

Expedition Team: Azrad and the Dog

Name: Virgil

Pronouns: He/him

Species: Lycanroc

Form: Midnight

Height: 1.3m

Team Accessory: Knitted jumper

Type: Rock

Ability: Keen Eye

Moveset: Stealth Rock | Protect | Endure | Last Resort

Personality: Virgil is very withdrawn and anxious, and prefers to avoid interaction altogether - most of the time he hides behind Azrad. Nervous habits include: wringing his paws, twitching his ears, and whining quietly. Though he prefers not to fight, if threatened he will eventually use Last Resort as an all-out attack on his aggressor(s). While dull in conversation, he is sharp when it comes to puzzle-solving and riddles.

Virtues: Logical puzzle solver | cautious around physical dangers | kind and trustworthy

Flaws: Runs and hides often | overly-attached and emotionally clingy | frightened of physical contact

Backstory: A human schoolboy from Scotland (our same universe and timeline), Virgil often daydreamt during class and kept his head low. His life was a miserable one, his parents inattentive and his teachers uncaring, if not for one factor - his best friend Avery. He misses them more than anything and wishes to win the Hyperspace tournament so he can go home and see them again. From birth, he has been deaf in his right ear - his Lycanroc form also suffers this.

Name: Azrad (accepts the nicknames "Az", "Azzy", and "Zrad")

Pronouns: She/her

Species: Sneasel

Form: Hisuian

Height: 0.8m

Team Accessory: Bandages (worn on both arms)

Type: Fighting | Poison

Ability: Poison Touch

Moveset: Quick Attack | Slash | Poison Jab | Close Combat

Personality: On the surface, Azrad acts cool and calm, if boisterous - she has a deep love of playful ribbing, and doesn't always understand when a joke has gone too far. She's not afraid to throw her weight (all 27kg of it) around, even with opponents twice her size. Beneath it all, she's afraid of making nothing of her life.

Virtues: Confident in her abilities | perceptive of others' intentions | emotionally thick-skinned

Flaws: Stand-offish and rude | picks fights she can't win | can't swim

Backstory: Azrad comes from the ancient region of Hisui, in a universe where humans have just begun to capture and train Pokémon. Years ago, she found herself within a space-time distortion and met a Johtoian Sneasel, who explained to her that there were no more Sneasels like her where he comes from. This was a wake-up call, and Azrad promptly began to panic about the nature of her existence. She will meet Virgil in the audition!

Dynamic: While Azrad is outgoing, Virgil is terrified of nearly everything. Though they don't know each other well, he clings to her side nervously, which she outwardly finds very annoying... But she lets him stay there, so that's something.

(For an idea of scale, these written references are about 15% of the maximum word count.)