

Yarisutemesubuta ~ PUMP & DUMP: Yarimon Encyclopedia Supplement

By Edyy78

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Type Effectiveness

This “chart” assumes that you did not take the **Pokemon: Pump & Dump Version** drawback and change what types are available.

Fire beats and resists Wind



Wind beats and resists Earth



Earth beats and resists Water



Water beats and resists Fire



Dark beats Light



Light beats Dark



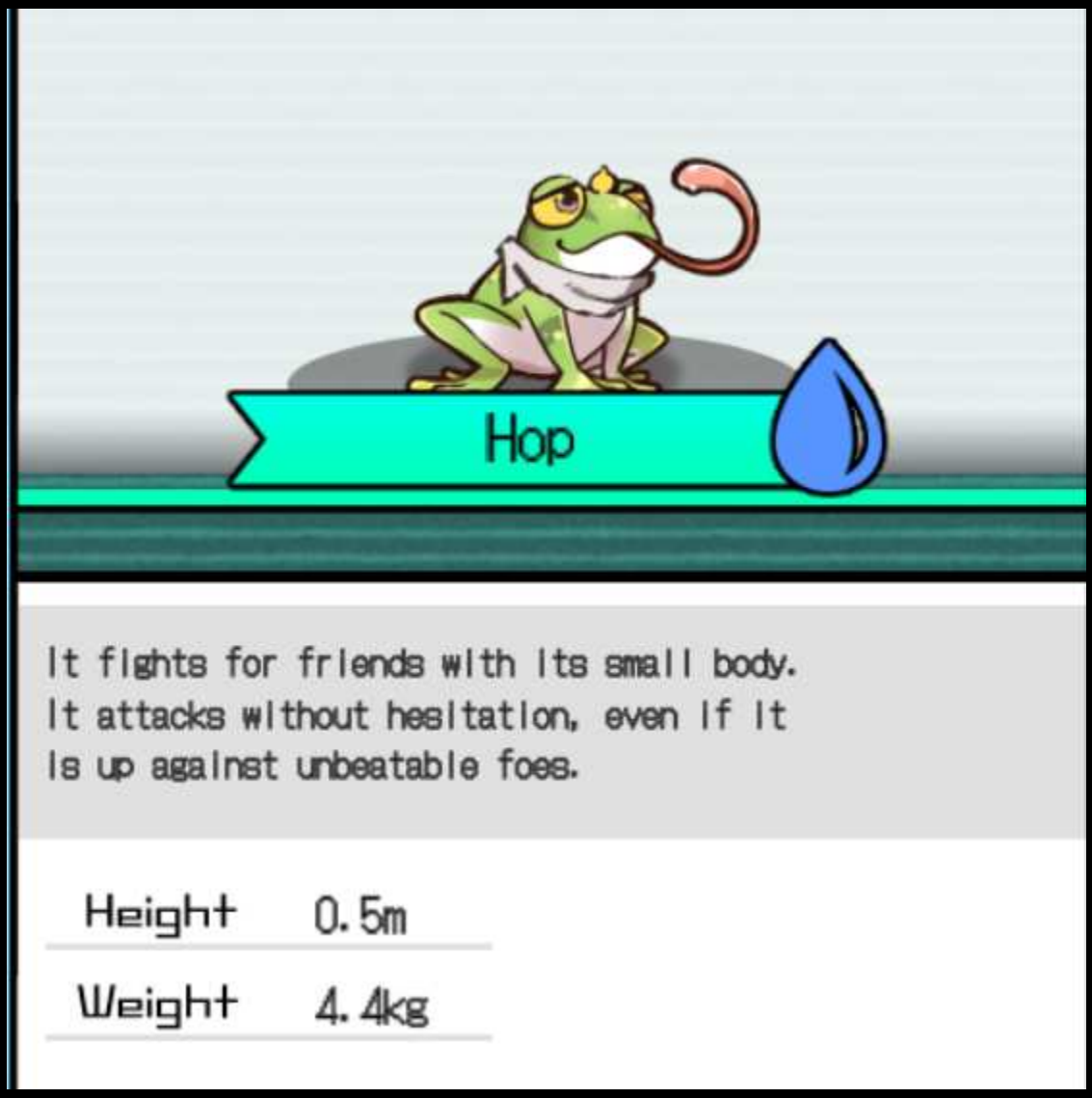
Typeless beats nothing and is resisted by nothing



Status Effects

- Freeze: Evasion drops by 25% and you take constant damage.
- Burn: Defense drops by 25% and you take constant damage.
- Muddy/Bog: Speed gets cut in half and accuracy drops by 25%.
- Paralysis/Numbness: Unable to act the following turn. This holds true even if you waste a turn using an item.
- Laceration/Cut: Attack decreases by 25% and you take constant damage.
- Curse: Unable to heal and you take constant damage

No 001 Hop



Personality:

“Moisture Barrier”-Reduce all damage from an attack to zero once per battle, except for damage that is from a super effective type.

No 002 Hopshop



Personality:

“Moisture Barrier”-Reduce all damage from an attack to zero once per battle, except for damage that is from a super effective type.

No 003 Hopking



Personality:

“Moisture Barrier”-Reduce all damage from an attack to zero once per battle, except for damage that is from a super effective type.

No 004 Stinkeater



Personality:

“Roots In The Earth”-Constantly recovers a small amount of health while on/in the ground.

No 005 Vinevore



Personality:

“Roots In The Earth”-Constantly recover a small amount of health while on/in the ground.

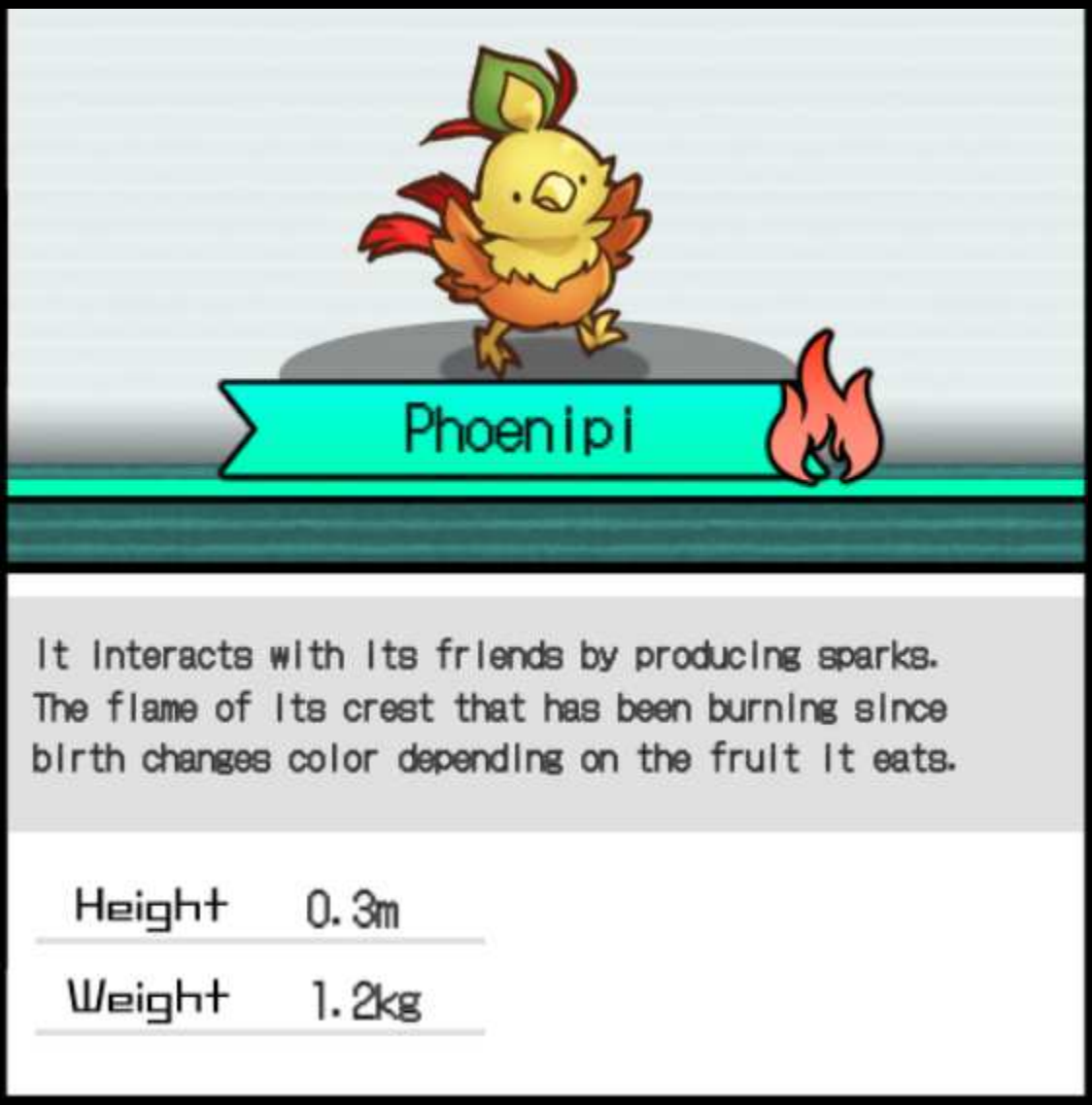
No 006 Ripfleshia



Personality:

“Roots In The Earth”-Constantly recover a small amount of health while on/in the ground.

No 007 Phoenipi



Personality:

“Flame Of Rebirth”-Once per battle revive and heal around 30% of “health”.

No 008 Phoenigle



Personality:

"Flame Of Rebirth"-Once per battle revive and heal around 30% of "health".

No 009 Falconix



Personality:

"Flame Of Rebirth"-Once per battle revive and heal around 30% of "health".

No 010 Pidgeoh



Personality:

“Insightful Eye”-Increase accuracy of all attacks

No 011 Hawker



Personality:

“Insightful Eye”-Increase accuracy of all attacks

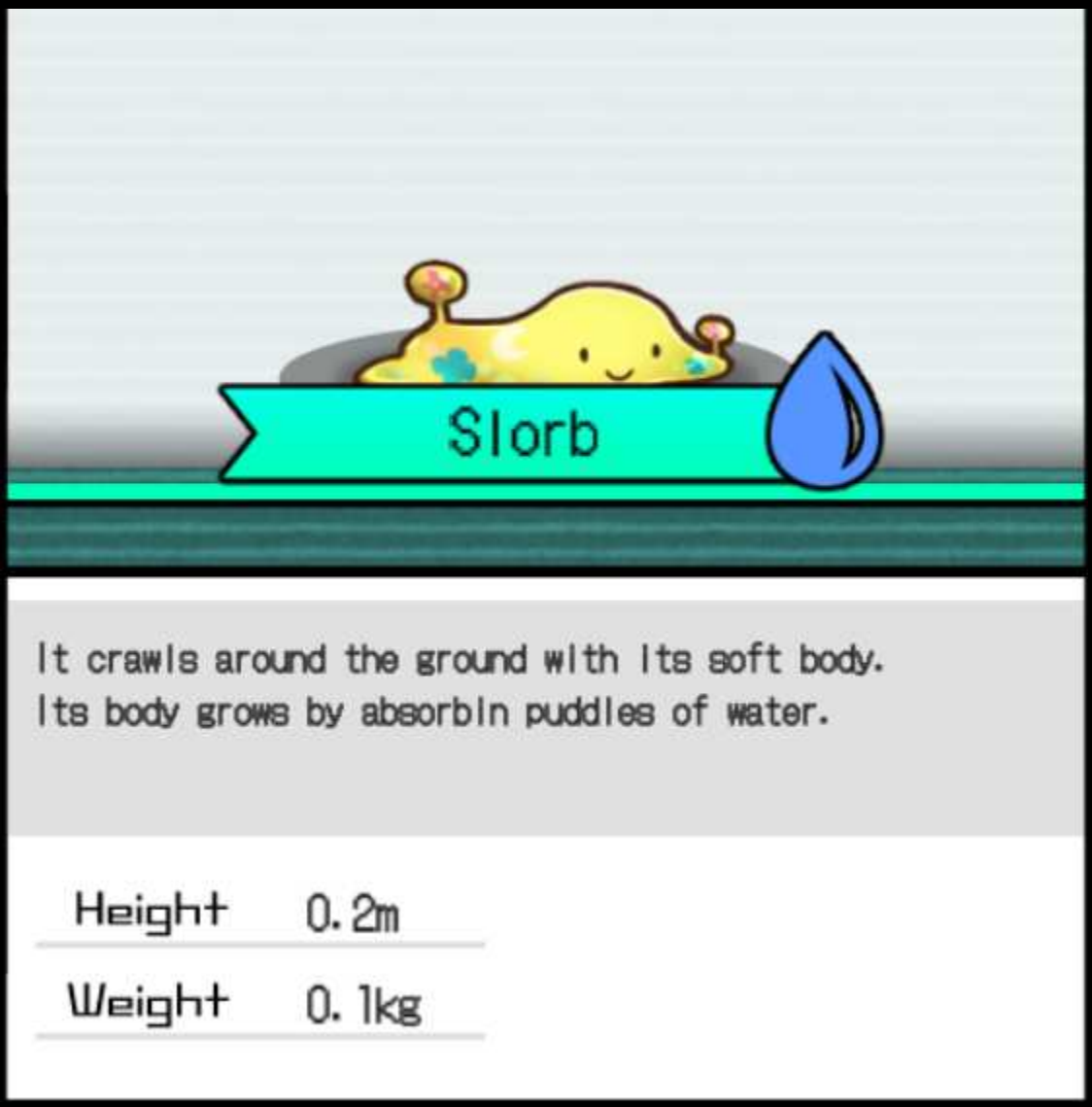
No 012 Garudator



Personality:

“Insightful Eye”-Increase accuracy of all attacks

No 013 Slorb



Personality:

"Soft Body"-Prevents all negative status effects

No 014 Snaildome



Personality:

"Soft Body"-Prevents all negative status effects

No 015 Squirretric



Personality:

“Electrified Body”-Occasionally inflicts Paralysis when making contact with opponents.

No 016 Squirretrical



Personality:

“Electrified Body”-Occasionally inflicts Paralysis when making contact with opponents.

No 017 Squirrender



Personality:

“Electrified Body”-Occasionally inflicts Paralysis when making contact with opponents.

No 018 Jiggon



Personality:

“Graceful Movement”-Prevents any and all stat debuffs

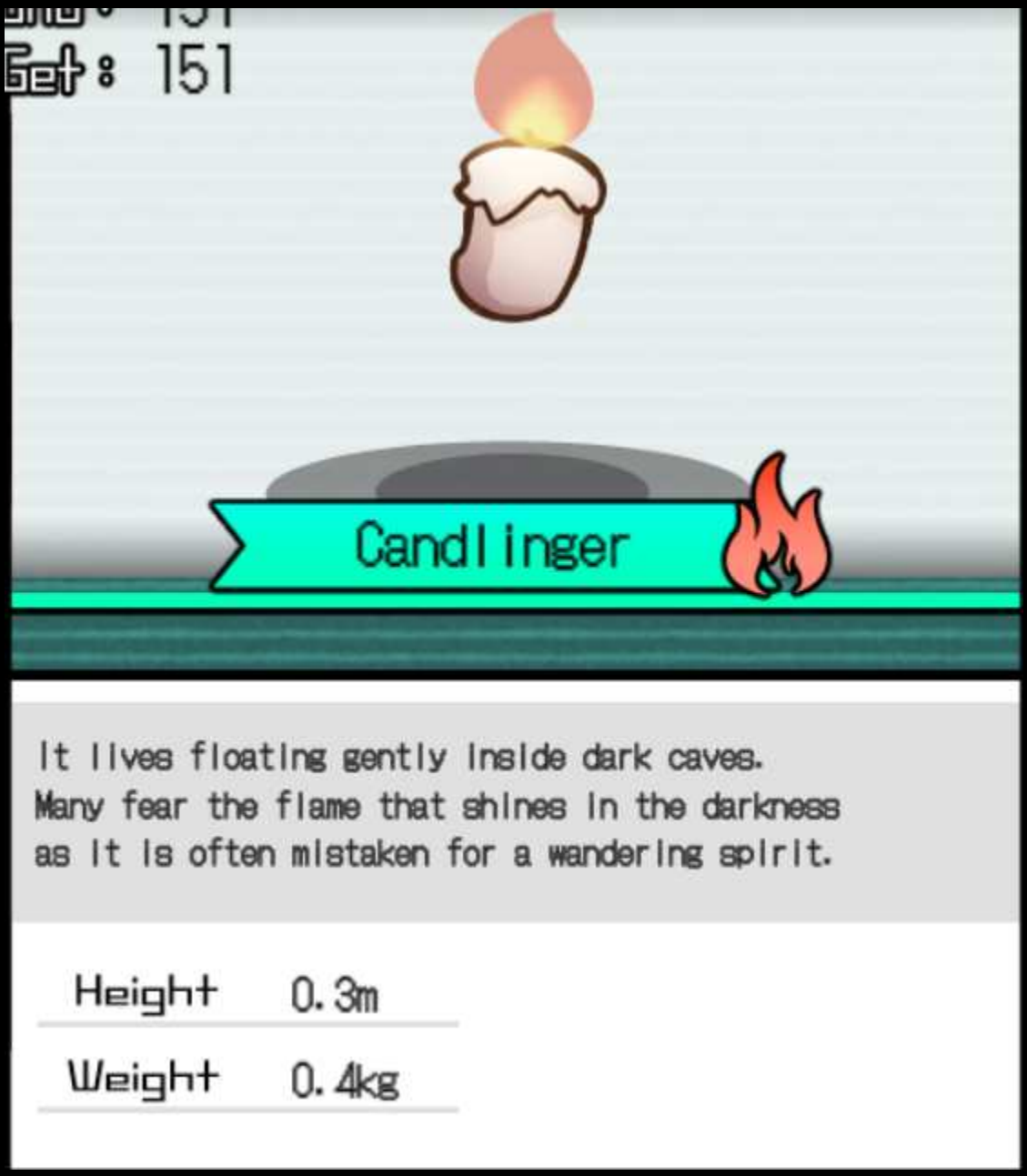
No 019 Dramba



Personality:

“Graceful Movement”-Prevents any and all stat debuffs

No 020 Candlinger



Personality:

“Fire Transfer”-Will occasionally inflict the burn status when making contact with enemies.

No 021 Candoll



Personality:

“Fire Transfer”-Will occasionally inflict the burn status when making contact with enemies.

No 022 Cosmoshard



Personality:

“Black Hole”-Any and all stat changes will be reset after a short amount of time.

No 023 Cosmosis



Personality:

"Black Hole"-Any and all stat changes will be reset after a short amount of time.

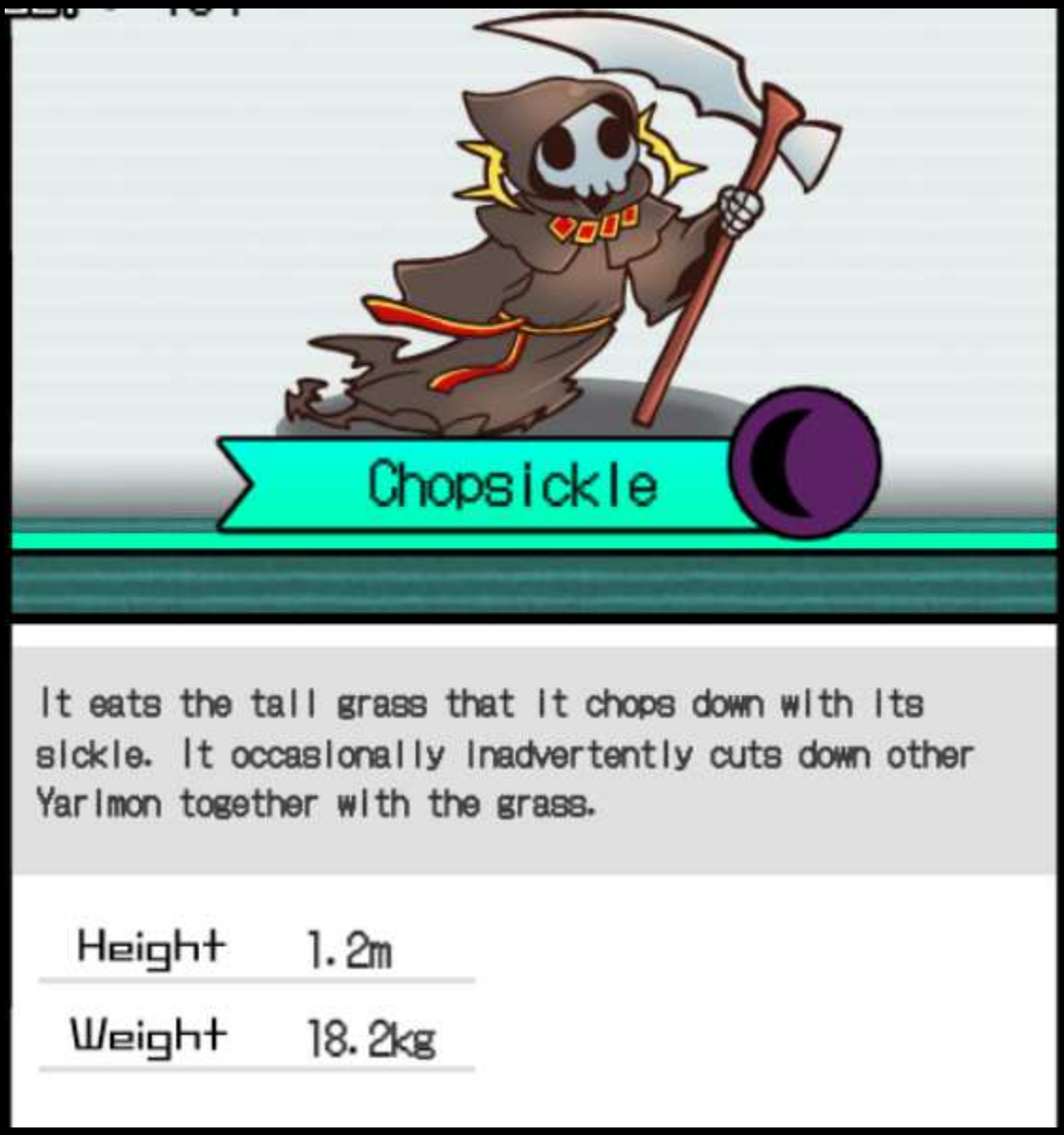
No 024 Darurira



Personality:

"Internal Combustion Engine"-Using fire moves will reduce the "cooldown" of other fire moves, but any fire moves used won't be able to set things on fire.

No 025 Chopsickle



Personality:

“Evil Eye”-Deals 1.5 times damage to those who have some kind of negative status effect.

No 026 Deathsickle



Personality:

“Evil Eye”-Deals 1.5 times damage to those who have some kind of negative status effect.

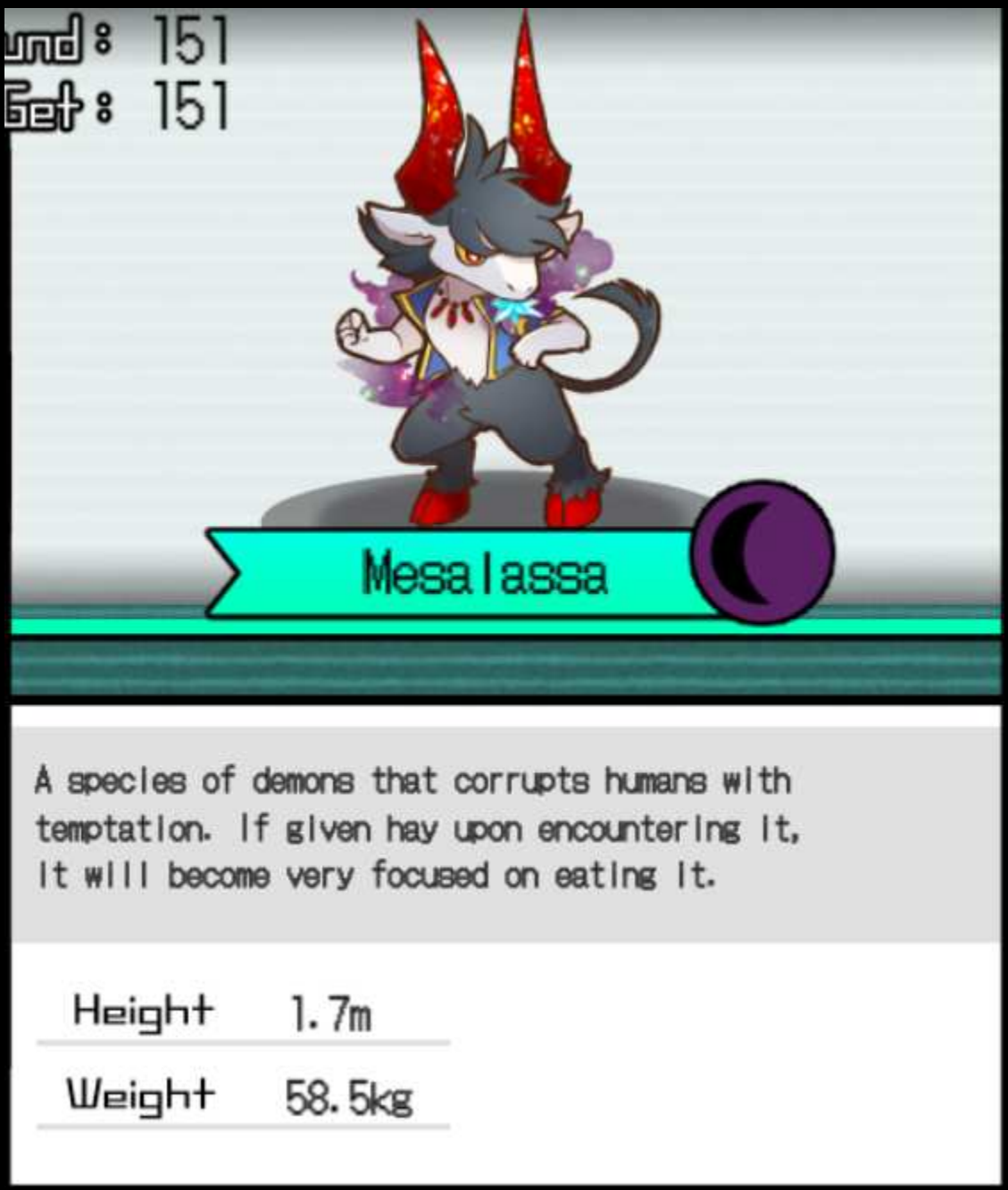
No 027 Messa



Personality:

"Demon's Secret Art"-Will occasionally inflict the Curse status when being hit by enemies.

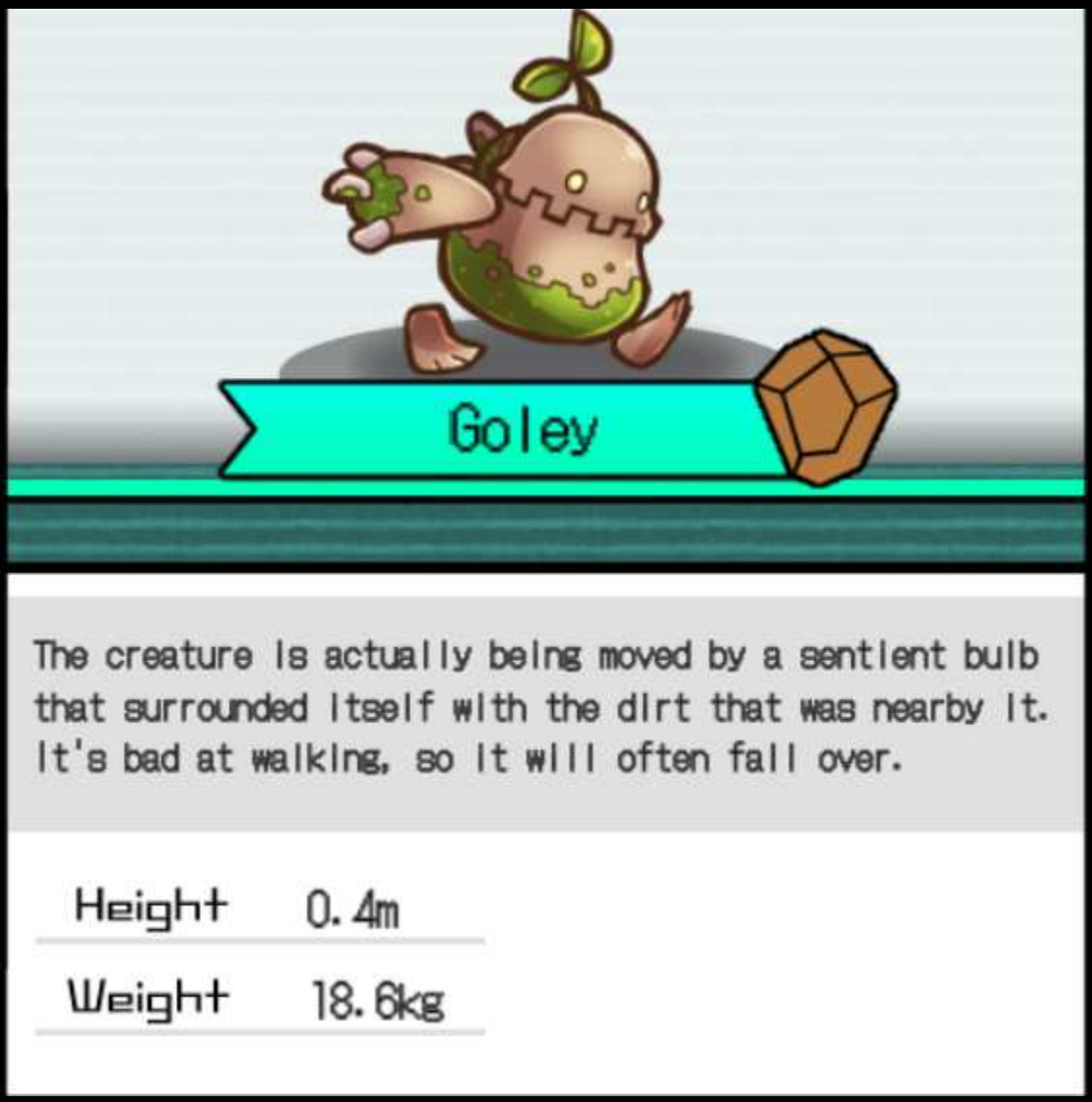
No 028 Mesalassa



Personality:

“Demon’s Secret Art”-Will occasionally inflict the Curse status when being hit by enemies.

No 029 Goley



Personality:

"Patchwork"-Defensive stats will never be lowered

No 030 Plantory



Personality:

“Internal Combustion Engine”-Using fire moves will reduce the “cooldown” of other fire moves, but any fire moves used won’t be able to set things on fire.

No 031 Salasaur



Personality:

"Sturdy Shell"-Reduces damage from "super effective" attacks.

No 032 Saurmander



Personality:

"Sturdy Shell"-Reduces damage from "super effective" attacks.

No 033 Emball



Personality:

“Element”-Absorbs and heals from attacks that share its “typing”.

No 034 Inferniball



Personality:

“Element”-Absorbs and heals from attacks that share its “typing”.

No 035 Beautifish



Personality:

"Graceful Movement"-Prevents any and all stat debuffs

No 036 Sealebrity



Personality:

“Graceful Movement”-Prevents any and all stat debuffs

No 037 Lizardian



Personality:

"Earth's Protection"-Will occasionally inflict the Muddy status when being hit by enemies.

No 038 Kazuraon



Personality:

“Earth’s Protection”-Will occasionally inflict the Muddy status when being hit by enemies.

No 039 Ghosty



Personality:

"Astral Body"-Resistant to "Typless" or pure physical attacks and immune to curses.

No 040 Kingeist



Personality:

“Astral Body”-Resistant to “Typless” or pure physical attacks and immune to curses.

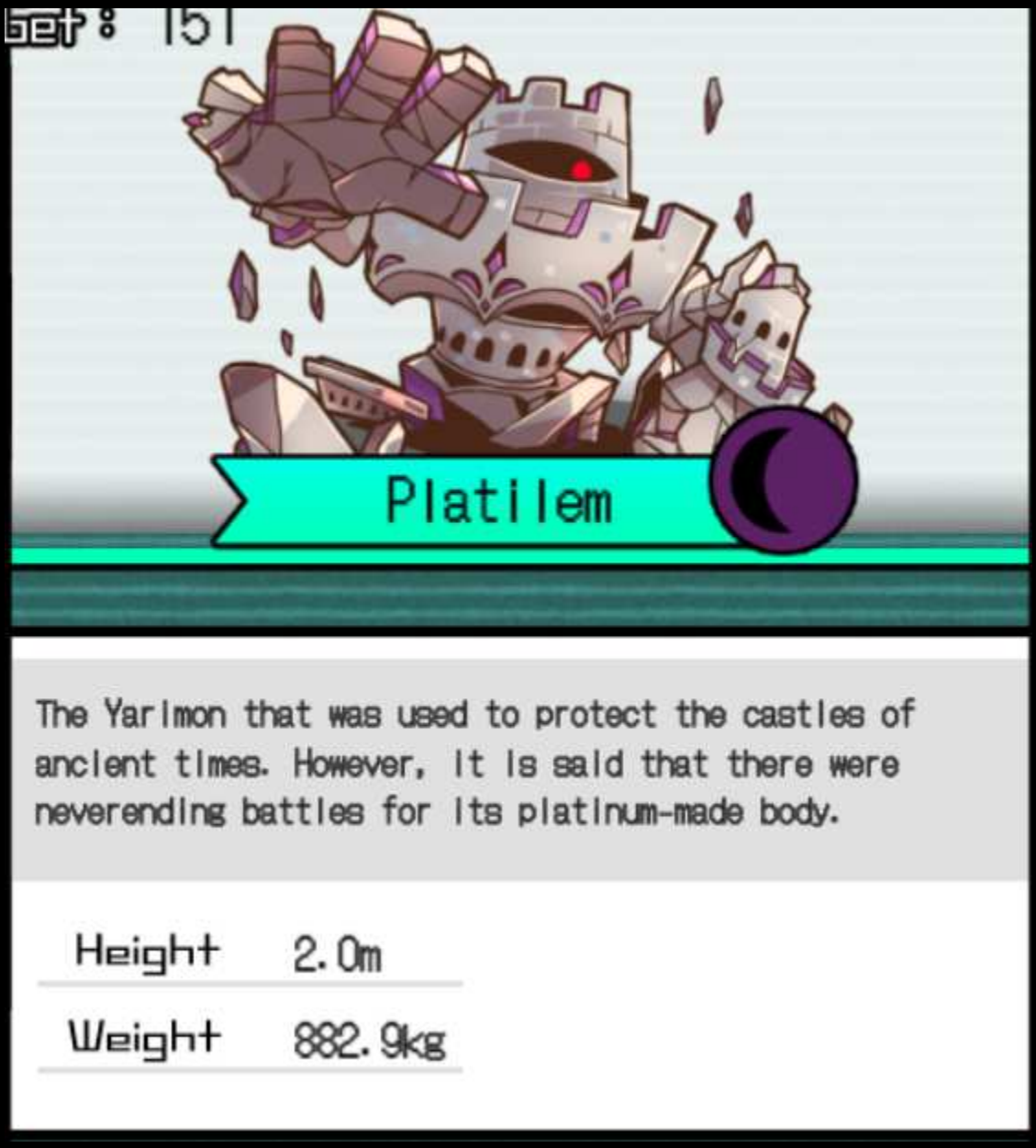
No 041 Silverock



Personality:

“Metal Armor”-Isn’t affected by any secondary/status effects from attacks.

No 042 Platilem



Personality:

"Metal Armor"-Isn't affected by any secondary/status effects from attacks.

No 043 Bronzerock



Personality:

"Metal Armor"-Isn't affected by any secondary/status effects from attacks.

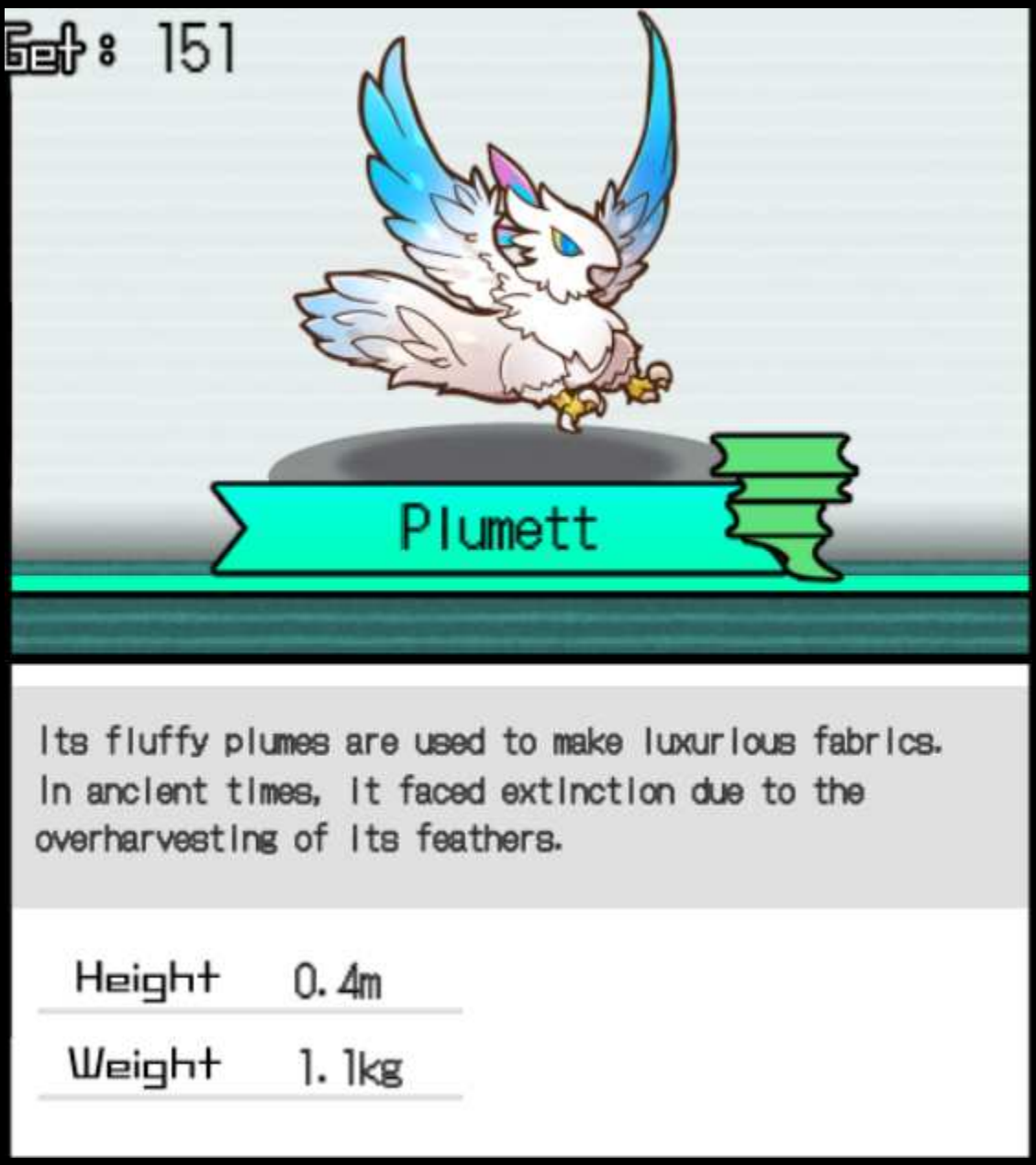
No 044 Goldiem



Personality:

"Metal Armor"-Isn't affected by any secondary/status effects from attacks.

No 045 Plumett



Personality:

"Soft Body"-Prevents all negative status effects

No 046 Fluffiose



Personality:

"Soft Body"-Prevents all negative status effects

No 047 Klaydirt



Personality:

"Earth's Protection"-Will occasionally inflict the Muddy status when being hit by enemies.

No 048 Kayvin



Personality:

“Earth’s Protection”-Will occasionally inflict the Muddy status when being hit by enemies.

No 049 Guarddog ♂



Personality:

“Divine Power”-Doubles the chance of any secondary/status effects being activated or applied to enemies.

No 050 Foxyon



Personality:

“Divine Power”-Doubles the chance of any secondary/status effects being activated or applied to enemies.

No 051 Patriolf



Personality:

“Divine Power”-Doubles the chance of any secondary/status effects being activated or applied to enemies.

No 052 Guarddog ♀



Personality:

“Divine Power”-Doubles the chance of any secondary/status effects being activated or applied to enemies.

No 053 Foxyan



Personality:

"Divine Power"-Doubles the chance of any secondary/status effects being activated or applied to enemies.

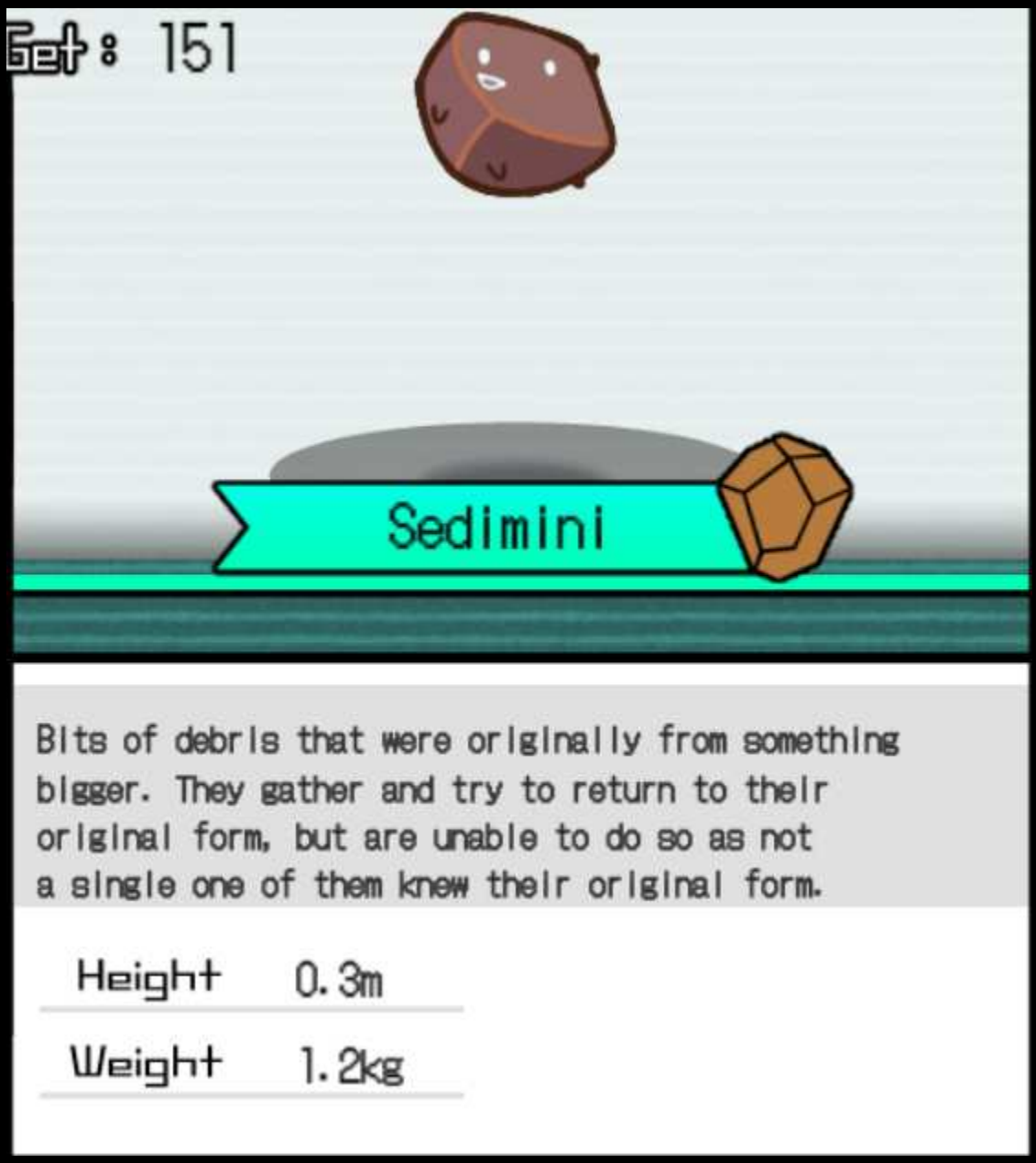
No 054 Matriolf



Personality:

“Divine Power”-Doubles the chance of any secondary/status effects being activated or applied to enemies.

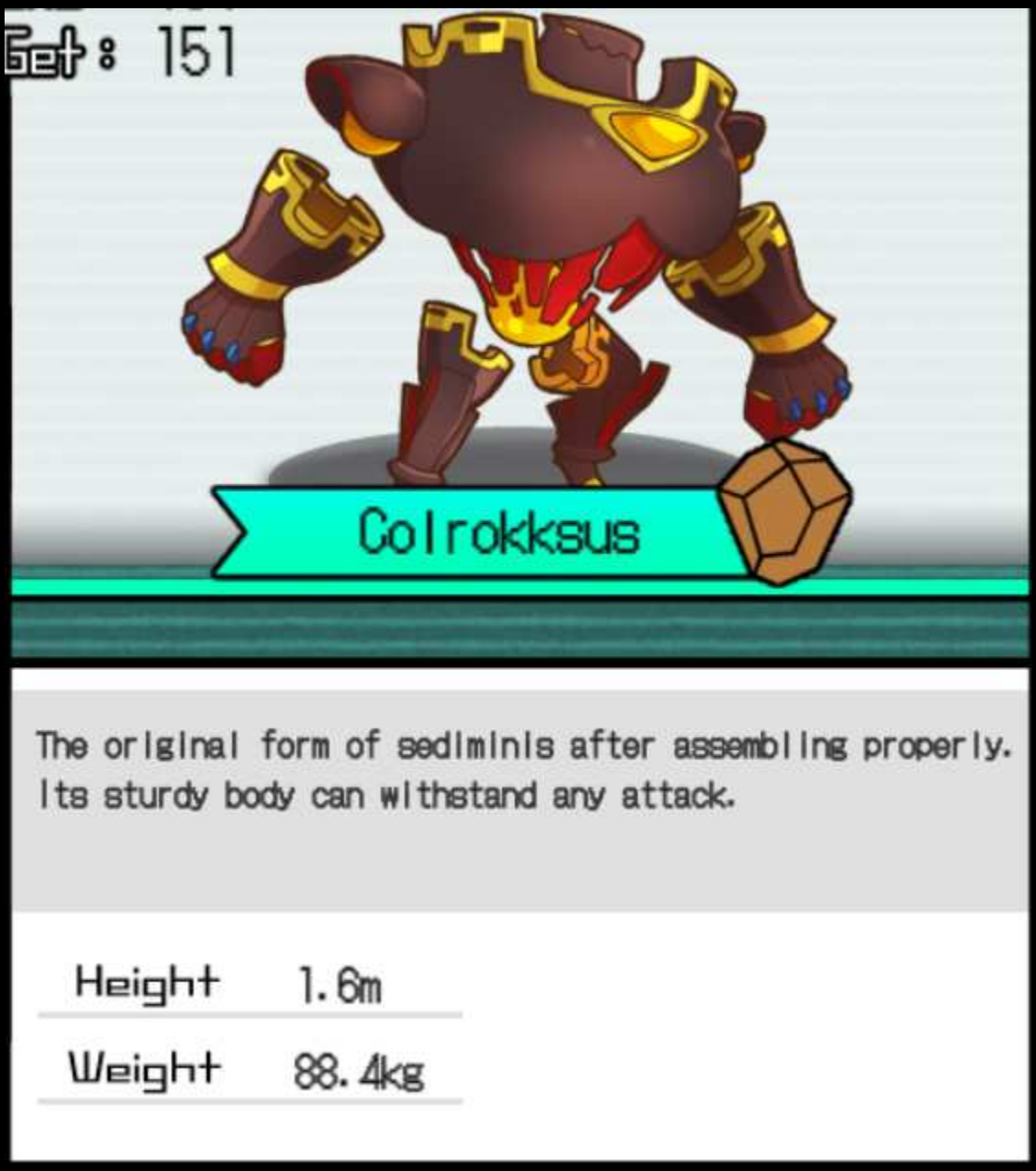
No 055 Sedimini



Personality:

"Metal Armor"-Isn't affected by any secondary/status effects from attacks.

No 056 Colrokksus



Personality:

"Metal Armor"-Isn't affected by any secondary/status effects from attacks.

No 057 Cawkaw



Personality:

“Prism Wall”-Reflects any secondary/status effects back onto attackers.

No 058 Caurora



Personality:

“Prism Wall”-Reflects any secondary/status effects back onto attackers.

No 059 Bunee



Personality:

“Divine Power”-Doubles the chance of any secondary/status effects being activated or applied to enemies.

No 060 Howlabout



Personality:

"Evil Eye"-Deals 1.5 times damage to those who have some kind of negative status effect.

No 061 Sporly



Personality:

"Natural Power"-Will occasionally and randomly inflict the Laceration, Muddy, Burn, Paralysis, Freeze, or Curse status when being hit by enemies.

No 062 Haniiru



Personality:

"Natural Power"-Will occasionally and randomly inflict the Laceration, Muddy, Burn, Paralysis, Freeze, or Curse status when being hit by enemies.

No 063 Cockahissadoo



Personality:

“Insightful Eye”-Increase accuracy of all attacks

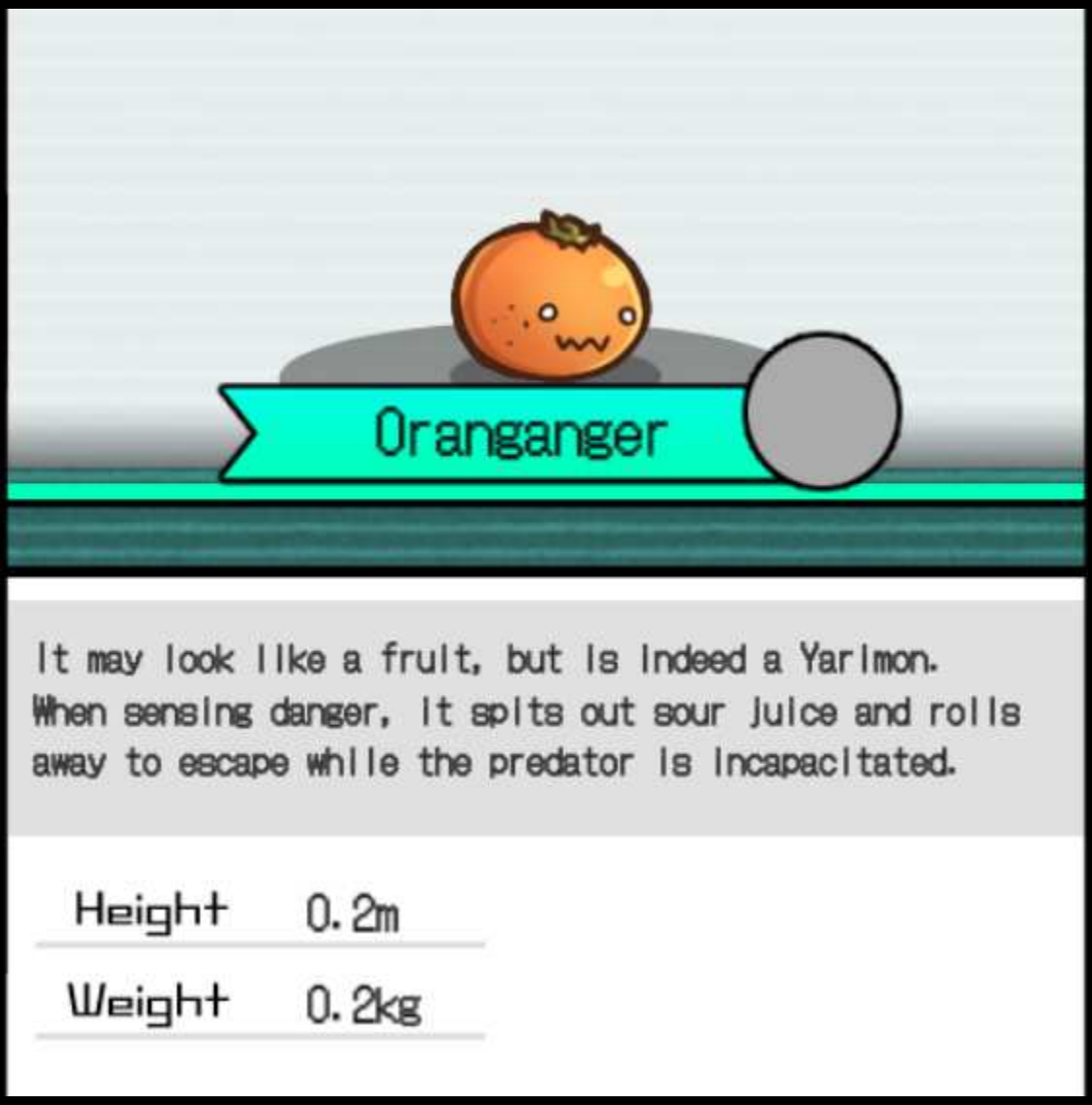
No 064 Chickenslither



Personality:

“Insightful Eye”-Increase accuracy of all attacks

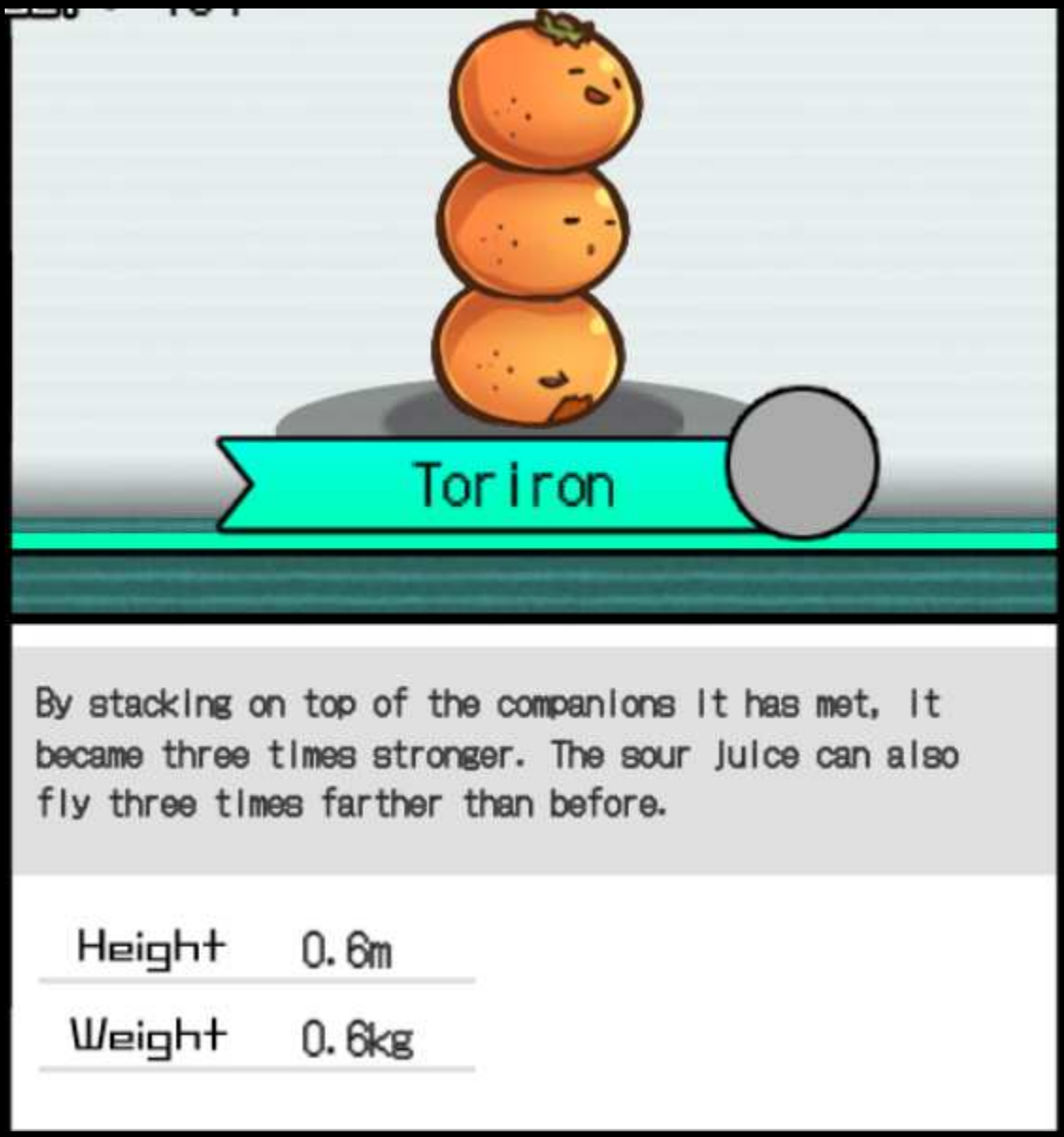
No 065 Oranganger



Personality:

“Juice Splash”-Upon entering a battle lowers the opponent's speed.

No 066 Toriron



Personality:

"Juice Splash"-Upon entering a battle lowers the opponent's speed.

No 067 Shadial



Personality:

"Black Hole"-Any and all stat changes will be reset after a short amount of time.

No 068 Kurotorofu



Personality:

“Black Hole”-Any and all stat changes will be reset after a short amount of time.

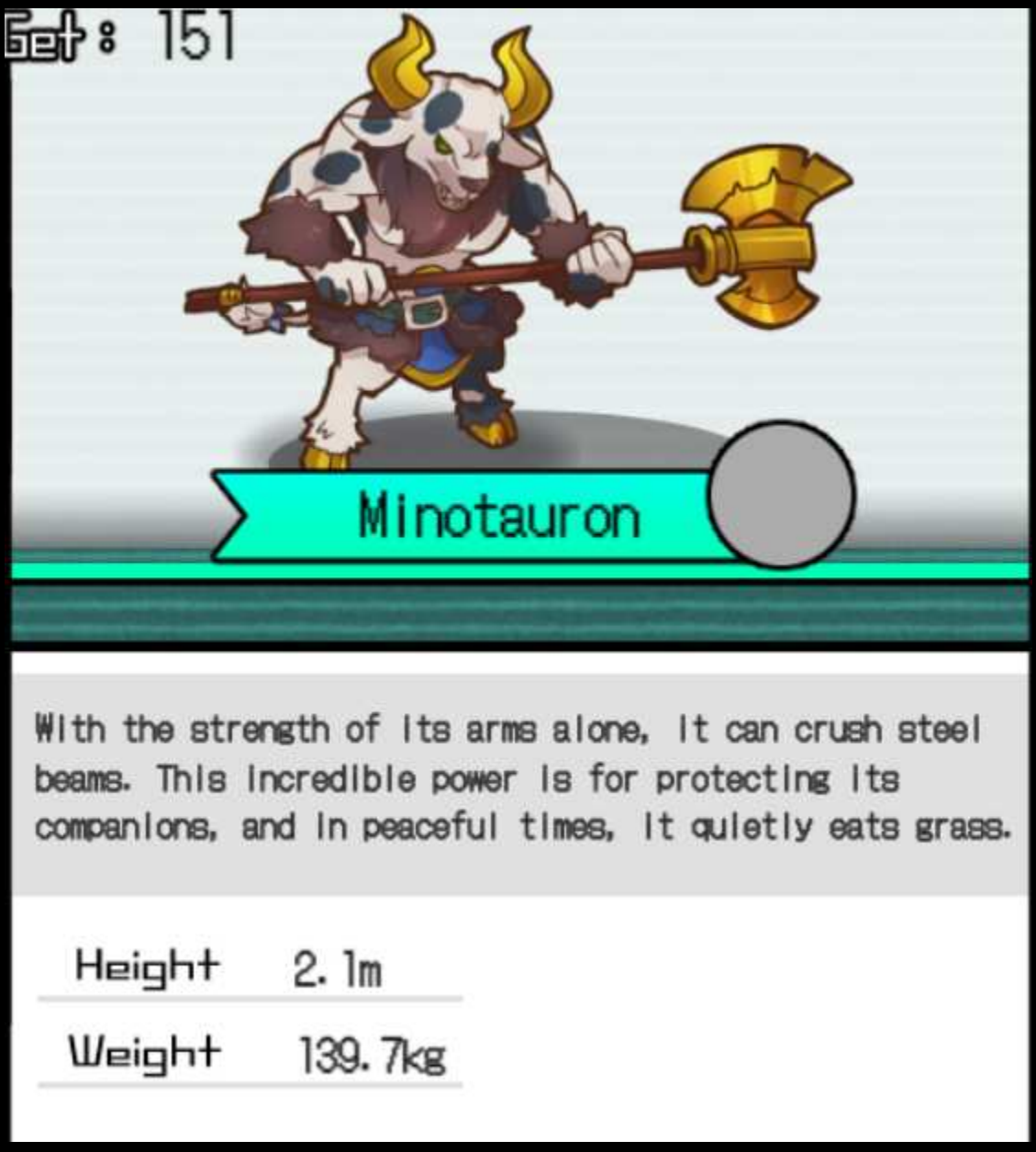
No 069 Mootaurus



Personality:

“Brute Force”-Increases the attack power of moves against enemies that resist them.

No 070 Minotauron



Personality:

“Brute Force”-Increases the attack power of moves against enemies that resist them.

No 071 Solobl



Personality:

“Divine Power”-Doubles the chance of any secondary/status effects being activated or applied to enemies.

No 072 Mystifox



Personality:

“Divine Power”-Doubles the chance of any secondary/status effects being activated or applied to enemies.

No 073 Cysa



Personality:

“Brute Force”-Increases the attack power of moves against enemies that resist them.

No 074 Clops



Personality:

"Brute Force"-Increases the attack power of moves against enemies that resist them.

No 075 Panteeny



Personality:

“Cunning”-Steal any stat buffs the opponent uses.

No 076 Pandit



Personality:

"Cunning"-Steal any stat buffs the opponent uses.

No 077 Laffy



Personality:

“One-Shot Gag”-When first entering a battle lower the opponent's attack stats.

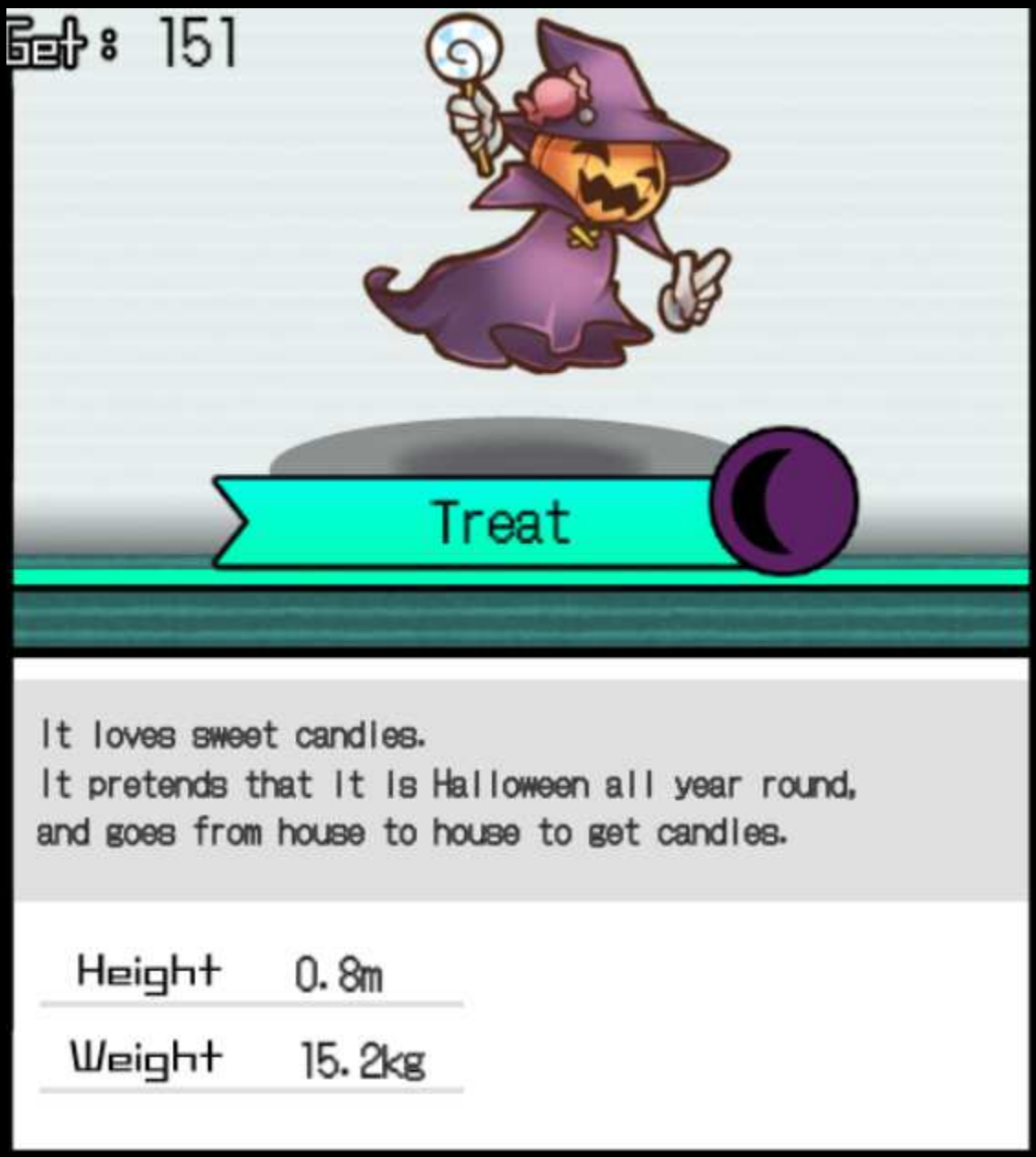
No 078 Tickly



Personality:

“One-Shot Gag”-When first entering a battle lower the opponent's attack stats.

No 079 Treat



Personality:

“Terror Face”-When first entering a battle lower the opponents defense stats.

No 080 Trickor



Personality:

“Terror Face”-When first entering a battle lower the opponents defense stats.

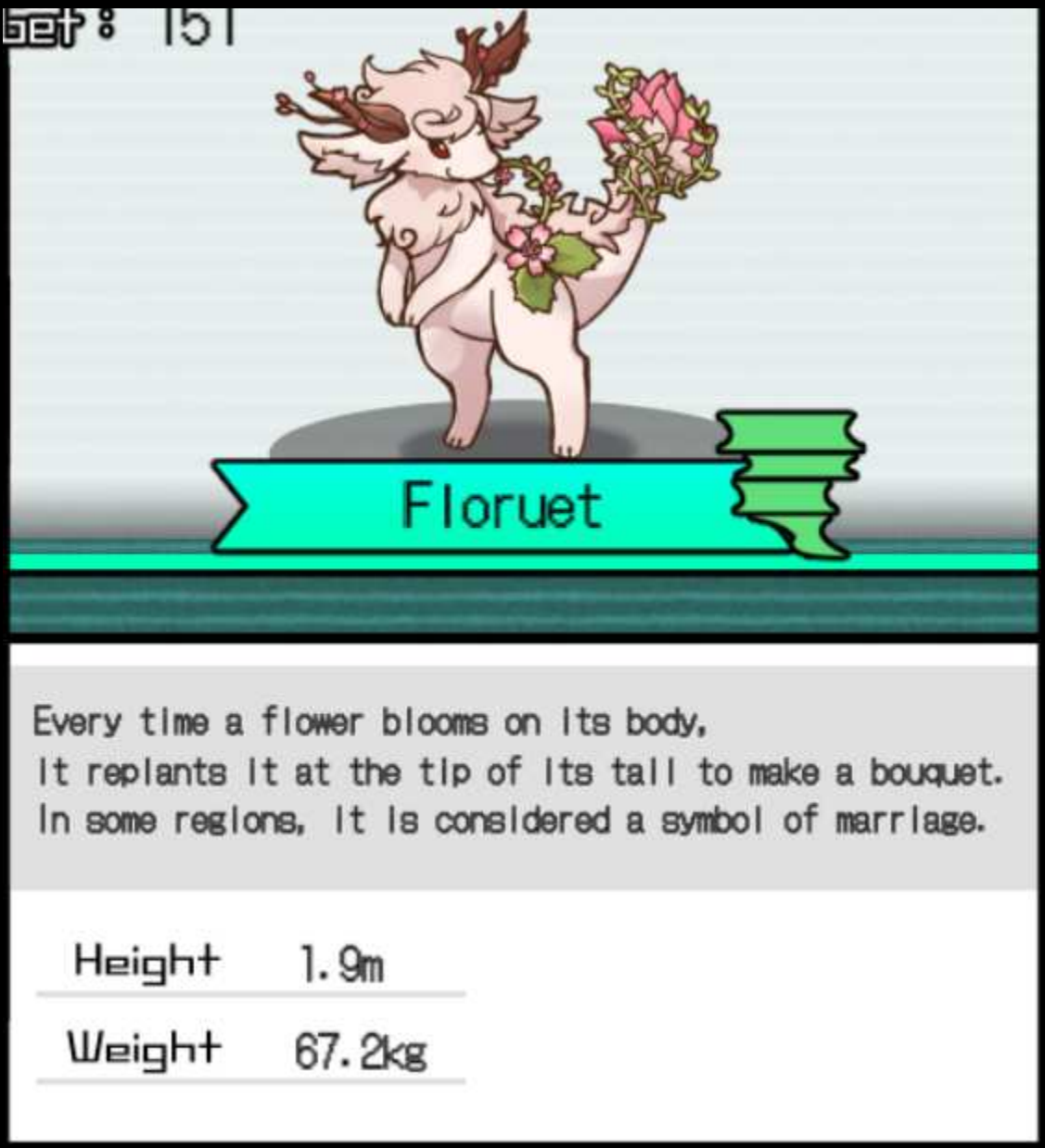
No 081 Flowapuff



Personality:

"Natural Power"-Will occasionally and randomly inflict the Laceration, Muddy, Burn, Paralysis, Freeze, or Curse status when being hit by enemies.

No 082 Floruet



Personality:

"Natural Power"-Will occasionally and randomly inflict the Laceration, Muddy, Burn, Paralysis, Freeze, or Curse status when being hit by enemies.

No 083 Gardenia



Personality:

"Natural Power"-Will occasionally and randomly inflict the Laceration, Muddy, Burn, Paralysis, Freeze, or Curse status when being hit by enemies.

No 084 Whisker



Personality:

“Whimsical Wind”-Upon entering a battle randomly decrease one stat of the enemy while randomly boosting one stat of your own.

No 085 Soliche



Personality:

“Solar Radiation”-Upon entering a battle inflict the burn status on enemies.

No 086 Moostar



Personality:

“Beguiling Light”-Deal significant damage to enemies upon dodging their attacks.

No 087 Bobil



Personality:

“Fire Transfer”-Will occasionally inflict the burn status when being hit by enemies.

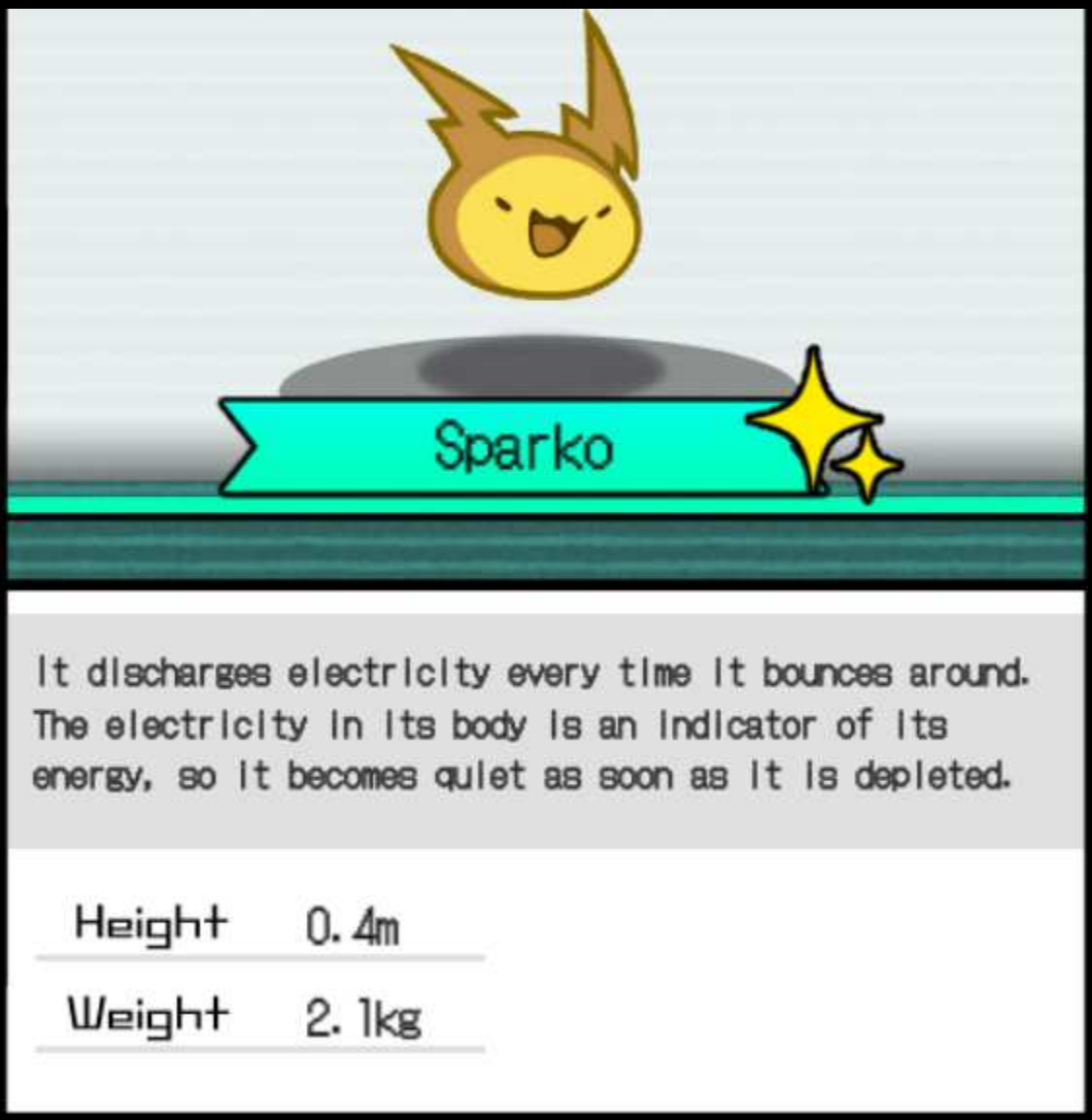
No 088 Flamsala



Personality:

“Fire Transfer”-Will occasionally inflict the burn status when being hit by enemies.

No 089 Sparko



Personality:

“Electrified Body”-Occasionally inflicts Paralysis when being hit by enemies.

No 090 Sparkitus



Personality:

“Electrified Body”-Occasionally inflicts Paralysis when being hit by enemies.

No 091 Dreameow



Personality:

“Evil Eye”-Deals 1.5 times damage to those who have some kind of negative status effect.

No 092 Lufeline



Personality:

“Evil Eye”-Deals 1.5 times damage to those who have some kind of negative status effect.

No 093 Nightmeow



Personality:

"Evil Eye"-Deals 1.5 times damage to those who have some kind of negative status effect.

No 094 Lilmalice



Personality:

"Demon's Secret Art"-Will occasionally inflict the Curse status when being hit by enemies.

No 095 Maligon



Personality:

"Demon's Secret Art"-Will occasionally inflict the Curse status when being hit by enemies.

No 096 Klamklam



Personality:

"Sturdy Shell"-Reduces damage from "super effective" attacks.

No 097 Klamsafe



Personality:

"Sturdy Shell"-Reduces damage from "super effective" attacks.

No 098 Snowdot



Personality:

“Ice Aura”-Will occasionally inflict the Freeze status when being hit by enemies.

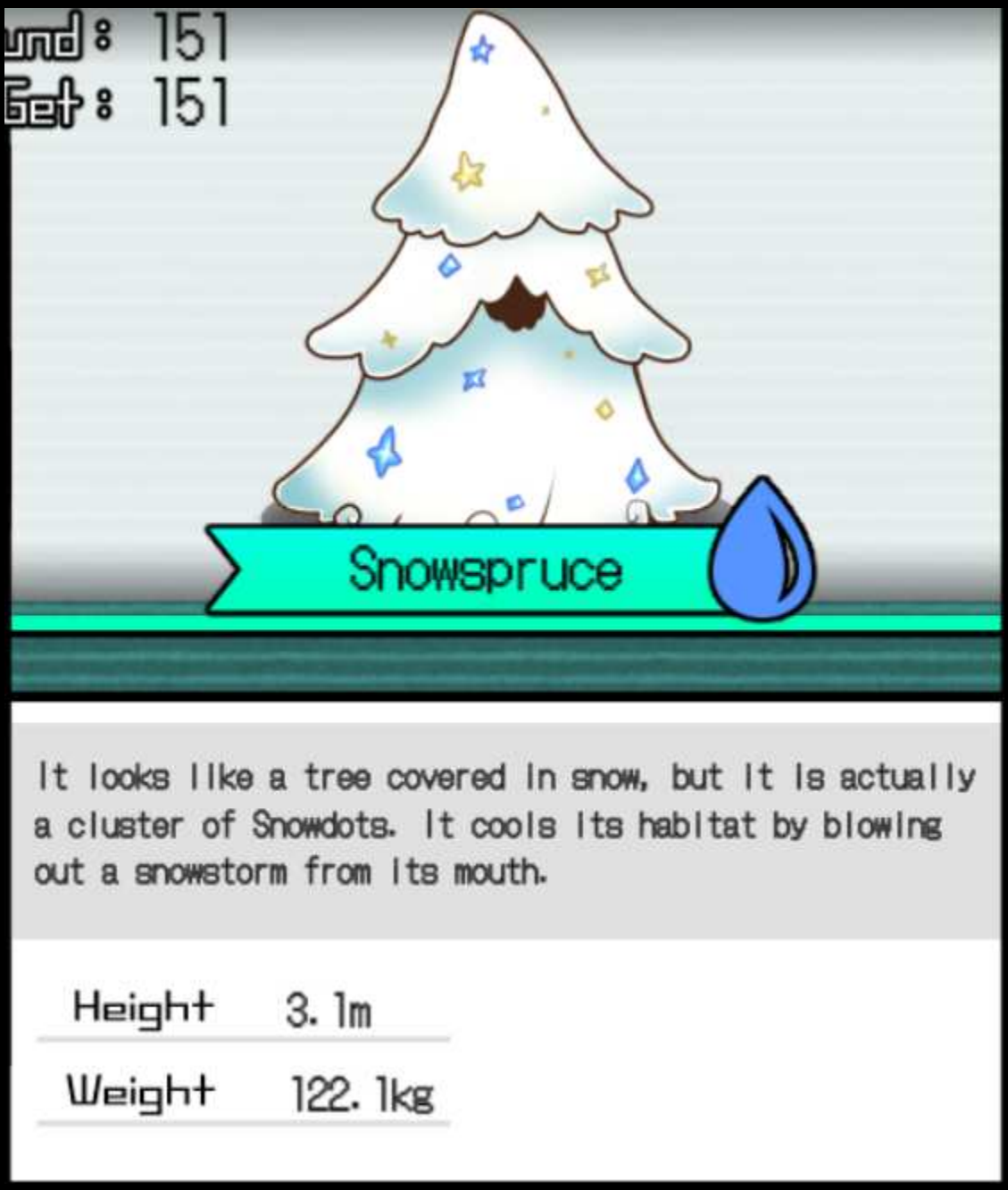
No 099 Snowent



Personality:

"Ice Aura"-Will occasionally inflict the Freeze status when being hit by enemies.

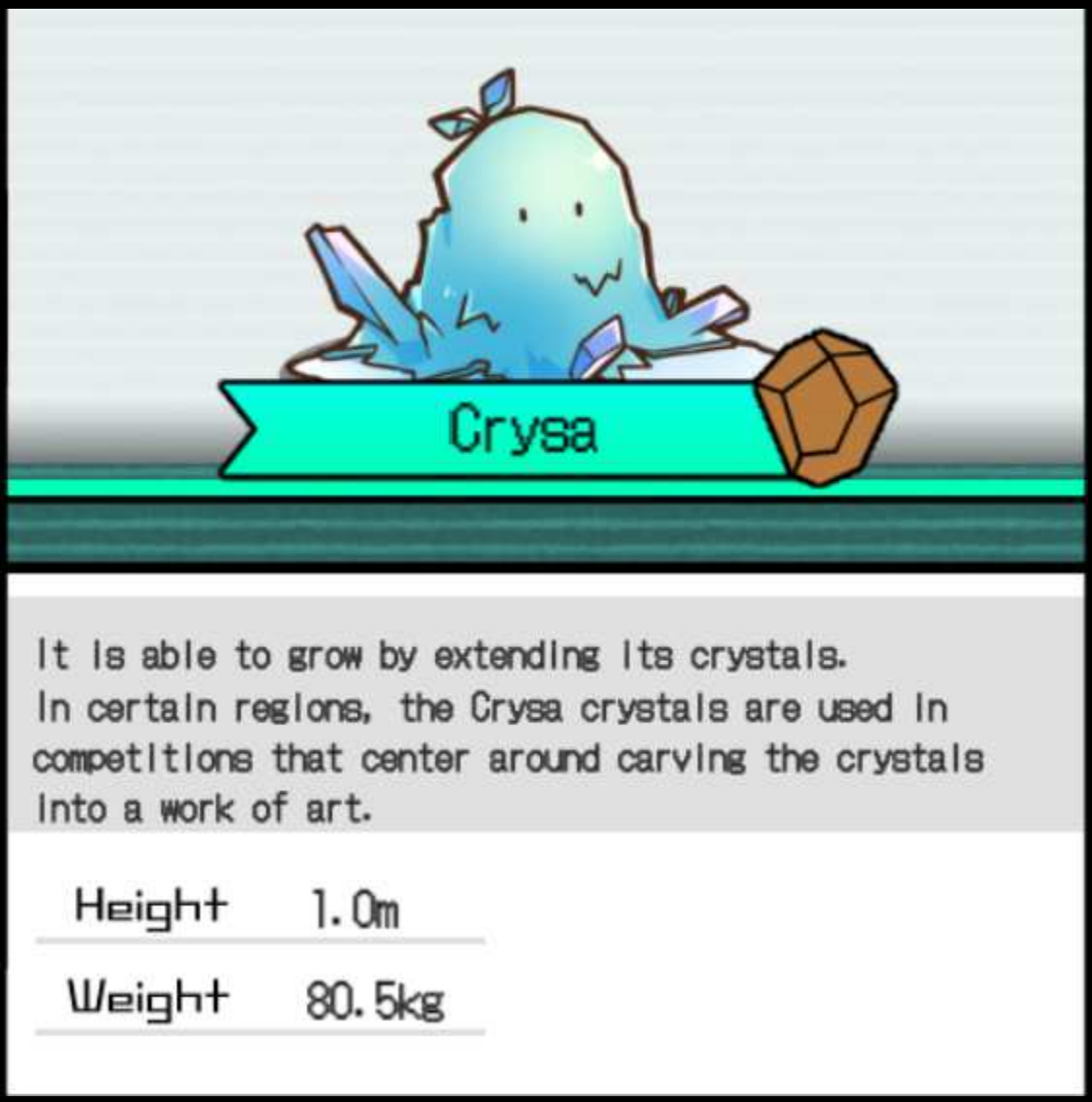
No 100 Snowspruce



Personality:

“Ice Aura”-Will occasionally inflict the Freeze status when being hit by enemies.

No 101 Crysa



Personality:

"Prism Wall"-Reflects any secondary/status effects back onto attackers.

No 102 Crystalon



Personality:

“Prism Wall”-Reflects any secondary/status effects back onto attackers.

No 103 Samochi



Personality:

“One-Shot Gag”-When first entering a battle lower the opponent's attack stats.

No 104 Samoshiwa



Personality:

“One-Shot Gag”-When first entering a battle lower the opponent's attack stats.

No 105 Sakimaiko



Personality:

“One-Shot Gag”-When first entering a battle lower the opponent's attack stats.

No 106 Shayde



Personality:

"Astral Body"-Resistant to "Typless" or pure physical attacks and immune to curses.

No 107 Ghast



Personality:

"Astral Body"-Resistant to "Typless" or pure physical attacks and immune to curses.

No 108 Rootly



Personality:

“Roots In The Earth”-Constantly recovers a small amount of health while on/in the ground.

No 109 Woodly



Personality:

"Roots In The Earth"-Constantly recovers a small amount of health while on/in the ground.

No 110 Grandly



Personality:

“Roots In The Earth”-Constantly recovers a small amount of health while on/in the ground.

No 111 Tenten



Personality:

"Cunning"-Steal any stat buffs the opponent uses.

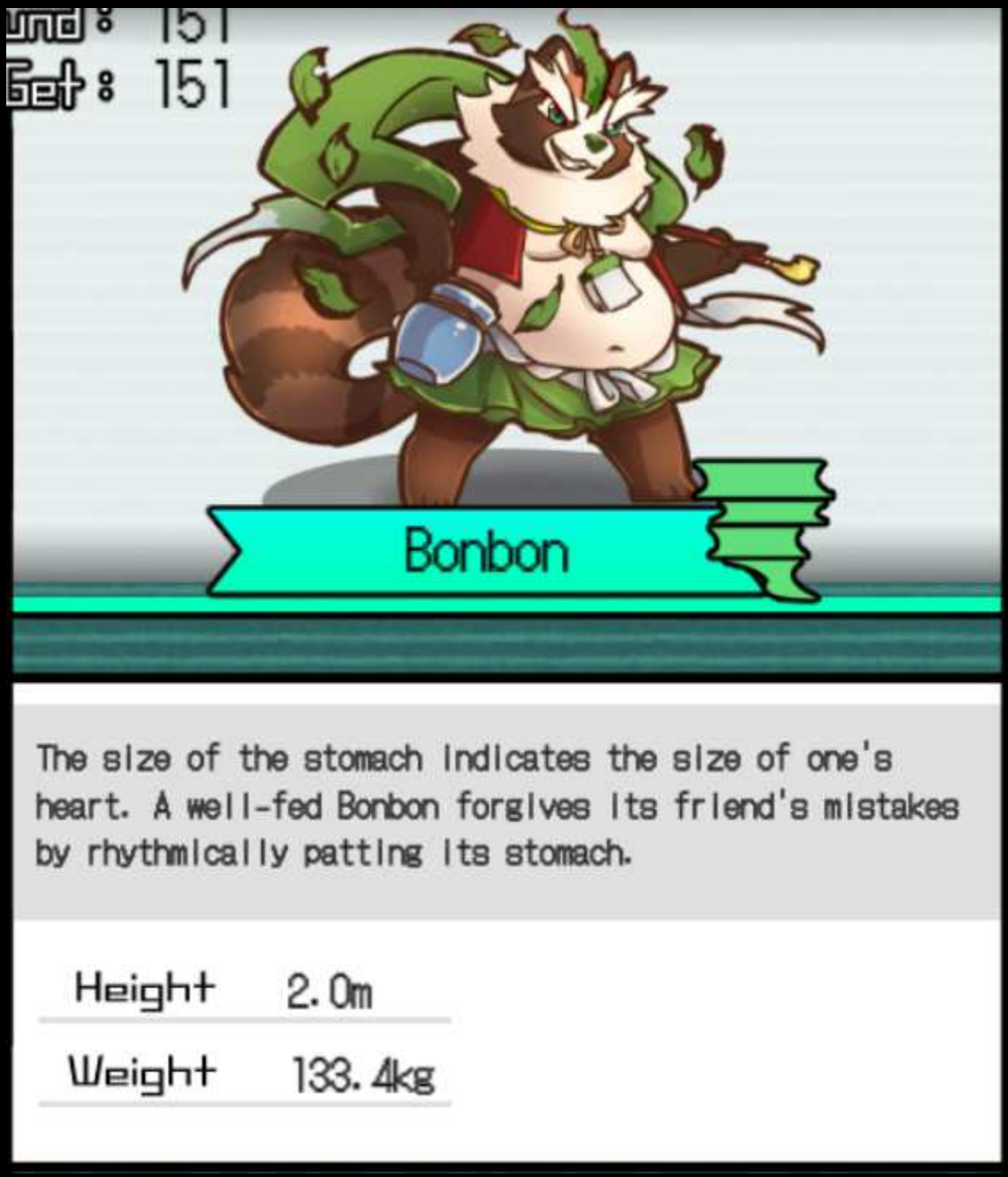
No 112 Tonton



Personality:

“Cunning”-Steal any stat buffs the opponent uses.

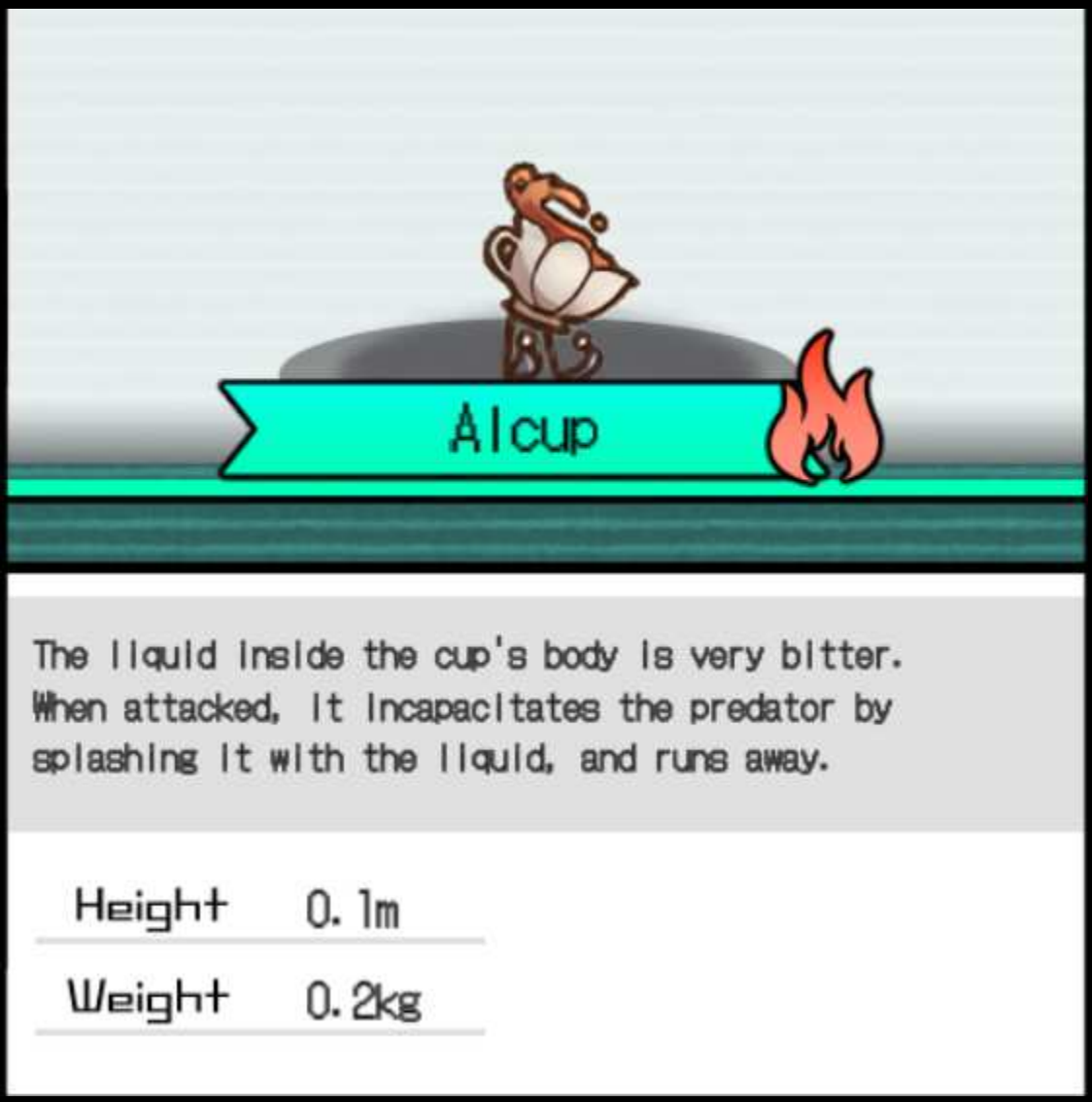
No 113 Bonbon



Personality:

"Cunning"-Steal any stat buffs the opponent uses.

No 114 Alcup



Personality:

"Juice Splash"-Upon entering a battle lowers the opponent's speed.

No 115 Partable



Personality:

"Juice Splash"-Upon entering a battle lowers the opponent's speed.

No 116 Mizuul



Personality:

“Moisture Barrier”-Reduce all damage from an attack to zero once per battle, except for damage that is from a super effective type.

No 117 Radia



Personality:

“Moisture Barrier”-Reduce all damage from an attack to zero once per battle, except for damage that is from a super effective type.

No 118 Liocub



Personality:

“Insightful Eye”-Increase accuracy of all attacks

No 119 Lioroar



Personality:

"Insightful Eye"-Increase accuracy of all attacks

No 120 Champlio



Personality:

“Insightful Eye”-Increase accuracy of all attacks

No 121 Unbear



Personality:

“Sharp Blade”-Increases attack stat for each enemy defeated.

No 122 Raidergu



Personality:

“Sharp Blade”-Increases attack stat for each enemy defeated.

No 123 Bataflap



Personality:

“Pulse Radar”-Deals increased damage to enemies that have stat changes.

No 124 Batapork



Personality:

“Pulse Radar”-Deals increased damage to enemies that have stat changes.

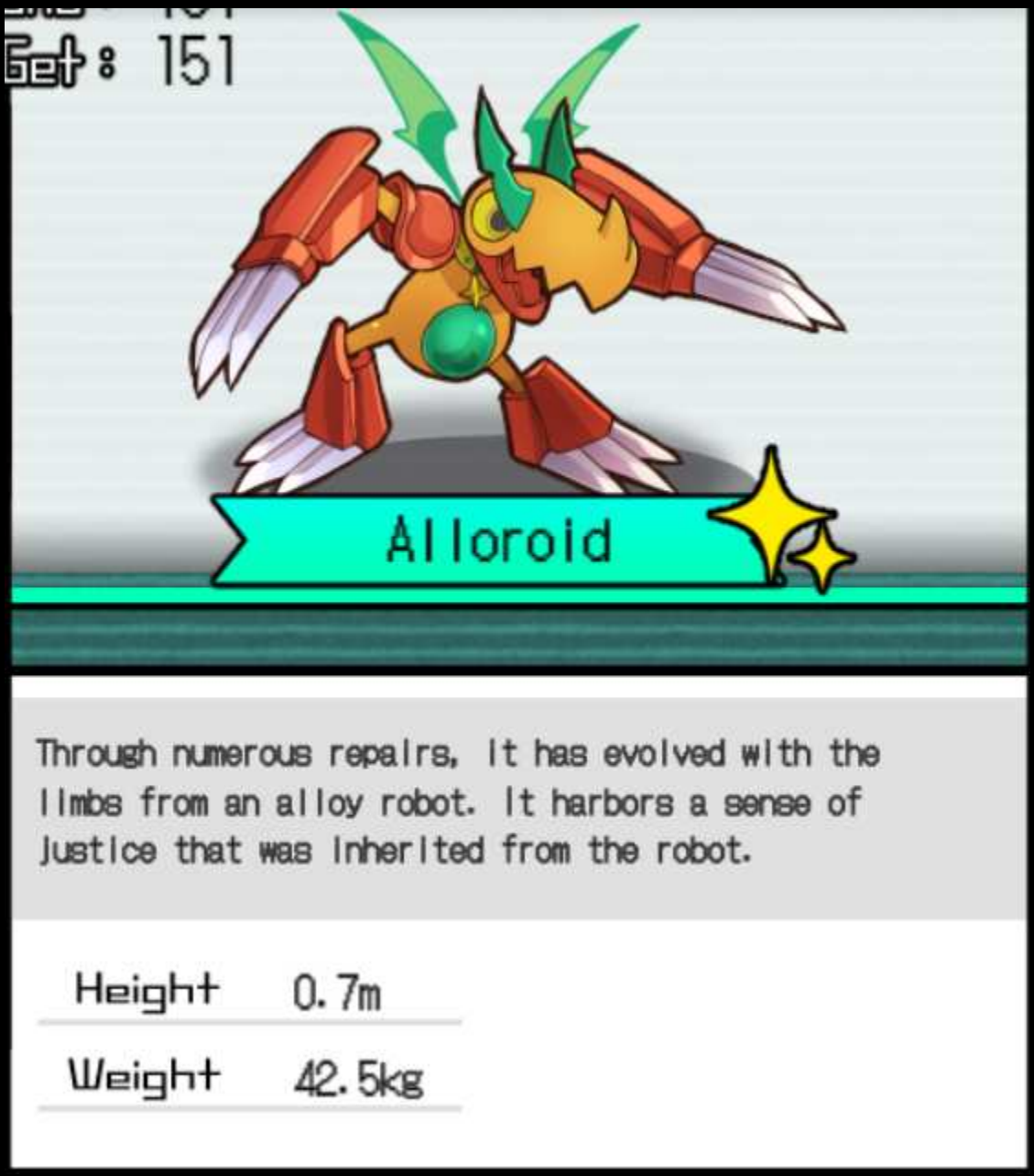
No 125 Buildabod



Personality:

"Patchwork"-Defensive stats will never be lowered

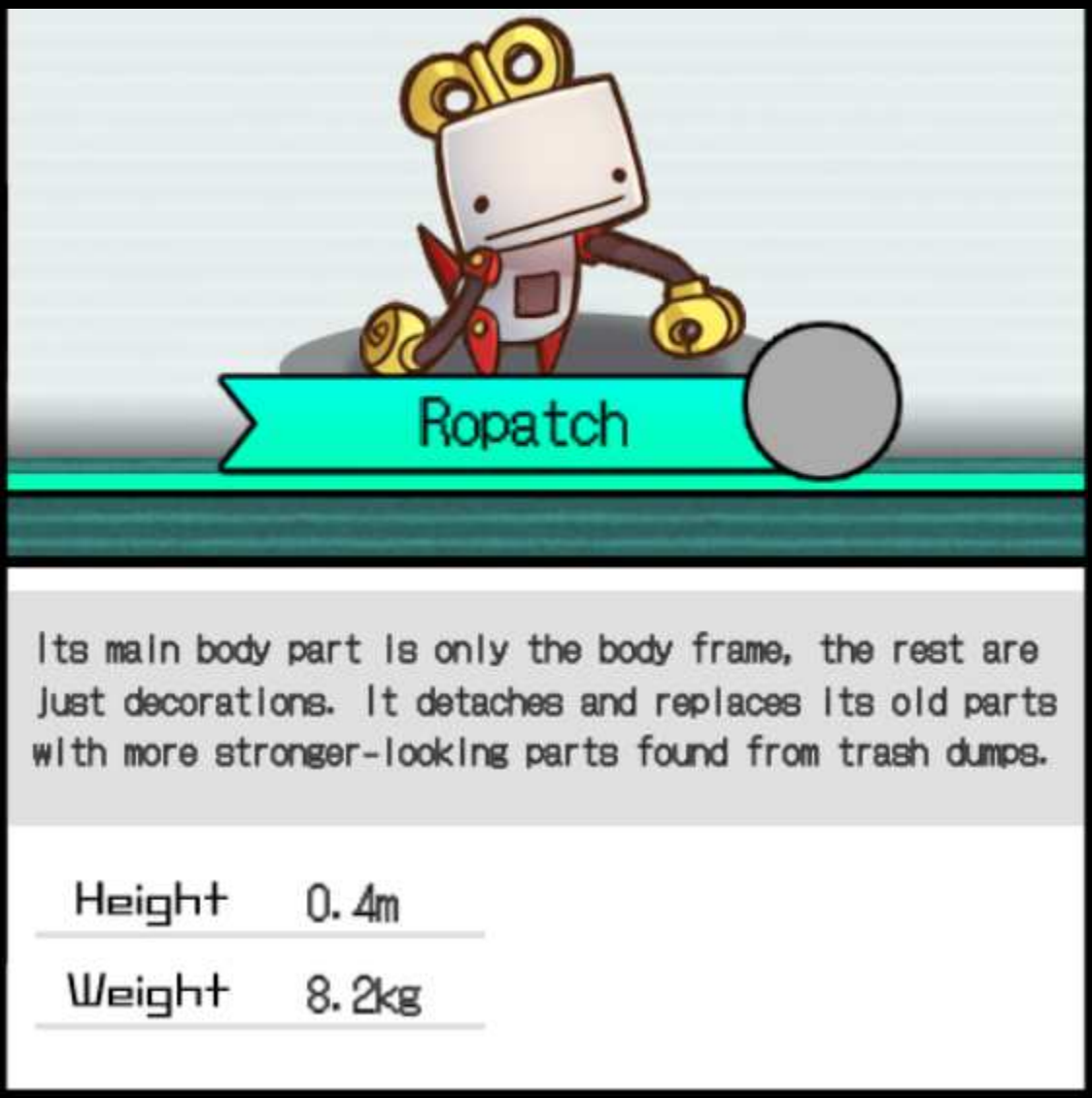
No 126 Alioroid



Personality:

“Sharp Blade”-Increases attack stat for each enemy defeated.

No 127 Ropatch



Personality:

"Patchwork"-Defensive stats will never be lowered

No 128 Rawrbot



Personality:

"Terror Face"-When first entering a battle lower the opponents defense stats.

No 129 Snapcrabby



Personality:

"Sturdy Shell"-Reduces damage from "super effective" attacks.

No 130 Guillocrabe



Personality:

"Sturdy Shell"-Reduces damage from "super effective" attacks.

No 131 Partikel



Personality:

“Pulse Radar”-Deals increased damage to enemies that have stat changes.

No 132 Electribun



Personality:

“Pulse Radar”-Deals increased damage to enemies that have stat changes.

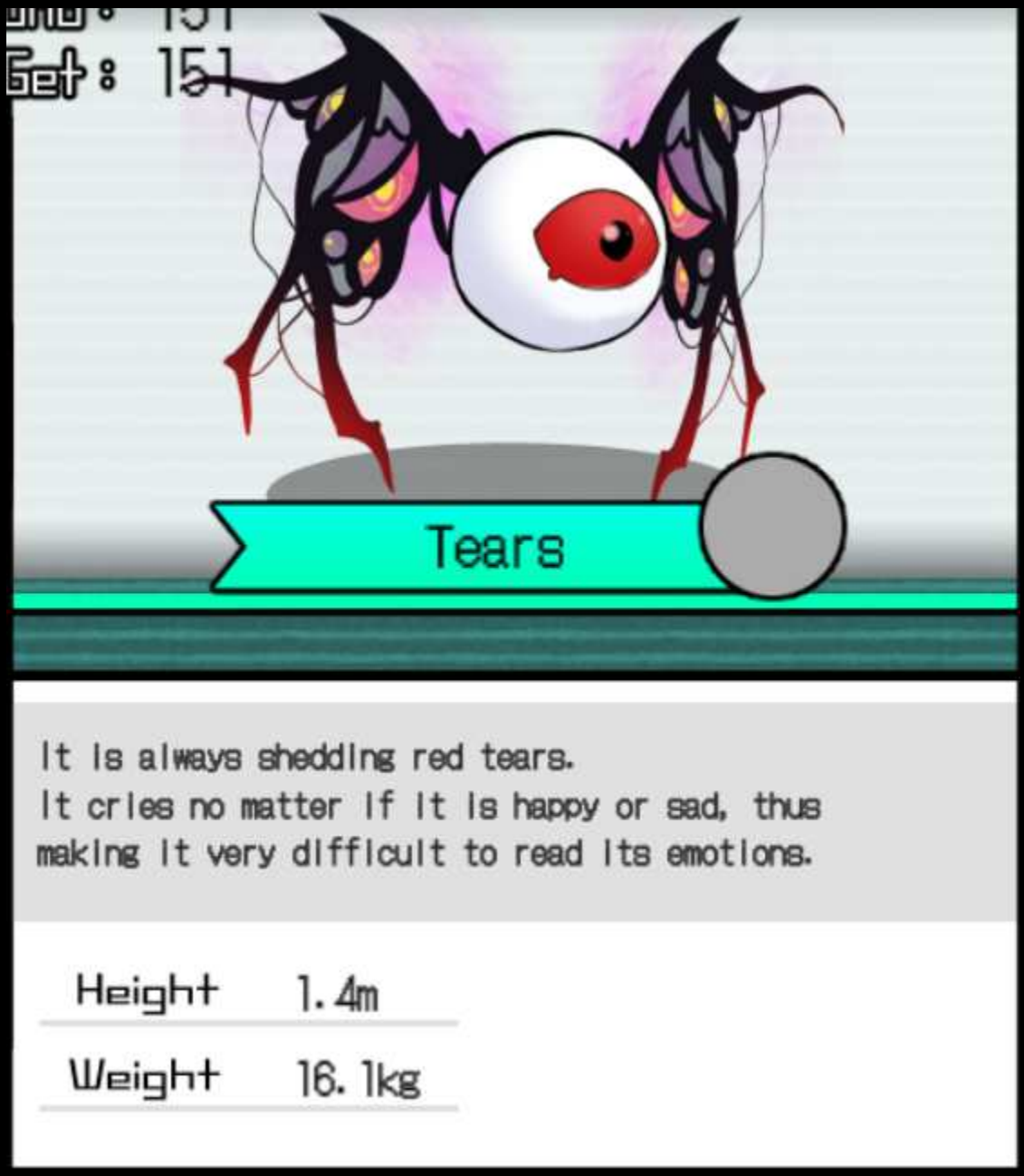
No 133 Wink



Personality:

“Pulse Radar”-Deals increased damage to enemies that have stat changes.

No 134 Tears



Personality:

“Pulse Radar”-Deals increased damage to enemies that have stat changes.

No 135 Glare



Personality:

“Pulse Radar”-Deals increased damage to enemies that have stat changes.

No 136 Camophin



Personality:

“Astral Body”-Resistant to “Typless” or pure physical attacks and immune to curses.

No 137 Camowhale



Personality:

“Astral Body”-Resistant to “Typless” or pure physical attacks and immune to curses.

No 138 Floretis



Personality:

“Sharp Blade”-Increases attack stat for each enemy defeated.

No 139 Ladymantis



Personality:

“Sharp Blade”-Increases attack stat for each enemy defeated.

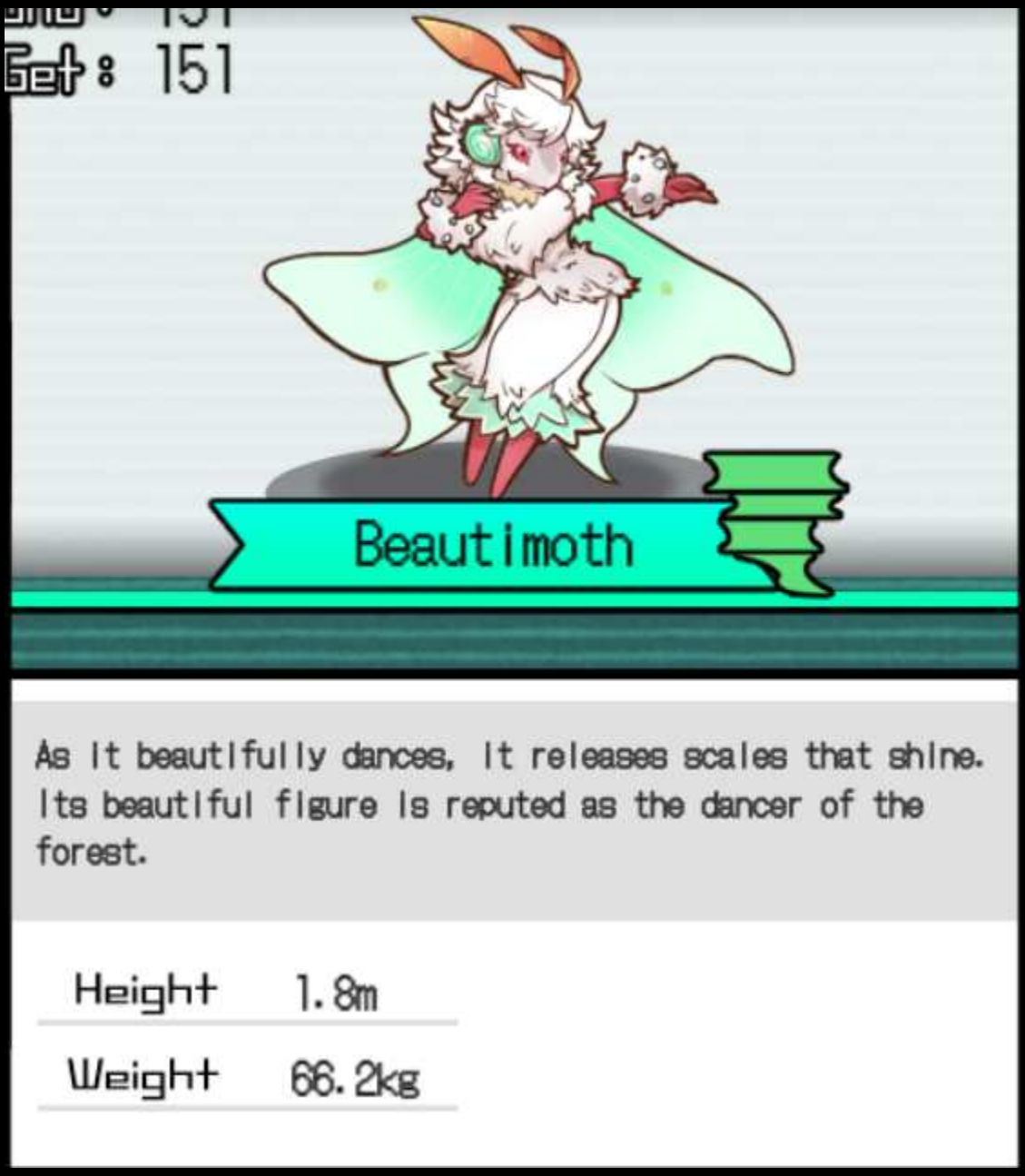
No 140 Delusimoth



Personality:

"Graceful Movement"-Prevents any and all stat debuffs

No 141 Beautimoth



Personality:

“Graceful Movement”-Prevents any and all stat debuffs

No 142 Starkle



Personality:

"Element"-Absorbs and heals from attacks that share its "typing".

No 143 Roamoon



Personality:

“Element”-Absorbs and heals from attacks that share its “typing”.

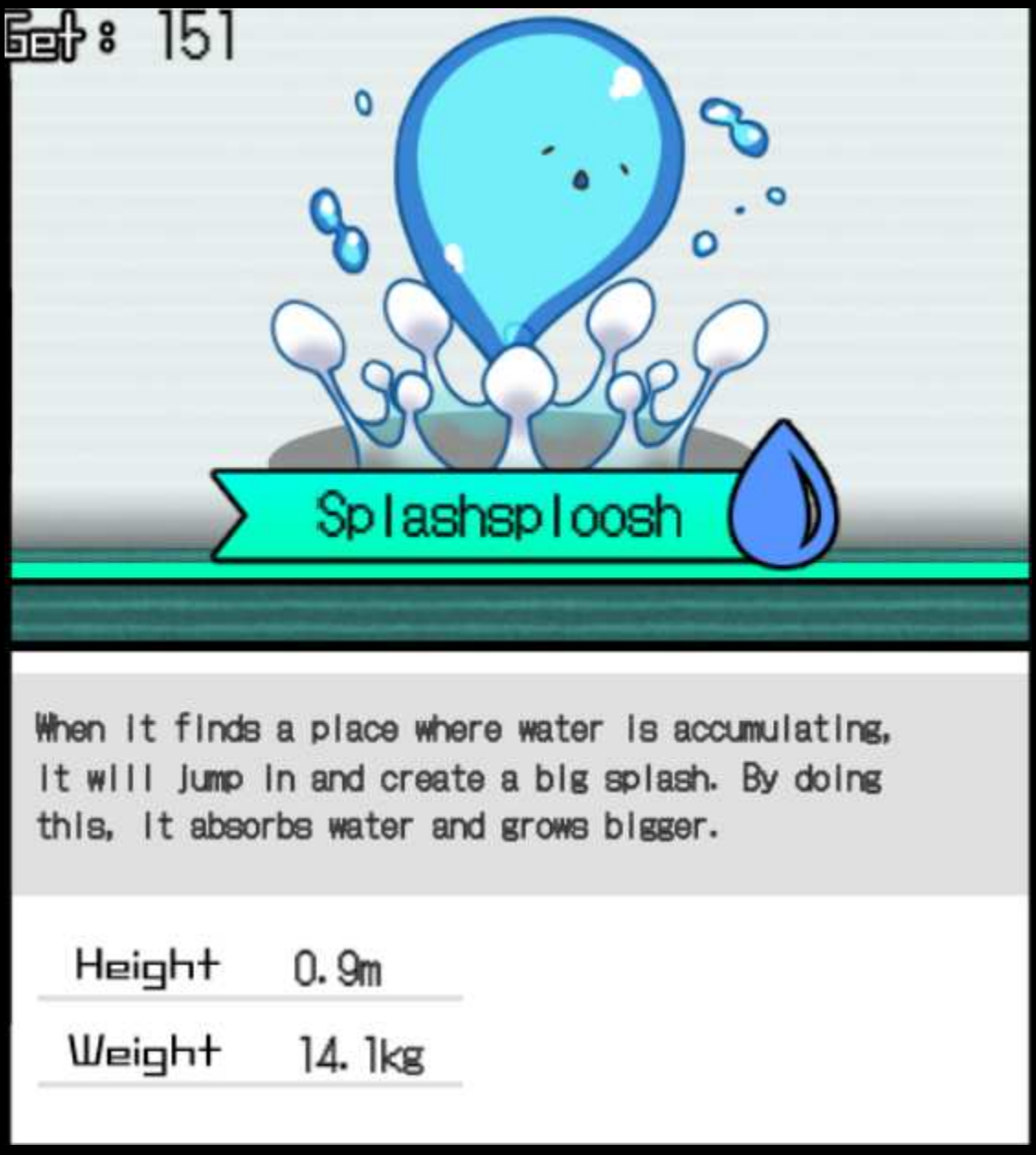
No 144 Dropple



Personality:

“Element”-Absorbs and heals from attacks that share its “typing”.

No 145 Splashsploosh



Personality:

"Element"-Absorbs and heals from attacks that share its "typing".

No 146 Sporeadic



Personality:

"Natural Power"-Will occasionally and randomly inflict the Laceration, Muddy, Burn, Paralysis, Freeze, or Curse status when being hit by enemies.

No 147 Sporeacid



Personality:

"Natural Power"-Will occasionally and randomly inflict the Laceration, Muddy, Burn, Paralysis, Freeze, or Curse status when being hit by enemies.

No 148 Windzor



Personality:

“Element”-Absorbs and heals from attacks that share its “typing”.

No 149 Whirlnado



Personality:

“Element”-Absorbs and heals from attacks that share its “typing”.

No 150 Flarethen



Personality:

"Flame Of Rebirth"-Once per battle revive and heal around 30% of "health".

No 151 Searindeth



Personality:

"Flame Of Rebirth"-Once per battle revive and heal around 30% of "health".