



Expedition team: Steel Wind

Name: Zephyr

Pronouns: He/him

Species: Zangoose

Form: Not applicable

Height: 115cm

Team accessory: A plain sash, wrapped around the left shoulder/upper arm.¹

Type: Normal

Ability: Immunity

¹ Team accessory not depicted in drawing due to miscommunication with artist, portrayal of sash can be found in appendix

Moveset:

1. **Slash** – A simple, straightforward slash with his claws. Not that exhausting to use, and has a knack for hitting where it hurts most.
2. **Protect** – Changing into a defensive stance and blocking with his forearms. Doesn't exactly feel nice, but works in a pinch.
3. **Hone Claws** – While he tends to idly sharpen his claws while bored, the motion also assists with getting into a fighting spirit. Boosts accuracy and power.
4. **Fire Punch** – The only elemental move in his entire arsenal, learned by complete, frustrated accident. He's not exactly proficient at using it yet.

Personality: Zephyr is not exactly an amicable individual. Somewhat of a social hermit, he seems to almost entirely base his judgement of people on their combat prowess, seeing those who beat him (by no matter how large the skill gap may be) as equals, and the losers as inferior or 'not cut out for it'-- whatever he means by that. Even if one manages to win his favour, they would soon find out that there isn't much else to speak of. He is laser-focused on his goal of becoming stronger, relentless in his desire to win the tournament, often leaving people with a bitter aftertaste when interacting with him. Any comments on this negative are ignored or pushed aside at his convenience.

Virtues:

- **Competent combatant** – All that rambling about fighting and power has its merits.
- **Sharp** – Zephyr is incredibly quick with calling people out on lying.
- **Determined** – Anything that he sets his mind to will— no, *must* be completed, whether that be winning a fight or getting the tastiest fruit from the highest branch of a tree.

Flaws:

- **Stubborn** – Being as determined as he is, it can also lead to him setting his sights on the wrong goals.
- **Clumsy** – While his gigantic claws prove useful in a fight, they hinder his dexterity significantly. At least, that's the story *he* tells, but one would surely expect a Zangoose to know how to work with their own body, right?
- **Emotionally taxing** – He is not exactly a pleasure to be around, often not responding to questions because he does not feel like making small talk, or snapping at people without warning. Of note is that he does not seem to be aware of this behaviour.

Backstory: Zephyr was once a hot-headed trainer from the Hoenn region, carving his way through the region in order to obtain all eight gym badges and challenge the Elite Four, as many had done before him, though this journey did not exactly go smoothly. Each gym took multiple attempts, interlaced with rigorous and extensive training sessions where he shouted like he hardly even cared about his team. After a crushing defeat at the hands of Norman, followed by another screaming match, his Zangoose prayed to anyone who would listen for help. Arceus heard her cries and answered with divine punishment, sentencing the trainer to the same fate that he gave his own pokémon. Now, with months of endless training behind him, Zephyr hears of the Hyperspace Tournament, a way to go back home– a chance that he will take or die trying.

Round 3 Updated Information: Following the use of multiple Energy Crystals within the second round of the tournament to gain the upper hand, even when explicitly told not to, Zephyr's body has sustained serious damage that will take time to heal. As such, both his physiology and mental state have been altered:

- **Chronic Pain:** Zephyr experiences pain whenever he exerts his body beyond simple walking and talking, centred in his chest. As a result he cannot fully utilise his strength, harshly lowering his Attack.
 - **Exhausted:** A healing body needs rest, which is a luxury which he does not have at this moment. Zephyr's Speed is quartered from what it usually is, and the PP of each of his attacks has been reduced to 3-5 per move.
 - **Hesitant:** Whether it stems from a genuine change of heart or a simple means to preserve himself and his place in the competition, Zephyr does not immediately jump into a fight anymore, instead hoping to talk things out– even if his skills in oratory are lacking.
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Name: Miss Mandarin²

Pronouns: She/her

Species: Tropius

Form: Not applicable

Height: 200cm

Team accessory: A simple sash, attached to her hat to keep it secure.

Type: Grass / Flying

Ability: Harvest

Moveset:

1. **Magical Leaf** – Shoots out a stream of magically guided leaves to attack enemies, pretty much always hitting their mark. Outside of combat, these magical leaves function as rudimentary hands.
2. **Air Slash** – Launches a strong gust of wind in a blade formation. Packs a mean punch, sometimes leaving opponents staggered, though it costs quite a lot of energy to use.
3. **Dragon Pulse** – A remnant of her power from when she was a proper explorer and dungeoneer, firing a crackling beam of draconic energy.
4. **Helping Hand** – By drawing the attention of the enemy and protecting her allies, she allows them to fully focus on attack their target.

Personality: Miss Mandarin is a kind and experienced soul, having seen many types of pokémon and making conversation with them, seeing what makes them tick and using that knowledge for future encounters. There is not a single pokémon who she is not willing to give a chance or attempt to befriend. Of course, this process becomes a lot easier when others match her polite and

² Additional drawing with back perspective can be found in appendix

lady-like attitude, fancying the finer things in life. With how much she behaves like a sweet old grandmother, most don't expect the fact that she was a battle-hardened and experienced explorer in her younger years, though those days are long behind her.

Virtues:

- **Amicable** – Miss Mandarin is very easy to approach and can (and will) make fast friends with anyone who crosses her path.
- **Patient** – When one talks about simple topics like the weather or gossip from the local guild for hours like they're the most interesting things in the world, patience in other aspects of life comes about naturally.
- **Experienced** – With so many years of exploring and meeting new individuals, she has an answer to a staggering amount of situations.

Flaws:

- **Old** – While she prefers not to think about it, her old age is progressively catching up to her, making her less nimble and frailer.
- **Long-winded** – Talking is one of her favourite things in the whole world, occasionally to the chagrin of those who aren't familiar with her.
- **Unambitious** – Her entering the competition was never about winning a trip to the human realm, but rather about meeting new pokémon and going on one final adventure. She is perfectly content with backing down once the going gets tough.

Backstory: Miss Mandarin was once part of a globe-trotting expedition team together with her partner Cobalt, going wherever they pleased and carving a path through whatever harsh environments the world could throw at them. These days of going on month-long adventures and revelling in the thrills and excitement of seeing new vistas are long over, after her husband passed away a few years ago. Nowadays she spends most of her time in the village where

she settled down, telling detailed accounts of her travels all across the world and gossiping about stories coming in from the local guild. But when word reached her of guildmaster Absol sending Espurr and Espurr to a mysterious tournament, she decided that perhaps one final adventure couldn't hurt.

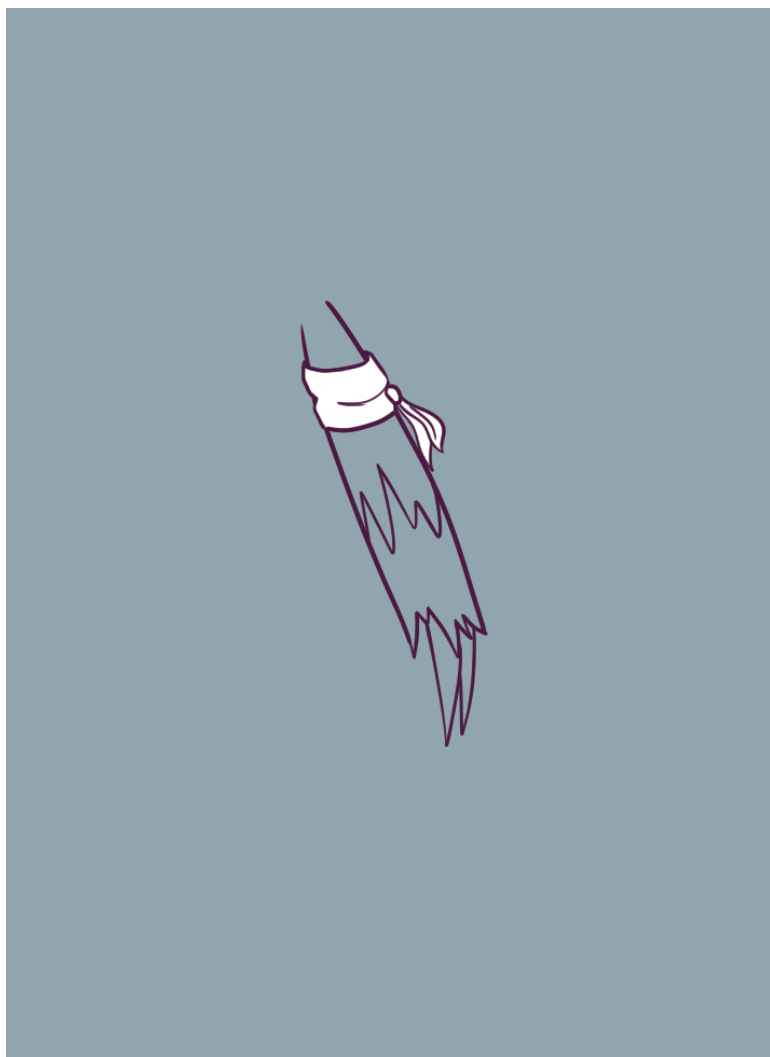
Dynamic / Relationship: On paper, Zephyr and Miss Mandarin sound like they would massively clash with one another and should never be part of a team as they would only hinder each other– which is correct. While Zephyr is entirely focused on winning the competition, Miss Mandarin seems far more excited about seeing all the sights and meeting new individuals. Where Miss Mandarin enjoys talking for hours, Zephyr only sees conversation as a means to an end, and where he enjoys the thrill of combat and growing stronger with every fight, she only fights when backed into a corner.

Despite all of this, they're a team. Once Zephyr heard of Miss Mandarin's days of, he was convinced that with enough training he could bring her back to those glory days and make for a competent partner who could assist in winning the competition. Meanwhile, she knows that this whole Hyperspace Tournament ordeal will probably take a while, so she set a personal goal of trying to improve Zephyr's mood and attitude towards others.

In expedition team Steel Wind, Miss Mandarin is the brains of the operation, while Zephyr acts as the muscle. With years of exploration and knowledge under her belt, Miss Mandarin is well-equipped to come up with a solution for any problem that they might face, leaving the heavy lifting and finer details of execution of the plan to Zephyr. Furthermore, Miss Mandarin will often speak to represent both of them, as Zephyr is anything but approachable.

Special thanks to my lovely friend and partner **raccoongril** for the visual art and inspiration, who has elected to not give any social media for me to credit as she doesn't post anything there.

Appendix:



Visual reference for the sash around Zephyr's arm



Additional perspective of Miss Mandarin, with wings omitted for visual clarity