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Dialga fire type moves

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Gen VIII Dex	Gen VII Dex	Gen VI Dex	Gen V Dex	Gen IV Dex	Other names	No.	Gender	Ratio	Type	Dialga	Japan: Dialga	French: Dialga	German: Dialga	Korean: 디아루가	National: #483	Alola: '---	Melemele: '---	Akala: '---	Ula'ula: '---	Poni: '---	Dialga isless																																																																																																																																																												
Classification	Weight	Weight	Capture Rate	Base Egg Steps	Temporal	Pokémon 17'09 5.4m 1505.7lbs 683kg330,720	Capabilities: Pressure - Telepathy (Hidden Ability)	Pressure	Stress	Values	Earned	S.O.S. Calling 1,250,000	Points	Slow 0 3	Sp. Attack	Point(s)	Can't call	S.O.S. Partners	Evolutionary Chain	—	Dragon Breath 60 100 20 30	The user exhales a powerful gust that deals damage. This can also leave the target paralyzed. —	Scary Face -- 100 10 --	The user scares the target with a scary face to severely lower his speed stat. 6	Metal claw 50 95 35 10	The target is raked with steel claws. This can also increase the user's attack stat. 10	Ancient Power 60 100 5 10	The user attacks with prehistoric power. This can also increase all user statistics at once. 15	Slash 70 100 20 --	The target is attacked with a slash of claws or blades. Critical hits land more easily. 19	Power Gem 80 100 20 --	The user attacks with a ray of light that sparkles as if it were made of gemstones. 24	Metal Burst?? 100 10 --	The user retaliates with much more force against the opponent who last dealt damage to him. 28	Dragon Claw 80 100 15 --	The user cuts the target with huge pointed claws. 33	Earth Power 90 100 10 10	The user blasts the ground under the target with power. This can also lower the target Sp. Def stat. 37	Aura Sphere 80 -- 20 --	The user loses an explosion of power will have depth in his body to the target. This attack never fails. 42	Iron tail 100 75 15 30	The target is slammed with a hard steel tail. This can also lower the target's defense stat. 46	Roar of Time 150 90 5 --	The user detonates the target with a power that distorts even time. The user cannot move on to the next round. 50	Flash Cannon 80 100 10 10	The user gathers all his light energy and releases it in one fell swoop. This can also lower the Sp. Def stat of the target. TM02	Dragon Claw 80 100 15 --	The user cuts the target with huge pointed claws. TM05	Roar -- -- 20 --	The Target frightened, and a different Pokémon is dragged out. In the wild, this ends a battle against a single Pokémon.TM06	Toxic -- 90 10 --	A move that leaves the target severely poisoned. Its poison damage gets worse at every turn. TM08	Bulk Up -- -- 20 --	The user tightens his muscles to inflate his body, increasing both his attack and defense statistics. TM10	Hidden Power 60 100 15 --	A unique attack of varying type depending on the use it. TM11	Sunny Day -- -- 5 --	The user intensifies the sun for five turns, activating Fire-type movements. It reduces the power of water-like movements. TM13	Ice Beam 90 100 10 10	Target is hit by a beam of icy energy. This can also leave the target frozen. TM14	Blizzard 110 70 5 10	A howling blizzard is called to hit opposing Pokémon. This can also leave opposing Pokémon frozen. TM15	Hyper Beam 150 90 5 --	The target is attacked with a powerful beam. The user cannot move on to the next round. TM17	Protect -- -- 10 --	Allows the user to escape all attacks. Its chance of failure increases if used successively. TM18	Rain Dance -- -- 5 --	The user invokes heavy rain that falls for five turns, ingests Water-type movements. It reduces the power of Fire-type movements. TM20	Safeguard -- -- 25 --	The user creates a protection field that prevents state conditions for five rounds. TM21	Frustration?? 100 20 --	This full-power attack becomes more powerful the less powerful the user likes his Trainer.TM24	Thunderbolt 90 100 15 10	A strong electrical explosion crashes into the target. This can also leave the target paralyzed. TM25	Thunder 110 70 10 30	A nasty lightning strike fell on the target to deal damage. This can also leave the target paralyzed. TM26	Earthquake 100 100 10 --	The user triggers an earthquake that hits all the Pokémon around it. TM27	Back?? 100 20 --	This full-power attack becomes more powerful the more powerful the user likes his Trainer.TM31	Brick Break 75 100 15 --	The user attacks with a fast chop. It can also break down barriers, such as the bright screen and Reflect.TM32	Double Team -- -- 15 --	By moving quickly, the user makes illusory copies of himself to increase his evasiveness. TM35	Flamethrower 90 100 15 10	The target is burned by an intense gunshot. This can also leave the target with a burn. TM37	Sandstorm -- -- 10 --	A five-turn sandstorm is called in to injure all combatants except Rock, Ground and Steel. It lifts the Sp. Def stat of rock types. TM38	Fire Blast 110 85 5 10	The target is attacked by an intense fire blast that consumes everything. This can also leave the target with a burn. TM39	Rock Tomb 60 95 15 100	Boulders are launched on target. This also lowers the target's speed stat by preventing its movement. TM40	Aerial Ace 60 -- 20 --	The user confuses the target with the speed and then the slashes. This attack never fails. TM42	Façade 70 100 20 --	This attack movement doubles its power if the user is poisoned, burned or paralyzed. TM44	Rest -- -- 10 --	User encriges for two turns. This completely restores the HP's and heals all the conditions of status. TM48	Round 60 100 15 --	User attacks target with a song. Others can join the Round to increase the power of the attack. TM49	Echoed Voice 40 100 15 --	User attacks the target with a resonating voice. If this movement is used at each turn, its power is increased. TM50	Overheats 130 90 5 100	The user attacks the target at full power. The retreat of the attack lowers Sp. Atk stat. TM65	Shadow Claw 70 100 15 --	User cuts with a sharp claw made of shadows. Critical hits land more easily. TM68	Giga Impact 150 90 5 --	The user charges to the target using every bit of power. The user cannot move on to the next round. TM71	Stone Edge 100 80 5 --	User stabs target from below with sharp stones. Critiical hits land more easily. TM73	Thunder Wave -- 90 20 --	The user throws a small jolt of electricity that paralyzes the target. TM77	Psych Up -- -- 10 --	The user gets hypnotized by copying any stat changes made by the target. TM78	Bulldoze 60 100 20 100	The user hits all around it, trampling on the ground. This lowers the speed stat of those who are affected. TM80	Rock Slide 75 90 10 30	Large rocks are thrown at the opposing Pokémon to deal damage. This can also make the opposing Pokémon flinch. TM82	Dragon Tail 60 90 10 --	The target is knocked out, and a different Pokémon is dragged out. In the wild, this ends a battle against a single Pokémon.TM87	Swagger -- 85 15 --	The user enrages and confuses the target. However, this also greatly increases the target's attack stat. TM88	Sleep Talk -- -- 10 --	While sleeping, the user randomly uses one of the movements they are experiencing. TM90	Substitute -- -- 10 --	The user makes a copy of himself using part of his HP. The copy serves as a decoy to the user. TM91	Flash Cannon 80 100 10 10	The user collects all his light energy and releases it in one fell swoop. This can also lower the Sp. Def stat of the target. TM92	Trick Room -- -- 5 --	The user creates a bizarre area in which slower Pokémon can move first for five rounds. TM100	Confide -- -- 20 100	The user tells the target a secret, and the target loses its ability to focus. This lowers the Sp. Atk stat from the target. Draco Meteor130905100	Comets are called from the sky on target. The recoil of the attack severely lowers the user's Sp. Atk stat. Iron Head801001530	The user slams the target with his hard steel head. It can also make the target flinch. Earth Power901001010	The user blasts the ground under the target with power. This can also lower the Sp. Def stat of the target. Gravity----5--	Allows Flying Pokémon or Pokémon with the Levite ability to be hit by Sol-type movements. Flight movements cannot be used. Magnet Rise----10--	User Levitates using electricly generated magnetism for five rounds. Iron defense----15--	The user hardens the surface of his body like iron, abruptly lifting his defense stat. Dragon Pulse8510010--	The target is attacked with a shock wave generated by the user's gaping mouth. Hyper Voice9010010 --	User drops a horribly echoed with the power to inflict damage. Iron Tail100751530	The target is slammed with a hard steel tail. This can also lower the target's defense stat. Snore501001530	This attack can only be used if the user is asleep. Severe noise can also make the target flinch. Shockwave60--20--	The user hits the target with a rapid jolt of electricity. This attack has never user rampages and attacks for two or three rounds. The user then becomes confused. Stealth Rock----20 --	The user lays a levitating stone trap around the opposing team. The trap hurts opposing Pokémon as they go into battle. Trapping Tantrum7510010 -	Driven by frustration, the user attacks the target. If the user's previous movement failed, the power of this movement doubles. Breakneck Blitz 200 (Phy)/200(Spe) -- 1 --	User accelerates momentum using his Z-Power and crashes into the target at full speed. The power varies depending on the original displacement. All-Out Pummeling 140 (Phy)/160 (Spe) -- 1 --	The user pushes an orb of energy created by his Z-Power into the target with all his strength. The power varies depending on the original displacement. Supersonic Skystrike 120 -- 1 --	The user flies with his Z-Power and tumbles toward the target at full speed. The power varies depending on the original displacement. Tectonic Rage 180 (Phy)/175 (Spe) -- 1 --	User digs deep into the ground and slams into the target with all the force of his Z-Power. The power varies depending on the original displacement. Continental Crush 180 (Phy)/160 (Spe) -- 1 --	The user summons a huge rocky mountain with his Z-Power and drops it on the target with all his force. The power varies depending on the original displacement. Never-Ending Nightmare 140 -- 1 --	Deep Rancunes summoned by the user's z-power trap the target. The power varies depending on the original displacement. Corkscrew Crash 180 (Phy)/160 (Spe) -- 1 --	The user spins very fast and sinks into the target with all the force of his Z-Power. The power varies depending on the original displacement. Inferno Overdrive 195 -- 1 --	The user breathes an intense stream of fire towards the target with all the force of his Z-Power. The power varies depending on the original displacement. Gigavolt Havoc 185 -- 1 --	The user hits the target with a powerful electrical current collected by his Z-Power. The power varies depending on the original displacement. Subzero Slammer 185 -- 1 --	The user significantly lowers the temperature using his Z-Power and freezes the target with all his force. The power varies depending on the original displacement. Devastating Drake 190 (Phy)/200 (Spe) -- 1 --	The user materializes his aura with his Z-Power and attacks the target with all his might. The power varies depending on the original displacement. Savage Spin-OutGen V or earlier 100 -- 1 --	The user binds the target with all its strength with silk threads that the user spits out using his Z-Power. The power varies depending on the original displacement. Sharpen the claws -- -- 15 --	Gen VI TM01	The user sharpens his claws to increase his attack stat and accuracy. Incinerate 60 100 15 --	Gen VI TM59	User attacks opposed Pokémon by Fire. If a Pokémon holds a certain object, such as a Berry, the object becomes burnt and unusable. Flash -- 100 20 --	Gen VI TM70	The user flashes a bright light that reduces the accuracy of the target. Rock Smash 40 100 15 50	Gen VI TM94 (XY)HM06	The user attacks with a punch. It can also reduce the Defense stat. Secret Power 70 100 20 30	Gen VI TM94	The additional effects of this attack depend on where it was used. Cut 50 95 30 --	Gen VI HM01	Target is cut with a scythe or claw. Force 80 100 15 --	Gen VI HM04	The target is hit with a maximum-power punch. Heal Block -- 100 15 --	DP Lv. 50Pt Lv. 50	For five rounds, the user prevents the opposing team from using any movements, abilities or items held that recover HP. Secret Power 70 100 20 30	Gen IV TM43	The additional effects of this attack depend on where it was used. Endurer -- -- 10 --	Gen IV TM58	The

user is attacked with at least 1 HP. Its chance of failure increases if used successively. Natural gift?? 100 15 -- Gen IV TM83 The user derives the power to attack using histained Berry. Berry determines the type and power of the move. Fury Cutter 40 95 20 -- Move Tutor - PTHGSS Target is cut with scythes or claws. This attack becomes more powerful if it strikes successively. Swift 60 -- 20 -- Move Tutor - PTHGSS Star-shaped rays are shot at the opposing Pokémon. This attack never fails. Mud-slap 20 100 10 100 Move Tutor - PTHGSS The user throws mud into the target's face to deal damage and lower accuracy. Twister 40 100 20 20 Move Tutor - PTHGSS The user whips a vicious tornado to rip the opposing Pokémon. It can also make them flinch. Headbutt 70 100 15 30 Move Tutor - HGSS The user pulls out his head and attacks by loading directly into the target. It can also make the target flinch. HP Attack Defense Sp. Attack Sp. Defense Speed Base Stats - Total: 680 100 120 120 150 100 90 Max StatsHindering Nature Lv. 50 160 - 207 112 - 154 112 - 154 139 - 181 94 - 136 85 - 127 Lv. 100 310 - 404 220 - 305 220 - 305 274 - 359 184 - 269 166 - 251 Max StatsNeutral Nature Lv. 50 160 - 207 125 - 172 125 - 172 155 - 202 105 - 152 95 - 142 Lv. 100 310 - 404 245 - 339 245 - 339 305 - 399 205 - 299 185 - 279 Max StatsBeneficial Nature Lv. 50 160 - 207 137 - 189 137 - 189 170 - 222 115 - 167 104 - 156 Lv. 100 310 - 404 269 - 372 269 - 372 335 - 438 225 - 328 203 - 306 #482Azelf #484Palkia ---> --->

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