Thunder Punch, Charge Beam, **Dazzling Gleam**

[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, Toxic, Protect, Rest**, Sandstorm, Terrain Pulse

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

Nest Ball

Abilities: Synchronize, Trace, Telepathy (Developing), Pixilate (Mega only)

Held Item: Gardevoirite, Utility Umbrella (in storage), Pixie Plate (in storage)

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

Shadow Ball, Psychic, Misty Terrain, Dazzling Gleam, Light Screen, Reflect, Moonblast, Misty Explosion, Protect, Stored Power, Mystical Fire, Psychic Terrain, Expanding Force

[Togetic](#) (Female, Fairy/Flying Type, Quirky Nature, +-n/a)

Dream Ball

Abilities: Hustle, Super Luck (Developing)

Held Item: Everstone (in storage), King's Rock (in storage)

Moves: Growl, **Charm, Pound, Metronome**, Extrasensory, **Psycho Shift, Aerial Ace, Double Edge**, Protect, **Psychic, Ancient Power**

[Tinkatuff](#) (Female, Fairy/Steel Type, Sassy Nature, +SpD/-Spe)

Pokéball

Abilities: n/a

Held Item: n/a

Moves: **Astonish, Ice Hammer, Baby-Doll Eyes, Metal Claw, Covet, Rock Smash**, Protect, **Brutal Swing, Play Rough**

[Eevee](#) (Male, Normal Type, Hasty Nature, +Spe/-Def)

Love Ball

Abilities: Adaptability

Held Item: Everstone

Moves: **Baby-Doll Eyes, Charm, Tackle, Quick Attack, Tail Whip, Swift, Shadow Ball**

[Cutiefly](#) (Male, Bug/Fairy Type, Rash Nature, +SpA/-SpD)

Ultra Ball

Abilities: Honey Gather

Held Item: n/a

Moves: **Absorb, Fairy Wind, Stun Spore, Dazzling Gleam**

Auxiliary Pokémon: [Fidough](#) x12, [Dachsbun](#), [Alolan Vulpix](#) x3, [Alolan Ninetales](#)