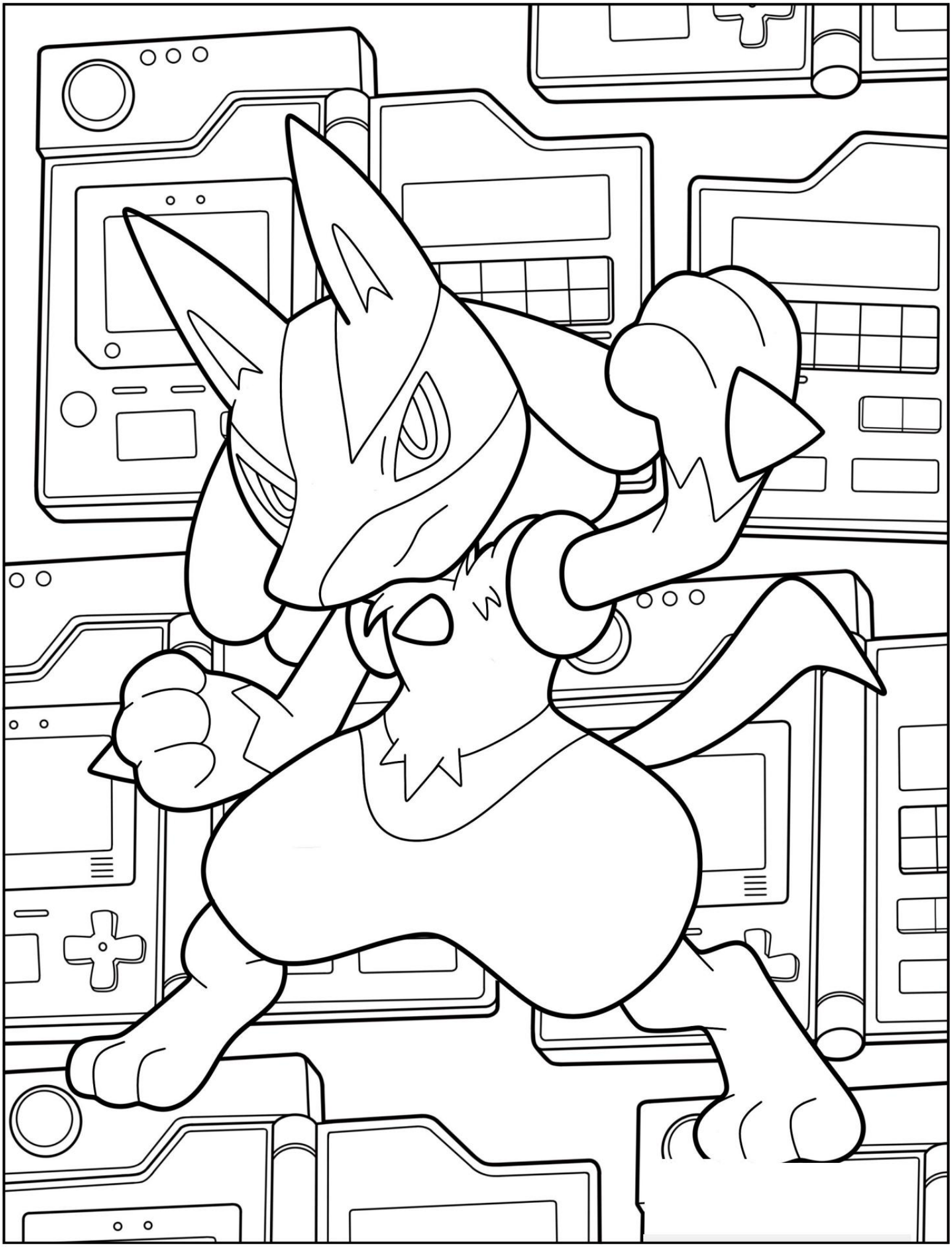




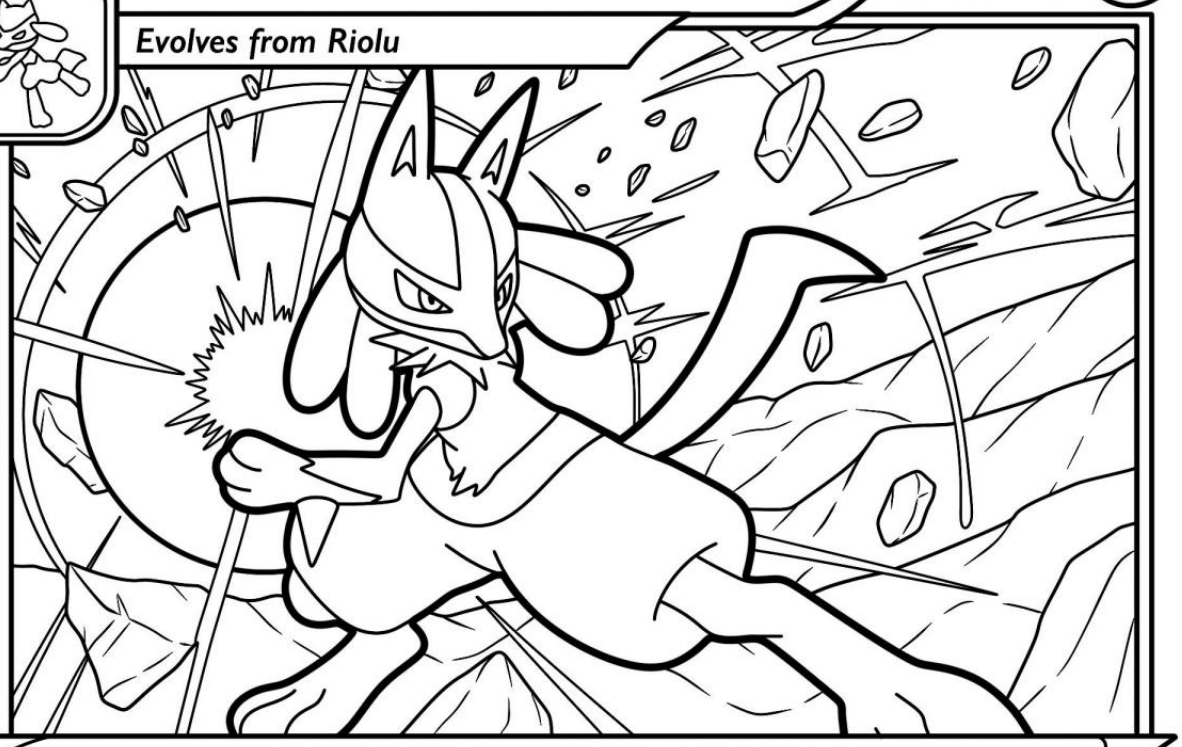


STAGE1

Lucario

HP 120

Evolves from Riolu



NO. 448 Aura Pokémon HT: 3'11" WT:119 lbs.

Roaring Resolve

Once during your turn, you may put 2 damage counters on this Pokémon. If you do, search your deck for a Energy card and attach it to thise Pokémon. Then, shuffle your deck.

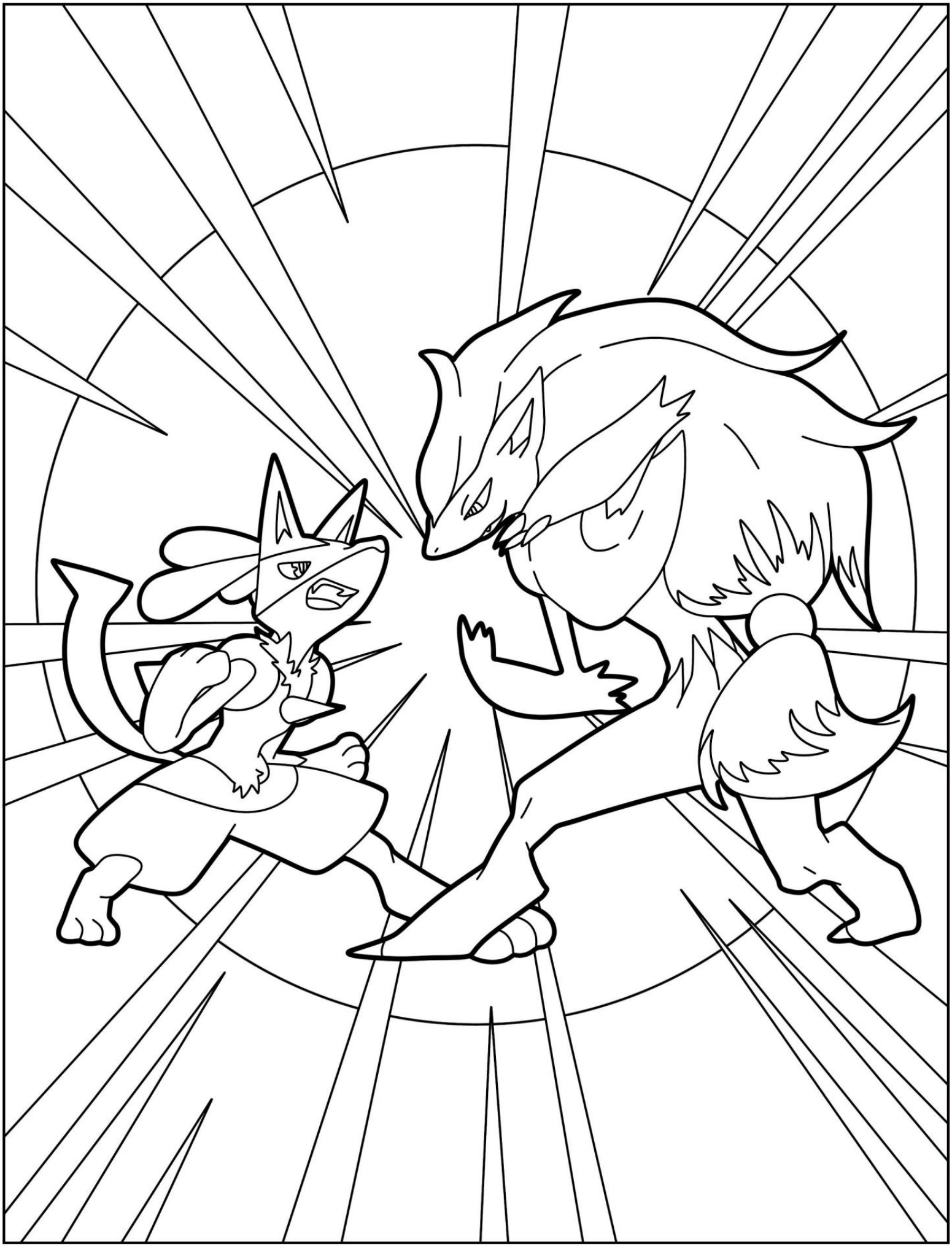
Aura Sphere Volley 10+

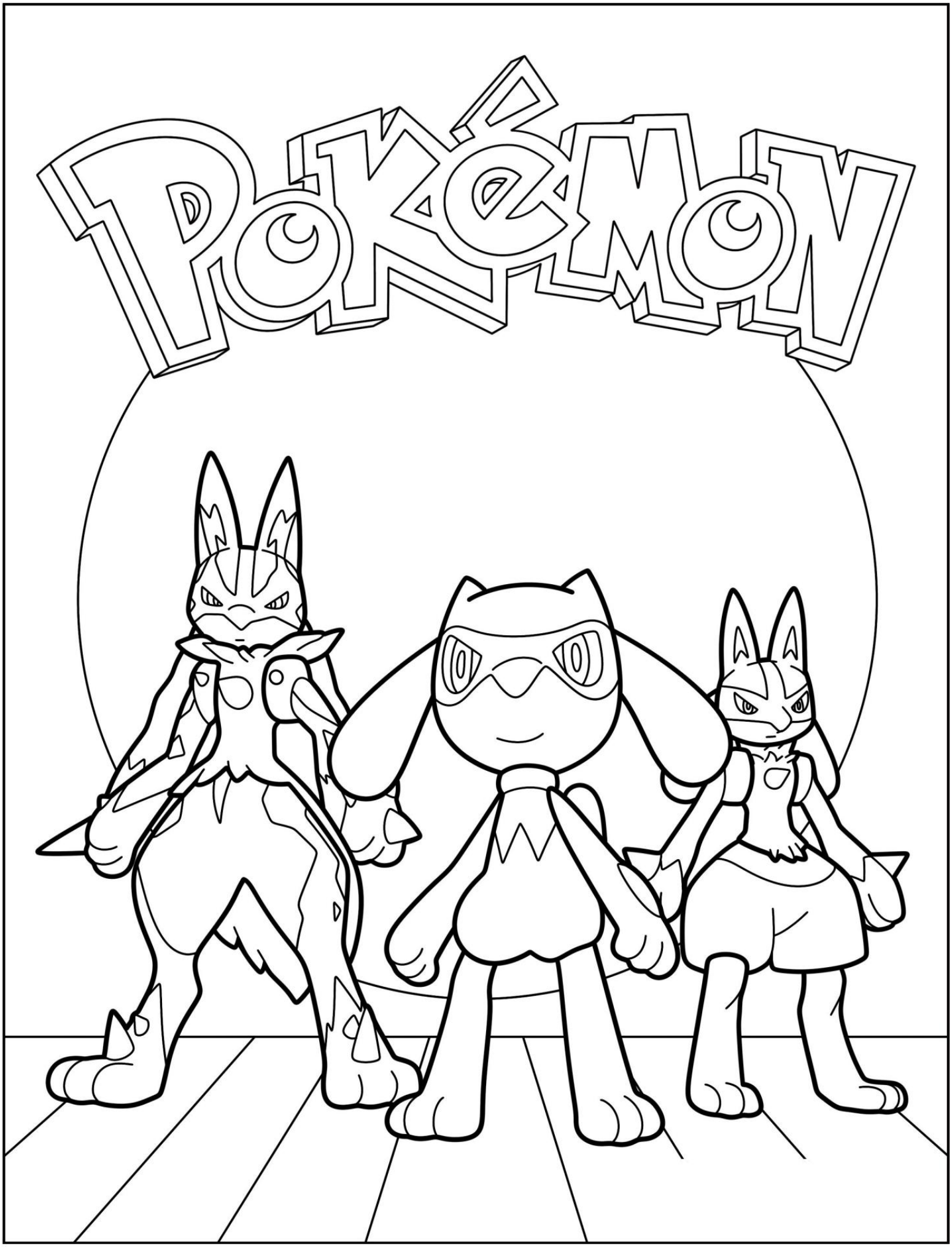
Discard all Energy from this Pokémon. This attack does 60 more damage for each card you discarded in this way.

weakness x 2 | resistance | retreat

It controls waves known as auras, which are powerful enough to pulverize huge rocks. It uses these waves to take down its prey.

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Pokémon

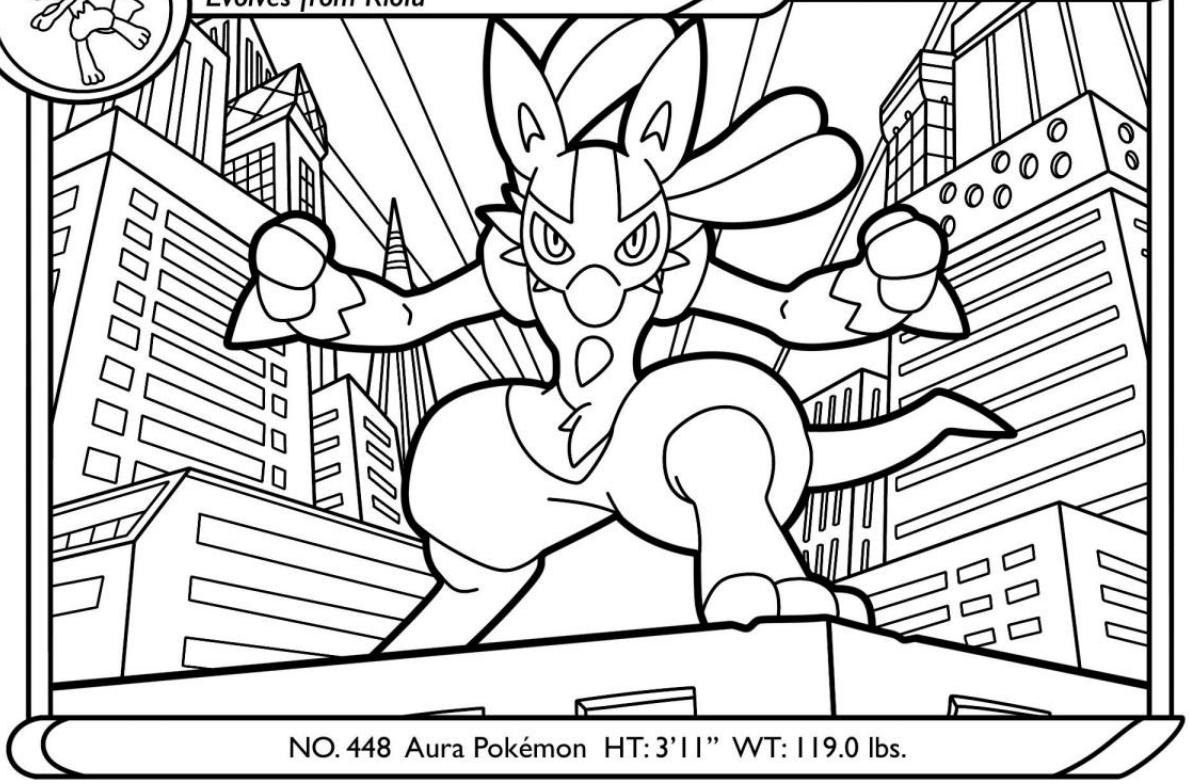


STAGE 1

Lucario

HP 100

Evolves from Riolu



NO. 448 Aura Pokémon HT: 3'11" WT: 119.0 lbs.

Ability: Reflexive Retaliation

If this Pokémon is your Active Pokémon and is damaged by an opponent's attack *(even if this Pokémon is Knocked Out)*, put 2 damage counters on the Attacking Pokémon.

Aura Sphere 50

Does 20 damage to 1 of your opponent's Benched Pokémon. *(Don't apply Weakness and Resistance for Benched Pokémon.)*

weakness: x2

resistance:

retreat:

A well-trained one can sense auras to identify and take in the feelings of creatures over half a mile away.