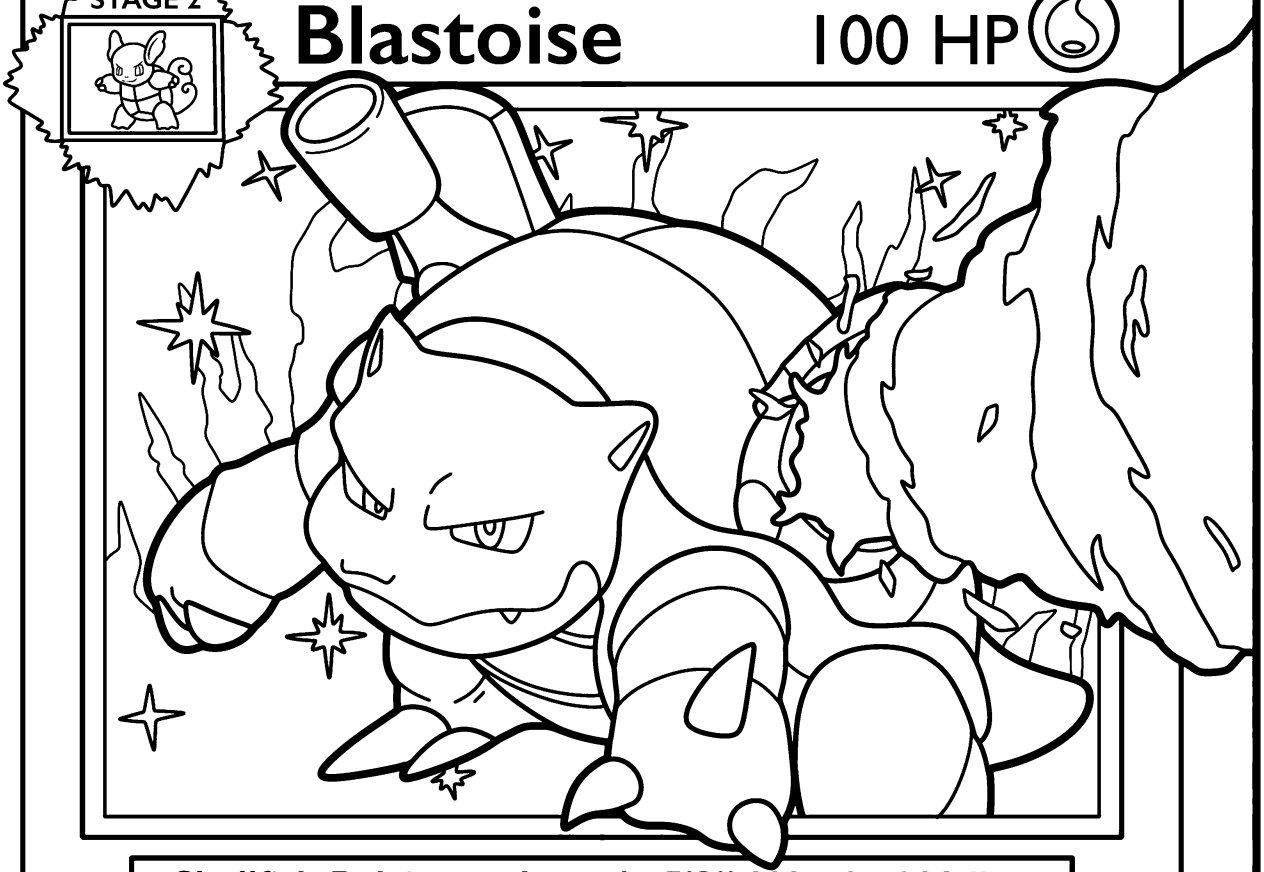
*Evolves from Wartortle*

*Put Blastoise on the Stage 1 card*

STAGE 2

# Blastoise

100 HP



**Shellfish Pokémon. Length: 5'3", Weight: 189 lbs.**

**Pokémon Power: Rain Dance** As often as you like during your turn (before your attack), you may attach 1 Energy card to 1 of your Pokémon. (This doesn't use up your 1 Energy card attachment for the turn.) This power can't be used if Blastoise is Asleep, Confused, or Paralyzed.

**Hydro Pump** Does 40 damage plus 10 more damage for each Energy attached to Blastoise but not used to pay for this attack's Energy cost. Extra Energy after the 2nd doesn't count

40+

| weakness | resistance | retreat cost |
|---|---|---|
| | | |

*A brutal Pokémon with pressurized water jets on its shell. They are used for high-speed tackles. LV. 52 #9*