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Hitmonchan evolution sword and shield

Image Name Other Names No. Gender Ratio Type Hitmonchan Japan: Ebiwalar￼a￼adtleTygnon German: Nockchan Korea: Nockchan Korea: Nockchan￼ National: #107 Galar: #109 Isle of Armor: #--- Crown Tundra: #--- Altitude 1 Classification Weight Capture Rate Base Egg Steps Punching Pokémon 407 1.4m 110.7lbs 50.2kg456,400 Abilities: Keen Eye - Iron Fist - Inner Focus (Hidden Ability) Keen Eye: An Opponent Can't Lower Its Pokémon Accuracy. Pokémon ignores evasion increases opponent Iron Fist: the power of punching moves has increased by 20%. Hidden Ability (available): Inner Focus: This Pokémon don't wince. Do not prevent a glimpse of the focus punch. It also prevents stats from lowering the ability to scare the experience of the growth base of happiness effort values earned by Dynamax capable? 1,000,000 PointsMedium Fast 50 2 Sp. Defense Point (s) Hitmonchan gets Dynamax Evolutionary Chain Flavor Text Sword Its holes slice the air. They are launched at such high speed, even a slight scratch can cause the burn. Shield its punches to slice into the air. However, it seems that it needs a short break after the fight for three minutes. Evolve Drain Punch 75 100 10 - energy-drain punch. User HP will be restored by half of the damage caused by the target. - Drain punch 75 100 10 -- energy-drain punch. User HP will be restored by half of the damage caused by the target. - Feint 30 100 10 - This attack hits the target using a move like Protect or Detect. It also increases the impact of these moves. - Vacuum Wave 40 100 30 -- The user spins his fists to send the wave to a clean vacuum target. This move always comes first. - Bullet punch 40 100 30 -- The user strikes the target with hard punches as fast as bullets. This move always comes first. - Engage in 40 100 35 -- a physical attack in which the user charges and slams into the target of your entire body. - Helping hand - 101 20 - The user helps the ally by increasing the force of this ally's attack. - Fake Out 40 100 10 100 This attack hits first and makes the target wince. It only works for the first turn every time the user enters the battle. --- Focus Energy -- 101 30 -- The user takes a deep breath and focuses so that critical hits the earth more easily. 4 Mach Punch 40 100 30 -- The user throws a punch at dazzling speed. This move always comes first. 8 Power-Up Punch 40 100 20 100 Striking opponents over and over again makes the user's fists harder. Hitting the goal raises the attack stat. 12 Detect -- 101 5 -- This move allows the user to defend themselves against all attacks. The possibility of this failure rises if it is used sequentially. 16 Revenge 60 100 10 -- This attack move power doubles when the user is hurting an opponent the same time. 21 Quick Guard - 101 15 - User defends himself and his allies priority moves. 24 Thunder Punch 75 100 15 10 Target is punched with an electrified fist. It could also leave the target paralyzed. 24 Ice Punch 75 100 15 10 Target is punched with an icy fist. This may also leave 24 Fire punch 75 100 15 10 Target is punched with a fiery fist. It can also leave the target to burn. 28 Agility -- 101 30 -- The user relaxes and eases his body to move faster. This sharply raises the Speed stat. 32 Mega Punch 80 85 20 -- The target is struck by a punch thrown by muscle-packed power. 36 Close Combat 120 100 5 100 User fights close to the target without guarding himself. It also reduces user Defense and Sp. Def stats. 40 Counter ? 100 20 - revenge, which neutralizes every physical attack, causing double damage. 44 Focus Punch 150 100 20 -- The user focuses his mind before launching the punch. This step fails if the user is apprehended before it is used. TM00 Mega Punch 80 85 20 -- The target is struck by a blow thrown by a force packed into the muscles. TM01 Mega Kick 120 75 5 -- The target is attacked by a blow launched at a muscle-packed capacity. TM03 Fire Punch 75 100 15 10 Target is punched with a fiery fist. It can also leave the target to burn. TM04 Ice Punch 75 100 15 10 Target is punched with an icy fist. It could also leave the target frozen. TM05 Thunder Punch 75 100 15 10 Target is punched with an electrified fist. It could also leave the target paralyzed. TM21 Rest -- 101 10 - User goes to sleep twice. This completely restores hp and improves all status conditions. TM22 Rock Slide 75 90 10 30 Large boulders have hurled opposing Pokémon to cause damage. It can also make opposing Pokémon wince. TM23 Thief 60 100 25 - The user attacks and steals the item in the possession of the target at the same time. A user cannot steal anything if it already contains an item. TM24 Snore 50 100 15 30 This attack can only be used when the user is asleep. Harsh noise can also make the target wince. TM25 Protect -- 101 10 -- This move allows the user to protect themselves from all attacks. The possibility of this failure rises if it is used sequentially. TM31 Attract -- 100 15 - If it is the user's opposite sex, the target becomes ruthless and less likely to attack. TM33 Rain Dance - 101 5 - User calls for heavy rain that drops five times, powering up Water-type moves. This reduces the power of fire-type gears. TM34 Sunny Day -- 101 5 - The user intensifies the sun at five turns, led up to Fire-type moves. TM39 Facade 70 100 20 - This attack moves to double its power when the user is poisoned, burned or paralyzed. TM40 Swift 60 101 20 -- Star-shaped rays have been shot in opposing Pokémon. This attack will never miss. TM41 Assisting Hand - 101 20 - User helps an ally increasing power to ally attack. TM42 Revenge 60 100 10 - This attack move power doubles when the user is hurting an opponent at the same time. TM43 Brick Break 75 100 15 - user attacks with fast chop. It can also break down barriers such as Light Screen and Reflect.TM48 Rock Tomb 60 95 15 100 Boulders are hurled to target. It also reduces the preventing its movement. TM59 Fling ? 100 10 - The user throws the object in his hand at the target to attack. The power and effects of this move depend on the unit. TM63 Drain punch 75 100 10 - energy-drain punch. User HP will be restored by half of the damage caused by the target. TM75 Low Sweep 65 100 20 100 User makes a quick attack on targets's feet, which reduces the target speed stat. TM76 Round 60 100 15 - user attacks target song. Others can join the round to increase the power of the attack. TM79 Retaliate 70 100 5 - user gets revenge on a mimed ally. If an ally faints last time, the power of this movement will increase. TM81 Bulldoze 60 100 20 100 User captures everything around it stomping off the spot. This reduces the speed statistics for their hit. TR01 Body Slam 85 100 15 30 User drops onto the target of their total body weight. It could also leave the target paralyzed. TR07 Low Kick ? 100 20 - a powerful low blow that causes the target to fall over. The harder the target is, the greater the power of the move. TR10 Earthquake 100 100 10 - User triggers earthquake that strikes every Pokémon around. TR12 Agility -- 101 30 -- The user relaxes and eases his body to move faster. This raises the speed stat abruptly. TR13 Focus Energy -- 101 30 - The user takes a deep breath and focuses so that critical hits the earth more easily. TR14 Metronoma -- 101 10 - The user waggles the finger and stimulates his brain randomly using almost every move. TR20 Substitute -- 101 10 -- The user creates a substitute for himself or herself using some of their HP. The replacement acts as a user decoy. TR26 Endure -- 101 10 -- The user can withstand an attack with at least 1 HP. The possibility of this failure rises if it is used sequentially. TR27 Sleep Talk -- 101 10 -- While it's asleep, the user randomly uses one gear he knows. TR35 Uproar 90 100 10 - user attacks kuss three times. During this time, no Pokémon can fall asleep. TR48 Bulk Up -- 101 20 -- User tensions their muscles bulk up your body, boosting both your Attack and Defense stats. TR53 Close Combat 120 100 5 100 User fights close to target without guarding themselves. It also reduces user Defense and Sp. Def stats. TR56 Aura Sphere 80 101 20 -- The user blasts the aura force deeply from his body at the target. This attack will never miss. TR64 Focus Blast 120 70 5 10 User increases their mental focus and unleashes their power. It can also reduce the target of the Sp. Def stat. TR75 Stone Edge 100 80 5 -- A user stabs a target with sharpened stones. Critical strikes land more easily. TR85 Work Up -- 101 30 -- The user is roused and the Attack and Sp. Atk stats increase. TR95 Throat Chop 80 100 15 100 The user attacks the target's throat, and the resulting suffering prevents the target from using moves that emit sound twice. I can't believe you did this. Rapid Spin 50 100 40 100 Details spin attack, which can also eliminate such moves as Bind, and Leech Seed. It also raises the user speed stat. High Jump Kick 130 90 10 - Details target is attacked with a knee blow jump. If it misses, the user will be hurt instead. Mach Punch 40 100 30 - Details user throws punch with dazzling speed. This move always comes first. Mind Reader -- 101 5 -- Details The user senses the target's movements with his mind to ensure that this next attack does not leave a target. Counter?? 100 20 - Details of the Revenge move that neutralizes each physical attack, causing double damage taken. Vacuum Wave 40 100 30 -- Details the user spins his fists to send the wave to a clean vacuum target. This move always comes first. Bullet Punch 40 100 30 -- Details the user hits the target with hard punches as fast as the bullets. This move always comes first. Tees30 100 10 - Data this attack hits the target using a move such as Protect or Detect. It also increases the impact of these moves. Coaching--10--user properly coaches their ally Pokémon, boosting your Attack and Defense stats. Max Flare 130 101 10 -- This is a fire-type attack on the Dynamax Pokémon used. The user increases the sun by five turns. Max Lightning 130 101 10 -- This is an Electric-type attack on the Dynamax Pokémon used. The user makes land electric terrain in five turns. Max Strike 140(Phy)/130 (Spe) 101 10 -- This is a normal-type attack on dynamax Pokémon used. This reduces the target Speed stat. Max Knuckle 100 (Phy)/95 (Spe) 101 10 -- This is a fighting-type attack on Dynamax Pomon used. This raises the ally of Pokémon's Attack stats. Max Halstorm 130 101 10 -- This is an ice-type attack on the Dynamax Pokémon used. The user calls out a hailstorm that lasts five times. Max Rockfall 130 101 10 -- This is a Rock-type attack on dynamax Pokémon used. The user calls a sandstorm that lasts five times. Max Quake 130 101 10 -- This is a ground-type attack on the Dynamax Pokémon used. This raises an ally of Pokémon's Sp. Def stats. Max Darkness 130 101 10 -- This is a dark-type attack on the Dynamax Pokémon used. This reduces the target sp. def stat. Max Steelspike 90 101 10 -- This is a steel type attack on the Dynamax Pokémon used. This raises an ally of Pokémon's Defense stats. Max Guard 101 10 - This move allows the user to protect himself from all attacks. The possibility of this failure rises if it is used sequentially. Transfer Only Moves Click here to see all the delivery of exclusive moves in Transfer Only Moves (Details).Leer -- 100 30 100Let's Go Lv. 5 User gives opposing Pokémon scary leer that lowers Defense stat. Toxic - 90 10 - Gen VII TM06 Gear, which leaves the target badly poisoned. Its toxic damage gets worse every time. Double Team -- 101 15 -- Gen VII TM32 Fast moving, the user makes illusory copies of himself to raise their evasiveness. Swagger -- 85 15 -- Gen VII TM87 User rages and confuses the target. However, it also sharply raises the target of the Attack stat. Confide -- 101 20 100 Gen VII TM100 User says secret, and the goal loses its concentration. Concentration. Lowers the target sp. atk stat. Headbutt 70 100 15 30 Let's Go TM01 User stands out from his head and attacks charging directly to the target. It can also make the target wince. Seismic Toss ? 100 20 -- Lets go TM15 Target thrown by gravity force. This causes damage that is equal to the user level. Covet 60 100 25 -- Move Tutor - USM User endearingly approaching target, then steals the target possession item. Role Play -- 101 10 -- Move Tutor - USM User mimics the target completely by copying the target Ability.Laser Focus -- 101 30 -- Tutor Move - USM user focuses intensely. An attack on the next turn always leads to a critical impact. Rock Smash 40 100 15 50 Gen VI TM94 (XY/HM06 (DRS) User attacks punch. It can also lower the target of the Defense Stat. Strength 80 100 15 - Gen VI HM04 Target is sluggish with punch thrown at maximum power. Mud-slag 20 100 10 100 Move Tutor - PHGSS User hurls mud target face to cause damage and reduce its accuracy. Two-edged 120 100 15 -- Move Tutor - FRLG reckless, life-risk deal, where the user rushes to the target. It also damages the user quite a lot. Impersonator -- 101 10 -- Move Tutor - FRLG User copies the last move of the target. The move can be used during battle until Pokémon is turned off. Dynamic Punch 100 50 5 100 Move Tutor -- Emerald User captures target full, concentrated power. It confuses the target when it hits. Curse -- 101 10 - Gen II TM03 Move that works differently to the Ghost type than all other types. Take down 90 85 20 - General I TM09 reckless, full-body charge for finding target. It also has little harm to the user. Submission 80 80 20 -- Gen I TM17 User grabs the target and recklessly dives to earth. It also has little harm to the user. Skull Bash 130 100 10 100 Gen I TM40 User tucks his head to raise his Defense stat on the first turn, then rams the goal on the next turn. HP Attack Defense Sp. Attack Sp. Defense Speed Base Stats - Total: 455 50 105 79 35 110 76 Max StatsHindering Nature Lv. 50 110 - 157 99 - 141 75 - 117 36 - 78 103 - 145 72 - 115 Lv. 100 210 - 304 193 - 278 146 - 231 67 - 152 202 - 287 141 - 125 Max StatsNeutRal Nature Lv. 50 110 - 157 110 - 157 184 - 131 40 - 87 115 - 162 81 - 128 Lv. 100 210 - 304 215 - 309 163 - 257 75 - 169 225 - 319 157 - 251 Max Useful Statistics Nature Lv. 50 110 - 157 121 - 172 92 - 144 44 - 95 126 - 178 89 - 140 Lv. 100 210 - 304 236 - 339 179 - 282 82 - 185 247 - 350 172 - 276 #106Hitmonlee #108Lickitung ---> --->

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