

STARTER SQUAD

Show Bible
(Version 6.0)
(Currently in Progress: Episode 10)

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PREFACE

Contained in this show bible is [almost] all of the information needed to write an episode of “Starter Squad” featuring my [almost] original characters. If you're not familiar with Pokemon, playing or watching a playthrough of “Pokemon Red”, “Pokemon Blue”, or any other canon Pokemon game is highly recommended. This parody series is meant to branch off from the games (not the anime), so things like “Ash” or “Ash's Pikachu”, although occasionally alluded to, are not part of the show's universe. When writing the episodes of the show, keep the following in mind:

- Character comes first. Treat the characters as living beings, and try not to make them say things that are out of place just for the sake of a joke.
- Keep it accessible to a general audience. No excessive cursing or blood. You can present dark concepts (I encourage this), but as far as language is concerned, keep it E-10+. Go with “damn” or “hell” at most.
- Be respectful to the source material, but also critique it.
- Keep the comedy frequent and fast-paced.
- ~~• Try to write the episodes to be around six minutes long. Longer episodes are not encouraged, but if they are necessary for the sake of the story, they are allowed.~~

PRE-SERIES

The *Starter Squad* is made up of Bulbasaur, Squirtle, and Charmander; three Pokemon who have just started their lives. All of them are only a few months old. Before the series began, they were hatched from eggs and lived in Professor Oak's lab. Oak himself didn't interact with them all that much, and when he spoke, all they heard was "Human human human." As a result, all of their knowledge of the outside world came from what they've seen on the lab computers, which they've studied throughout their short lives. Very early on, they were informed that one day a young trainer would choose one of them, take that Pokemon to the outside world, and train them to fight. Their entire lives hinged on waiting for that day to come.

SETTING

It's important to remember that despite the liveliness of the characters, the world they exist in is a video game; a simulation with certain rules and limitations that are written in the code. Despite this, all of the Pokemon are all thinking, sentient beings.

Slowly, the squad is corrupting the game by making choices and progressing in ways that the game didn't intend. Red was fated to choose Charmander in the beginning, but Charmander grew impatient and decided to open his mouth. The resulting bickering caused Red to choose  Squirtle instead. Many subsequent choices are slowly causing the game to corrupt.  As a result, MissingNo, the glitch Pokemon, is becoming more and more powerful. MissingNo has been the background of the  episodes, watching the starters, and yearning to take greater hold of the physical  world. In the end, his first real appearance, absorbing Hitmonlee into his state of being. Eventually, the corruption by Starter Squad will corrupt the game entirely, allowing MissingNo to take over the world.

At the beginning of the series, the Starter Squad is traveling through Kanto. This means that they will only consider the Pokemon native to Kanto. Eventually, they may travel outside of Kanto, depending on their circumstances. Trainers can travel to different regions, and possibly bring foreign Pokemon with them, but it must be ensured that all wild Pokemon the squad encounters are native to the region they're traveling in. I try my best to emulate specific regions from the game, but I give room for creative freedom, and include parts of the map that players can't necessarily access in the games:

Ep. 1 – “Choose a Starter!”

In Oak's Lab and the Pewter Gym.

Ep. 2 – “A Wild Encounter”

on the outskirts of Viridian Forest and just outside Route 22.

Ep. 3 – “Showdown at Viridian”

in Viridian City.

Ep. 4 – “The Caterpie Ambush”

in Viridian Forest.

Ep. 5 – “Charmander Gets Punched in the Face”

on Route 3.

Ep. 6 – “The Forest King”

in Viridian Forest and west of Route 16.

Ep. 7 – “Fight Fire With Fire”

south of Route 8.

Ep. 8 – “Ooo Look at Me I'm a Big Scary Ghost”

north of Route 8 and in Lavender Town.

Ep. 9 – “The Lizard Slayer”

underneath Viridian Forest.

Ep. 10 – “ ”

Ep. 11 – “ ”

Ep. 12 – “ ”



SQUIRTLE

Type: Water

Nature: Careful

Likes: Teamwork, the PC, Logic Puzzles, Bubble Baths

Dislikes: Chaos, Ignorance, Cheating

**"SQUIRTLE used STRUGGLE!
It's not very effective..."**

Squirtle used his time in the lab to learn all he could about Pokemon. He learned about type advantages, attacks, special attacks, and the many different ways that Pokemon evolve. Essentially, he did the equivalent of studying Bulbapedia, wanting to be adequately prepared to face the outside world. He looked forward to working with his trainer as a partner, using his "water" typing to his advantage, and going about the training in the most efficient way possible. However, the knowledge he acquired was not 100% accurate, as much of the data was entered by 10 year old trainers. As a result, a lot of his "knowledge" conflicts with the reality of the world he lives in. His over-reliance on theory, but zero life experience leads him to approach situations in the wrong way. (For example, thinking a "Bubble attack" is an effective way of taking down a rock monster simply because of the type advantage, but not taking into account the fact that it's literally just a bubble.) He abides completely to the rules of Pokemon (You HAVE to do what your trainer says, you can only know four moves, and you have to take turns) and is often foiled by the physics of the world he lives in.

While in the lab, Squirtle tried his best to get the other Starters to study the lab computers. Charmander almost always dismissed him, thinking the efforts to be useless, and having confidence that the trainer would end up picking Charmander anyway. Bulbasaur attempted to follow Squirtle's advice, but often found himself easily distracted and unable to absorb or follow the information. Squirtle quickly gave up on them, and decided to focus on his own studies. As soon as he was picked by Red [Episode 1], Squirtle was optimistic about his future. However, Red took him straight to the Pewter Gym. Still having zero XP, Squirtle was no match for even Brock's first Geodude, despite his type advantage. After losing immediately, Red decided to train Squirtle in the wild. No matter what they encountered, Red would throw Squirtle at it and command him to attack. His method was completely unsuccessful. Squirtle lost every single battle, never gained any XP, and his spirit was soon broken after spending so much time training with Red. He attempted to be Red's partner, and tried communicating strategies with him, but soon discovered that Red was essentially a robot. [Episode 2] He kept Squirtle in a ball all day, and would only bring him out to attack other Pokemon. Squirtle's existence became a series of defeats punctuated by sudden respawns in Pokemon centers.

By the time Red was defeated by Charmander [Episode 3], Squirtle had completely lost his confidence in himself. When Charmander usurped Red's role as trainer, Squirtle acquiesced. The old Squirtle would have resisted Charmander's control, but Squirtle had become spiritually drained, and decided to let Charmander take the reins. After all, he could at least communicate with Charmander. After traveling aimlessly with the starters, and witnessing Charmander acting ruthlessly savage, Squirtle clung desperately to the small bits of civility that he had left. The only things that brought him some semblance of joy were the rules and superficial knowledge he had ingrained within himself. Which is why, on the wake of a Caterpie ambush [Episode 4], he was unable to bring himself to abandon his trainer, Charmander, and mustered up the courage to save him. Despite this, the only thing that Charmander had learned from Squirtle's heroic display is that "Squirtle has another attack he can use!" From that point on, Charmander started "training" Squirtle by throwing him at things, which he considered to be Squirtle's "best attack". Squirtle grew more and more cynical and tired as they continued to train, and the head trauma began to give way to brain damage and small lapses in judgment.

Eventually, he reached a breaking point after Charmander refused to admit that he'd been defeated by Gaven and Hitmonchan. [Episode 5] It became clear to Squirtle that Charmander was going to keep throwing the team into battles with reckless abandon, so he stood up to him, finally telling him the truth about his lack of abilities as a trainer. For the first time in their lives, Charmander listened, and Squirtle's knowledge and strategy was finally put to use, as they went on to defeat Hitmonchan by distracting Gaven and stealing his Pokeball. From that point on, Charmander attempted to treat Squirtle more like a teammate rather than a subordinate. Rather than completely dismissing Squirtle's ideas, Charmander listened to them, knowing now that Squirtle's best interests were aligned with his own. This was a huge victory for Squirtle. Now that Charmander was finally hearing him, Squirtle believed that he could teach Charmander the error of his brash ways, and turn Charmander into a more empathetic being; one that could learn to battle using tact and strategy.

When Bulbasaur was (seemingly) poisoned by an unexpected assailant, [Episode 6] Squirtle convinced Charmander to seek a nonviolent solution to finding a cure. Rather than raiding a Pokemon Center (as suggested by Charmander) they located the whereabouts of the "Forest King", and took on his degrading and seemingly endless "Forest King Challenges" in hopes of obtaining a poison-curing berry from him. After failing challenge after challenge and being completely humiliated, Squirtle reached his boiling point and attacked the Forest King. He then allowed Charmander to violently interrogate the supposed king, now realizing that compliance was not always the correct way to deal with every situation. After it was revealed that the king was a fraud and he did not possess the berry they wanted, Squirtle, out of options, acquiesced to Charmander's original plan to raid a Pokemon Center, which proved effective. Two things became clear to Squirtle at that point: that his own patience and willpower had its limits, and that there was perhaps some merit to Charmander's forceful approach. The latter notion completely contradicted everything he'd known, putting him in a state of indecision, but with a willingness to try new things for the sake of the team.

This willingness was put to the test, however, when Gaven reappeared in a second attempt to capture the Squad. [Episode 7] Charmander's approach to defeating Gaven's Flareon, by ganging up on him, incapacitating him, and barraging him with water bubbles to the

face, went completely against Squirtle's sensibilities. Squirtle, viewing this as a completely unfair way to do battle, could not bring himself to follow through with Charmander's plan. After Gaven's defeat by means of Charmander's backup plan (to gain control of Flareon's pokeball) Charmander surprised Squirtle by releasing Flareon from human control rather than killing him. At that point, Squirtle became further convinced that Charmander was changing for the better. The pleasantries were short lived, however, as Charmander proceeded to lash out at Squirtle for his inaction, and the two began fighting, once again, about the proper way to do battle, culminating in Squirtle suggesting that perhaps human control isn't as bad as Charmander seemed to think. This, of course, led to a violent outburst from Charmander, who threw Squirtle against a tree. The force of the throw dislodged the Caterpie Leader and their minions from the tree, who had been spying on the Squad. After the Caterpie Leader sent out Whiskers to fight Charmander, Squirtle attempted to reason with them, professing that instead of violence, reforming Charmander would yield the most positive results, and that continued attempts to kill Charmander would only result in further pain. The Caterpie Leader, seeing Squirtle's pacifism as weakness, immediately captured Squirtle in a Pokeball and escaped.

When Squirtle regained consciousness, he found himself in the underground Caterpie hideout, and under the Caterpie Leader's control. The Caterpie Leader, declaring himself Squirtle's new trainer, vowed to be a more effective trainer to Squirtle than Charmander, and gave Squirtle the nickname "Bluey" in order to solidify their bond. Squirtle, bound by his principles of complete loyalty to one's trainer, found that he had no choice but to cooperate. In the ensuing days, the Caterpie Leader made Whiskers and Squirtle do constant battle in preparation for the inevitable showdown with Charmander, which the Caterpie Leader insisted was to come. Although Whiskers gained a lion's share of the XP, Squirtle managed to strengthen himself a great deal. Additionally, the Caterpies were able to acquire the Technical Machine for Water Gun via scavenging the forest, allowing Squirtle to learn the move. The Caterpie Leader insisted that Squirtle would use this move to kill Charmander, but Squirtle continually refused this order, stating that although Caterpie Leader was his trainer, he is not obligated to follow a kill order. In attempts to pressure Squirtle into killing Charmander, the Caterpie Leader warned Squirtle that Charmander would one day infiltrate the Caterpie base and kill hundreds of innocents in order to reclaim Squirtle as his property, and insisted that if Squirtle did nothing, the blood would be on Squirtle's hands. Keeping hope for the notion of Charmander's transition towards pacifism, Squirtle continued to refuse to kill Charmander. As the training went on, the Caterpie Leader consistently attempted to de-program Squirtle of his sympathy towards Charmander, using their authority and competence to assert their feelings as fact. After some time, the Caterpie Leader realized that they needed to appeal to Squirtle's tendency towards reason over violence, and pretended to agree with Squirtle's ideals. They suggested to Squirtle that instead of killing Charmander, they would merely weaken him and catch him in an Ultra Ball. Then, Squirtle would continue training under the Caterpie Leader until eventually evolving into Blastoise. Once fully evolved into Blastoise, he could take on the role of Charmander's trainer. The Caterpie Leader suggested that Charmander's only real goal is to evolve, so if Squirtle could prove that his methods were effective with hard evidence, Charmander would have no choice but to comply completely. Squirtle, tantalized by the idea of completely controlling Charmander and shaping him into something better, agreed to

incapacitate Charmander and follow all of Caterpie Leader's orders, thinking that their goals were now aligned.

When Charmander finally infiltrated the Caterpie base [Episode 9], Squirtle encountered him for the first time just after his slaughter of the entire Caterpie hive and seemingly, right before he was about to stab Whiskers to death. At that moment, it seemed to Squirtle that everything that the Caterpie Leader had told him was true, that without Squirtle's guidance, Charmander had reverted to being a ruthless XP-hungry murderer who merely saw Squirtle as an asset he had come to collect. Immediately, Squirtle incapacitated Charmander with a Water Gun, and proceeded to torture him, taking out all of his frustrations he'd built up with Charmander over their time spent together, and an anger fueled by everything suggested to Squirtle by the Caterpie Leader. Eventually, Squirtle stopped attacking Charmander just short of his death, collected the Ultra Ball intended for Charmander, and apologized for having to trap him in it. At this moment, the Caterpie Leader ordered Squirtle to stand down, an order that Squirtle was honor-bound to follow, and proceeded to stab Charmander.

Squirtle's relationship with Charmander is rocky, but they learn from each other. Squirtle's confidence had been at an all-time low because of Red, but has grown considerably because of his time spent with Charmander. The constant blows to the head have at times impaired Squirtle's ability to think as straight as he used to, but he no longer requires himself to believe that he is always correct. Still, he worries a lot, and is still obsessed with the notion of honor, rules, and doing things as they should be done. He is especially conflicted by the positive results he's seen in Charmander's brutality, as it is unlikely that he can bring himself to become that ruthless. As the series continues, he will take more and more influence from Charmander. He'll gain more confidence. He will learn to be tougher. He will learn to detach himself from the rules and regulations of the world. And most importantly, he will learn that he is powerful. For the longest time, he's felt weak and dependent, and it will take Charmander's influence for Squirtle to finally discover his true potential as a Pokemon.



CHARMANDER

Type: Fire

Nature: Adamant

Likes: Charizard, Action movies, Combat, Flight, Winning

Dislikes: Surrender, Humans

"You'd act angry too if you were constantly on fire."

While in the lab, Charmander was immediately enamored by images of strong, tough looking Pokemon, such as Nidoking, Rhydon, and (especially) Charizard. As soon as he found out that he could potentially become a Charizard, he made that his life's goal. He had no doubt in his mind that when the day came, he would immediately be chosen by the trainer. Why wouldn't he, after all? Charizard is always the BEST choice. He didn't study strategy or moves like Squirtle (Although he caught a few details here and there, like EXP and Pokemon Gyms.) He spent all his time fantasizing about himself and his future trainer, traveling the land, setting everything on fire, beating the crap out of whatever came their way, and becoming the champions of the world. The concept of life seemed very simple to him. He believed that, at the root, Pokemon battles are about fighting, and sheer power was the only path to victory.

On the day that Charmander wasn't picked by Red [Episode 1], he became furious. Red had denied him his dream. Everything he once believed would happen came crashing down before him in the blink of an eye. And at that moment, the fire that had lied dormant inside him all of his life had been ignited. Charmander decided that humans were idiots. If Red didn't have the mental capacity to choose Charmander, then Charmander would just have to choose himself. How hard could it be? After all, Pokemon training is simple. You fight other Pokemon, you win, and you gain "EXP", which makes you stronger so you can fight more Pokemon. All he had to do was fight as many other Pokemon as he could. And so, Charmander decided to escape the lab and evolve himself. He took Bulbasaur with him just to spite Red, and to prove that humans in general are superfluous to a Pokemon's well-being with a "we'll show him!" attitude. He vowed that he would make Red regret choosing Squirtle. Fueled by vengeful rage, and against Bulbasaur's will, Charmander dragged him out of the lab and headed in a random direction (North) searching for an opportunity to fight.

At their first wild encounter, Charmander immediately killed the Caterpie that attacked him. [Episode 2] Contrary to what one would expect, Charmander isn't evil. He doesn't take

pleasure in killing other Pokemon. He simply doesn't care about them. He doesn't know anything about the concepts of "turns" or "fainting". As far as he's concerned, every fight is a fight to the death. And when the opponent dies, he wins. It's a dog eat dog world, and he's ready to eat all the other dogs. Charmander is, however, extremely vain. In his eyes, Charmander is, or is soon to be, the most powerful Pokemon in the world, and he acts accordingly. He overestimates his own power and abilities. As a result, he's prone to bite off way more than he can chew. He'll pick fights with Pokemon much stronger than him, come at them with all of his power, and do absolutely everything it takes to win, including fighting dirty.

Charmander soon realized that taking Bulbasaur with him was probably a mistake. Bulbasaur said whatever was on his mind, gave unwarranted observations, and complained far too much. The decision to bring him along was made in haste, and Charmander often thought of ditching him. When Charmander finally came face to face with Red [Episode 3], he felt so scorned that he decided that Red had to earn back Charmander's respect by proving himself as a trainer. When he failed to do this, Red faced the brunt of Charmander's rage and was killed violently. Killing Red was a bittersweet victory for Charmander. This was a person that Charmander had waited his entire life to train with. In Charmander's fantasies, Red was a powerful expert that never lost a battle. In reality, Charmander was able to defeat Red rather easily, which was ultimately unsatisfying for him. Charmander thirsted for another way to challenge himself and prove his strength, so he decided to take on the task of being both Pokemon and Pokemon trainer. He'd prove to the world that not only was he the most powerful Pokemon on the planet, but that he was so skilled that he'd be able to fully evolve Squirtle and Bulbasaur as well.

As he first set out to do this, it became apparent that Charmander was a terrible trainer. He had no methodology, other than to attack things with full force, and often got frustrated at Bulbasaur and Squirtle when they failed to adhere to his tactics. Charmander, however, refused to acknowledge his shortcomings. In his mind, he was an amazing trainer, and the only reason they weren't progressing was because Squirtle and Bulbasaur were so terrible. Everything they would say, Charmander would ignore or dismiss as signs of weakness. Charmander also failed to acknowledge whenever he was in danger, and saw attempts at his life (such as the Caterpie ambush [Episode 4]) as minor annoyances that he would soon conquer by sheer force of will.

His stubborn methods were eventually challenged by Squirtle after Charmander's defeat at the hands of Cooltrainer Gaven and Hitmonchan. [Episode 5] It was then, for the first time, that Charmander listened and acknowledged the fact that what he was doing wasn't working. Never before had he considered a viewpoint other than his own. Learning "Empathy" was a huge step in his evolution. From that point on, Charmander took the feelings of his fellow starters more seriously. He considered them his equals and realized he needed to be working with them as teammates. But at heart, he was still ruthless, ambitious, and full of rage. And when faced with Bulbasaur's apparent poisoning by an unknown assailant, his very first inclination was to loot a Pokemon Center for goods. Upon gaining the capacity for empathy, he had to exercise a lot of willpower in order to continue using it, and it took Squirtle's assistance to keep his rage in check. When faced with the idea of doing a series of ridiculous challenges from the "Forest King" [Episode 6] in order to obtain a cure for Bulbasaur, Charmander had to resist every urge in his being to not murder him. It was only when Squirtle finally lost his patience that

Charmander allowed himself to attack the Forest King and let loose his unbridled fury. Upon going back to his original plan to loot a Pokemon Center, Charmander attempted to simply steal an antidote and leave, but several humans attempted to stop him, resulting in Charmander lighting several humans on fire, which eventually spread to the entire center. However, it was clear that his plan had worked, and he decided that it was not healthy for him to hold back his rage. From that point on, Charmander continued to keep himself in check by making sure he was doing the right thing for the team and listening to his Squad, but refused to hold back his more powerful emotions.

Charmander soon realized that the team was at risk of being separated and captured by humans. He surmised that the best plan of action would be to use teamwork. By combining all of their strongest attacks and using them at the same time, they could outnumber any single Pokémon sent out against them. Else, if that were to fail, they could always distract the human using their numbers, whilst one of them gains control of the human's Pokeball. This plan was forced into action when Cooltrainer Gaven returned to capture the Squad. [Episode 7] Charmander successfully incapacitated Gaven's Flareon by combining Squirtle's "shell move" with Bulbasaur's vine whip, and then Squirtle's Bubble with his own "stabbing the other Pokémon with a shiv" move. Flareon, completely overwhelmed, could do nothing but complain that they weren't fighting fair. This complaint seemed to resonate with Squirtle, who refused to follow through with Charmander's plan, and stopped attacking. Gaven then attempted a Pokeball capture on Charmander, allowing Flareon to regain his equal footing. After Gaven's capture failed, however, Charmander was able to successfully implement his backup plan, having Bulbasaur steal Flareon's Pokeball from Gavin. Gavin, no longer technically in control of Flareon, was rendered helpless and ran, leaving Flareon completely without any attack orders, and a Charmander's mercy. Charmander's newfound empathy allowed him to see that Flareon, like him, was a powerful being that had fallen for the false promises of the humans. The humans, not Flareon, deserved to be punished. Rather than killing Flareon, as originally intended, Charmander chose to release Flareon into the wild so that he may train himself without human intervention. This newfound expression of empathy impressed Squirtle, but Charmander immediately turned the focus to Squirtle's lack of cooperation. The ensuing argument led to Squirtle's suggestion that perhaps all humans weren't as incompetent as the ones they'd met, completely enraging Charmander, and causing him to throw Squirtle against a tree. After the Caterpie Leader emerged from atop the tree, Charmander saw the opportunity to collect yet more XP and unleash his anger upon what he saw as his next potential meal. The Caterpie Leader then sent out a Nidoran, whom they'd talked up to being a very strong opponent, causing Charmander to focus his sights on battling it, and causing the Nidoran to flee. In the ensuing chase, the Caterpie Leader was able to capture Squirtle in a Pokeball and escape. Said capture was enough to distract Charmander, giving the Nidoran the chance to successfully poison sting Charmander, who collapsed from poison as his enemies escaped.

Several hours later, Charmander awoke in a berry field, slowly recovering from the poisoning with the help of a Sandshew's Pecha berries, and realizing that Squirtle had been taken from him. [Episode 8] Distraught that he had once again failed to keep his team together, Charmander blamed himself and immediately resolved to recover Squirtle from the Caterpies. While in the berry field, Charmander once again encountered the Pidgeotto who had previously

tricked him into engaging with the Forest King. Rather than lashing out in anger, Charmander convinced Pidgeotto to team up with him, and got him to reveal the location of the Caterpie's nesting site. However, believing that Pidgeotto was once again misleading him, Charmander instead went the opposite direction, East, towards Lavender town. Charmander and Bulbasaur wandered vaguely Eastward for several days. All the while, the idea solidified in Charmander's mind that he needed Squirtle, and without him he was bound to flail aimlessly. Eventually, the duo was intercepted by a Haunter, who convinced them to enter the Pokemon Tower in order to gain their bearings. The ensuing failed attempts to scare Charmander with ghostly illusions only caused Charmander to become more angry and desperate. Eventually, MissingNo, an actual threat, appeared in the tower and absorbed Haunter. Charmander, thinking it to be another one of Haunter's illusions, attempted to engage MissingNo in a Pokemon battle hands-on. Right as he was about to be absorbed into MissingNo, Charmander was saved by Mewtwo, who'd teleported onto the scene to push MissingNo out of the physical realm. Mewtwo then proceeded to choke Charmander and chastise him for being the cause of MissingNo's escape. Charmander may very well have been choked to death if it weren't for Bulbasaur's intervention, which made Mewtwo reconsider the Starters' importance in re-sealing MissingNo. Mewtwo then teleported Charmander and Bulbasaur directly above Squirtle's location, instructing them to reunite and then reconvene with Mewtwo in Cerulean Cave. Charmander was not only relieved to have such a straight answer, but also impressed, having witnessed a being so powerful that it could attack so hard and act so decisively at a moment's notice. He immediately followed Mewtwo's instructions to burrow underground and find Squirtle, taking Bulbasaur along with him, as well as the Sandrew that Mewtwo had summoned to dig him there.

As Charmander descended further and further into the Caterpie base, [Episode 9] his resolve to find Squirtle only grew, and he vowed to get him back at any cost. Eventually, the Caterpies were able to steal Bulbasaur from Charmander and launched the trap set for him, locking him in an arena with a Butterfree trainer who sicked various Pokemon on Charmander. Charmander was able to narrowly defeat each enemy, including a powerful Geodude, whom Charmander had to forgo his usual brute-force strategy and employ a Squirtle-like, tactical strategy in order to defeat. By utilizing Sandrew's digging abilities, Charmander was able to infiltrate the heart of the Caterpie base. Desperate to reunite with Squirtle, Charmander offered to spare the lives of every Caterpie if they were to surrender. This offer was refused, and Charmander ended up setting the entire base ablaze, and killing every Caterpie in sight. In the heat of this carnage, the Caterpie Leader reappeared and sicked its Nidorina on Charmander, who was able to match Charmander's strength toe-to-toe. In the midst of their fighting, the Caterpie Leader proclaimed that Charmander never truly felt empathy, and that Squirtle's death would not affect him in a meaningful way. This caused Charmander to attack the Caterpie Leader directly with a fireball, triggering Nidorina to come to their defense and block the attack with its body. Charmander continued to attack, and Nidorina continued to defend. Charmander then realized that, despite being led by a Pokemon, Nidorina was being coaxed into blind obedience in a manner similar to that of human trainers. Like Flareon, this Pokemon was being subjugated and robbed of its natural abilities through no fault of its own. Charmander offered to team up with this Nidorina, thinking that he was offering true freedom to her. Instead, Nidorina noted the emptiness of this gesture by revealing that the two had met before, and that

Charmander couldn't possibly care about her if he didn't even remember her. Charmander resumed his attack on the Caterpie Leader, causing Nidorina to defend them to the point of exhaustion. Charmander gave Nidorina a final chance to stand down, but Nidorina did not falter in defense of her master, leaving Charmander no choice but to kill her. Before he could, however, Squirtle reappeared and incapacitated Charmander with a water gun. After attacking Charmander several times, with Charmander unable to speak his true intentions, Charmander was hosed down to near death while Squirtle chastised him for his various wrongdoings. Just before killing him, Squirtle stopped, suggesting that Charmander would be spared. However, the Caterpie Leader seized on the opportunity to intervene and deal the final, fatal blow to Charmander themselves.

Charmander does not abide by any superficial limitations he's supposed to be given in the Pokemon world (ie, only using four moves, turn-based combat, etc.) and openly defies them in order to progress. As a result, he is prone to improvise and create new, nonexistent moves (such as the fire spit in Episode 5.) He's never above cheating, and will do everything in his power in order to evolve (his ultimate goal.) But before Charmander can evolve physically, he has to evolve emotionally. At this point in time, he is a little more empathetic to Bulbasaur and other Pokemon, feels as though he truly needs Squirtle as an ally, and feels only rage for humans. Not being chosen by Red has scarred Charmander emotionally. He now holds a prejudice for humans, considers them all blubbering idiots, and does his best to interact with them as little as possible. Also, he still has very little foresight concerning the consequences of his actions. He acts very rashly. He kills humans and Pokemon without considering the implications of doing so. Eventually, all of this will come back to bite him. Eventually, everyone who Charmander has ever hurt will get their revenge in some way, but not until Charmander fully understands and regrets his actions, and is able to feel their pain. Charmander is set to learn all of this through Squirtle. Squirtle has been slowly teaching him to be more calm, calculated, and smart about his decisions. I like to think of it as indicative of their types. Charmander is boiling Squirtle up. Squirtle is cooling Charmander down. Some day, under Charmander's leadership, the squad could make a great team, but only once they are able to cooperate, which is something they really struggle with. Charmander has a lot to learn from his teammates, but he has an incredibly thick skull.

BULBASAUR



Type: Grass/Poison

Nature: Lax

Likes: Hats, Coins, Chew Toys, Friendship

Dislikes: Things that are bad

"Aw, neat!"

Bulbasaur didn't study anything in the lab, but he thought the lights and sounds of the computers were cool. He liked the shiny screens and the pretty colors on them. He looked at a lot of images of fancy looking Pokemon, and thought their "hats" and "jewelry" were neat looking. He's the kind of guy that can surf through images on the internet and say "Aw cool, look at that one!" for hours on end. In short, Bulbasaur likes to like things. He never really thought about the future, or the possibility of being picked by a trainer. The way he looked at it, Bulbasaur was willing to see the outside world, but was also completely content with staying in the lab forever. He didn't even learn much about himself or his abilities. He just took one day at a time, and if he found something he really liked, he went with it.

Though generally agreeable and chill, Bulbasaur is shaken by the things that have the potential to hurt him. He is easily frightened by potential threats, and when Charmander forced him out of the lab, he felt completely overpowered. But, eventually, Bulbasaur learned to make the best of his situation, as he often does. He is always curious and open to the possibility of making a new friend or acquiring a new thing. Being obsessed with the way things look, Bulbasaur absolutely loves hats and accessories, and will attempt to acquire them at every available opportunity. He one day hopes to acquire that thing that Meowth wears on his forehead, because it looks really neat. Right now, his favorite item is the Caterpie "hat" that he acquired in his first wild encounter [Episode 2].

Bulbasaur is a very simple-minded being. He's often optimistic and approaches life with curiosity and amusement. When Charmander decided to be his trainer, he went along with it, thinking it might be fun. [Episode 3] Albeit wary, he'll try to do whatever Charmander tells him to do, because he can't really think of a reason not to. However, Bulbasaur doesn't really know how to "attack" and doesn't grasp the concept of attacking in general. After being captured by Gaven, he was taught "Vine Whip" somehow [Episode 5], but Bulbasaur doesn't really understand what it means to use it in battle. He only does it because he was taught that if you're given that command, you're supposed to move your vine like that as a response. After being

injected with poison for the first time, [Episode 6] Bulbasaur learned how awesome it feels (for him) to be poisoned. Because Bulbasaur is part Poison type, poison functions for him similarly to how alcohol or drugs do for humans. However, also like drugs, the awesome feeling wears off after a short period of time. His first dose of poison was huge, resulting in vomiting and over-stimulation. His second dose of poison [Episode 7] was moderate, resulting in a mellow high that soon faded. When he found that Charmander did not react the same to being poisoned, Bulbasaur dragged his limp, purple body through the forest for hours, constantly asking for directions to everyone he met along the way, until finally happening upon Sandshrew, who led him to a berry garden, where he discovered something entirely new to love: Berries. [Episode 8] Bulbasaur chowed down on berries for hours and hours until Charmander instructed him to leave. Bulbasaur has a habit of following any orders given to him, which was put into full effect when he was coaxed into entering a haunted house, and then coaxed into entering an underground tunnel. Eventually, Bulbasaur was captured by the Caterpie horde [Episode 9] and utilized as a food source, a role that he was displeased with, for it was boring, until he realized that he'd be given a constant stream of berries, at which point he'd become content with his new life as food.

Bulbasaur is not really set to evolve in any particular way. At least his personality isn't. There's nothing he particularly wants out of life, and as a result, it's difficult for him to change. The most that he will gain out of his partnership with Charmander and Squirtle is learning how to be better friends with them, which is something he was always open to. He will also learn how to fare better in battle and work with the team, but deep down, he'll never really comprehend what he's doing, and his actions in battle are the result of being conditioned to move a certain way.

CATERPIE



The Caterpie live in and around Viridian Forest, at the bottom of the food chain. Struggling to survive, they band together as a large tribe to hunt for food and protect themselves from their natural predators (mostly birds). Many strive to find the strength to one day cocoon themselves up and evolve into Butterfree, where they can fly freely through the skies and more easily escape from harm.

Pablo was one of the biggest, and most well-respected Caterpie in the tribe. He often confronted and scared away outsiders (mostly humans). Much of the time, this resulted in fainting, but the tribe always respected his efforts, and felt that his presence was necessary for keeping the rest of the tribe safe. Although he was wild, like most other Pokémon, he still respected the battle custom of turn-based combat that has been ingrained in Pokémon culture for centuries. Pablo was killed by Charmander after trying to defend his territory. [Episode 2]

The Caterpie Leader (written in scripts as “Sgt. Caterpie” but unnamed) witnessed their brother’s murder and became hellbent on getting revenge. The two were very close, and they had often looked up to and respected Pablo, who had always been a symbol of strength and love. Always a very respectable horde leader in their own right (largely thanks to the blood relation to Pablo), the Caterpie Leader quickly rose up in the ranks of his tribe after their pursuit for revenge, and (with their great strength and tenacity) became the de facto leader of the entire Caterpie tribe. The Hachimaki (which reads “Revenge”) is a symbol of their commitment to avenging Pablo’s death.

In an attempt to consolidate power, the Caterpie Leader tried to unite the entire tribe, creating an underground facility adjacent to the hive to train and convince the Caterpie to overcome their own cowardly nature. But they were only able to gather a small attack horde brave enough to overwhelm Charmander. [Episode 4] After almost succeeding, they failed miserably, resulting in many casualties. At the end of this pursuit, the Caterpie Leader was preyed upon by a wayward Pidgeotto after making the common mistake of standing in the open

for far too long. They were nearly killed, but succeeded in escaping the bird's talons by stringshotting the Pidgeotto and getting a few good hits on him before fleeing.

Once their strength was recuperated, the Caterpie Leader discovered Red's backpack, and took it back to the hive to utilize the resources it contained. After discovering the Pokeballs contained within, the Caterpie Leader devised a grand scheme to use Charmander's greatest asset against him. However, this plan would take time, and as each day passed, the more Caterpie and Butterfree were being slaughtered by Charmander for sustenance and XP. So the Caterpie Leader decided, in an act of desperation, to release their strongest prisoner (Weedle) in an attempt to poison and possibly kill Charmander. [Episode 6] The plan failed miserably, as Weedle missed his target and died. However, the ensuing inconvenience for the Squad bought the Caterpie Leader a little more time to train and put their other plans to work.

As Charmander continued killing off many members of the tribe (including the Butterfree, who once thought they were safe) in order to eat and gain XP, the Caterpie Leader and their subordinates made efforts to spy on the Squad and track their every move. Their attempts to do this in secret was thwarted when the Caterpie Leader was dislodged from their vantage point [Episode 7] and was forced to confront the Squad alone. Out of desperation, the Caterpie Leader sent out Whiskers, still a Nidoran, to attack Charmander. When Whiskers simply ran, the Caterpie Leader feared that she too would suffer a grim fate at Charmander's hands before they had the chance to utilize her full potential. It was then that Squirtle came to the Caterpie Leader with the suggestion that they try to resolve their conflict with Charmander peacefully, revealing to Caterpie that Squirtle was not as violent and ruthless as Charmander, and therefore, could be easily overpowered. The Caterpie Leader immediately captured Squirtle and fled, with intentions to train Squirtle and use his water-based attacks to defeat Charmander.

Training Squirtle was quite difficult, for he was quite weak and very unreceptive to the idea of killing Charmander. However, the Caterpie Leader found Squirtle to be extremely principled, and committed to the idea of having to do exactly as his trainer says within the confines of the established rules of Pokemon training. For several days, the Caterpie Leader hammered Squirtle with anti-Charmander sentiments, and insisted that Squirtle's true potential could only be reached through proper training. Great success had been found in appealing to Squirtle's sense of honor and reason. The Caterpie Leader took advantage of this, pretending that Squirtle's pacifism had gotten through to them, and agreeing to have Squirtle merely subdue Charmander rather than kill him, all the while, their endgame always being Charmander's death.

The Caterpie Leader had been greatly at odds with the rest of the tribe, half of which were cowardly, and view challenging Charmander as certain death, whilst the other half were angry and feared that doing nothing would risk certain extinction. But as word of Charmander's wanton destruction quickly spread, he became known as "The Lizard", while the Caterpie Leader was said to be the hero destined to slay it. [Episode 9] As the legend proliferated, so too did the Caterpie's aggression and willingness to ally with the Caterpie Leader. Knowing that the Lizard would one day locate their base in order to reclaim its Squirtle, the Caterpie set up elaborate traps to crush the Lizard beneath boulders if he were ever to enter their domain. This was ultimately unsuccessful, and the Lizard was able to infiltrate the Caterpie hive and slaughter the Caterpie mercilessly as they attempted to take him down.

Eventually, the Caterpie Leader was able to intercept the Lizard and unleash his now fully-trained Pokemon, Squirtle and Nidorina, on him. Despite the Lizard defeating Whiskers the Nidorina, the attack ultimately proved successful. The Caterpie Leader was able to subdue the Lizard using Squirtle and then deal the final blow themselves, fulfilling the legend and avenging their brother's death once and for all.



RED

Little is known about what Red actually is. It does not speak. It does not feel. Behind those cold, dead eyes, there exists not a soul, but some kind of external force that propels it forward. After a failed attempt to train Squirtle and subsequently catch the other Starters, it was killed by Charmander in Episode 3. ...or was it?

...



COOLTRAINER GAVEN AND HITMONCHAN

Before Hitmonchan was captured by Gaven, he resided in one of the various caves around Kanto, living amongst other cave Pokemon and punching rocks all day. He knew little else other than punching. That's what he was born for. Gaven came across him whilst training his other Pokemon. A strong-willed Pokemon, Hitmonchan was one of the few that didn't faint right away, causing Gaven to capture him and train him as one of his own. It is customary for Cooltrainers like Gaven to only travel with a limited number of Pokemon. That way, the risks

are higher, causing the trainer to act smarter and more resourceful. Plus, taking down an entire team with a single Pokemon is a pretty cool thing to do. In Gaven's case, he traveled with only Hitmonchan while training him. As soon as Hitmonchan started training with Gaven, he learned skills that honed his natural toughness, and became a better and better fighter. Hitmonchan

grew to respect and follow his trainer as he continued to level up, and had his eyes set on one day challenging the league.

Upon discovering the Starter Squad [Episode 5], Gaven saw the rare opportunity train Pokemon that didn't often appear in the wild. Hitmonchan, only looking out for his own potential, was less enthused. After engaging them, Hitmonchan caused Squirtle to faint instantly, and caused Charmander to faint after a swift barrage of comet punches. He was able to hold back on Bulbasaur, so that Gaven could catch him. After the small victory, Gaven and Hitmonchan proceeded into the nearby Pokemon center to heal up and prep Bulbasaur for training.

After the Squad confronted Hitmonchan once again, Squirtle's original plan was just to smash the Pokeball after Hitmonchan was returned to it. This would release Hitmonchan from Gaven's custody, and weaken him greatly, leaving him directionless and easy for Charmander and Squirtle to descend upon. But Charmander smashed the ball mid-return, causing Hitmonchan to exist in both a state of energy and matter at the same time. The game did not allow for such a thing, and cast him out into a different state of existence; a state where MissingNo, the glitch Pokemon presided. There, MissingNo absorbed Hitmonchan into his state of being, and, in doing so, granted MissingNo another gateway into the physical world, increasing both his power and his ability to interact with reality. Hitmonchan no longer exists as an individual. He is now missing.

Upon seeing his Pokemon glitch away, Gaven panicked and fled, presumably to gather some of his other Pokemon. He became determined to find the Squad once again and capture Charmander for himself, later encountering the Squad south of Route 8. However, after the Squad managed to distract him and gain control of Flareon's Pokeball, Gaven was forced to flee once again. Gaven is determined to continue his attempts to capture the Squad, and now refuses to fall for the same trick a third time. Gaven is also a member of the Church of Helix, and occasionally consults a Helix Fossil before making any big decisions.

PIDGEOTTO



As a bird of prey at the top of the Pokemon food chain, Pidgeotto leads a privileged, carefree lifestyle. He is able to easily escape potential threats by flying away and able to prey on weaker Pokemon by swooping down on them unexpectedly from above. Many smaller Pokemon have learned to fear giant birds like Pidgeotto and actively avoid open clearings for their own safety. Fortunately for Pidgeotto, there are still enough Pokemon that forget to do this, and finding prey has never been a challenge. With the ability to fly anywhere freely, Pidgeotto travels around the skies of Kanto, observing everyone else's affairs, and occasionally interfering in order to entertain himself. Facing no real challenges in his life, Pidgeotto has

become increasingly bored. At this point in time, he has seen all there is to see and nothing surprises him anymore. As a result, Pidgeotto is very mean-spirited and apathetic. He also embraces his identity as a wild Pokemon and often screeches like an eagle to assert his dominance of the skies.

Pidgeotto was challenged for the first time in a great while after attempting to prey on the Caterpie Leader, [Episode 4] who made the mistake of standing in the open to soliloquize. After being scooped up, the Caterpie leader fought back, stringshot-ing Pidgeotto and getting a few good hits in before being dropped and fleeing, narrowly escaping death. This non-victory took Pidgeotto aback. In an attempt to avoid getting sloppy, he redoubled his efforts to kill his prey immediately after scooping them up. This tactic proved effective, and garnered him several kills, including a wayward Weedle that was at odds with the Squad. [Episode 6] After overhearing the Squad's conundrum over a cure for poison, Pidgeotto decided to mess with them, sending them to the Forest King, a Pokemon he'd known for putting others through a series of humiliating tasks, many of which Pidgeotto would be able to enjoy from afar. At the time, Pidgeotto secretly had the knowledge of where to find naturally occurring poison-curing berries, and was deliberately choosing to mislead the Squad for his own entertainment. From that point on, Pidgeotto would occasionally check in on the Squad and watch their shenanigans from afar.

Eventually, Pidgeotto ran into the Caterpie Leader once again. To prove to himself that he would not be bested by a mere bug, Pidgeotto made his presence clear to the Caterpie Leader and attacked him on the ground. Rather than retaliating physically, the Caterpie Leader summoned a Pokemon to fight for him, who was able to poison Pidgeotto and allow the Caterpie Leader to escape. Quickly retreating to his stash of poison-curing berries, Pidgeotto was humiliated by the defeat, and sought to regain his dignity, albeit wary of the Caterpie Leader's power and determination. [Episode 8] During this time, he ran into Charmander once again, who suggested that they team up in order to put the Caterpie in their place. Longing to defeat the Caterpies, Pidgeotto agreed to team up, despite working alone being his usual style. The alliance was short lived, however, as Charmander was merely faking cooperation so that he could be sure to do the opposite of whatever Pidgeotto would say to do. Frustrated by being misled, Pidgeotto now seeks to exact revenge in some form on both the Caterpies and Charmander, no matter how petty that revenge may be.



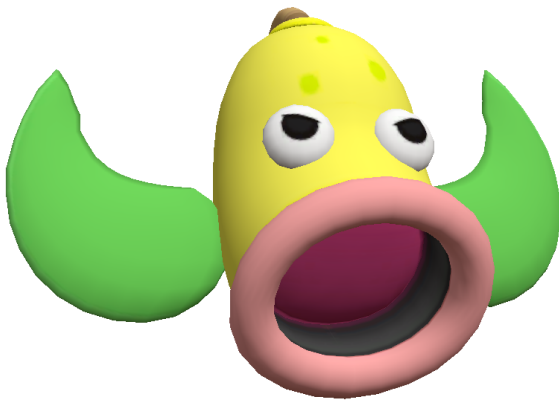
WEEDLE

In Viridian Forest, because natural resources are limited, the Caterpie and the Weedle are bitter rival clans, and have been at war with each other for as long as anyone remembers. This particular Weedle is a very powerful spy who once tried to infiltrate the ranks of the Caterpie army, but was captured and imprisoned in the Caterpie hive. This was considered a great victory for the Caterpie, as he was one of the Weedles' biggest assets. After fierce interrogation on the

part of the Caterpie, Weedle refused to reveal any information to his captors, and remained spiteful to them as he remained in confinement for a great deal of his life.

Weedle considers himself to be a dangerous and powerful threat to all who oppose him. He is also very honor-bound, and, as a soldier, is unable to shirk on any deal or contract he's made, whether it be to a friend or an enemy. Additionally, Weedle has a flair for the dramatic, and tends to speak in long-winded, boastful monologues. This was largely the reason for his initial discovery and capture by the Caterpie. In reality, he's just an average Weedle, and isn't nearly as powerful or skilled he (and others) believes himself to be. For instance, whenever he performs a sneak attack, he yells "SNEAK ATTACK!" incredibly loudly.

After witnessing the numbers of his clan begin to thin due to Charmander hunting them down for food, the Caterpie Leader grew desperate, and decided to attempt to poison Charmander in exchange for freeing the Weedle prisoner. [Episode 6] Weedle complied, being equally desperate to escape the mundanity of his solitary confinement. Having been keeping tabs on the Squad's movements, the Caterpie led Weedle directly to them to execute the plan. Extremely confident in his own abilities, Weedle charged straight for Charmander, but hit Bulbasaur instead. Thinking he had succeeded in poisoning Charmander, Weedle revelled in his victory, but was quickly scooped up and killed by a predatory Pidgeotto.



WEEPINBELL

In between the routes of Kanto, resources have become very scarce among Pokémon. Humanity continues to pave out the lush forests of Kanto to expand its buildings and roads. As a result, wild Pokémon are struggling to survive and reproduce. One day, a lowly Exeggcuter decided that in order to better their chances of survival, the wild Pokémon of the forest would need to work together, so he began to expand his connections.

He traded his resources for services. He made friends. Before long, he became the figurehead of a small team of Pokémon that pooled their resources together and harvested food for each other. That team soon became a small society, and that Exeggcuter became an Exeggutor. This Exeggutor served as a benevolent leader of this small society, who addressed his comrades every day from atop his chair, which was carved into a great tree. The forest society flourished under his command. But it was short lived, as humans soon came across the small society and captured all of the strongest civilians, including Exeggutor, leaving only the chair and a handful of weaklings who soon dissipated.

Weepinbell had always been a loner, shunned by his fellow Pokémon for his selfishness and laziness. One day, whilst walking through the forest, he stumbled across Exeggutor's chair and decided to nap in it. A wandering Bellsprout came across him and assumed that Weepinbell was an important figure. Weepinbell immediately pretended to fill that role and

demanded that he be addressed as King of the Forest. When Bellsprout asked for a drink from the small lake (which he assumed belonged to Weepinbell) Weepinbell came up with the idea of demanding a favor in exchange for a drink from "his" lake. Soon, word spread of the "Forest King", a Pokemon with unlimited resources that would give you anything in exchange for a series of favors. Weepinbell quickly picked up on this role, and continued to play it up each time he encountered a Pokemon in need.

Although many of their requests were simple, Weepinbell often did not have the resources required by passersby. In order to maintain his status as someone with infinite resources, he invented the "Forest King Challenges", a series of tests that anyone taking would be destined to fail. Whenever someone would ask for something that he didn't have, he would demand that they pass the challenges in order to be "worthy" enough to receive said item. Pokemon would fail challenge after challenge. Eventually, they would give up, thinking that they weren't worthy, and leave, still believing that Weepinbell was a wise and powerful king. The more challenges that Weepinbell hosted, the more he became amused with toying with other Pokemon. The challenges became more and more silly and convoluted, and Weepinbell spent every day messing with passersby and pretending to be a king.

When Charmander and Squirtle approached him, [Episode 6] he believed that they too would give up mid-challenges, but was caught completely off guard when they attacked him and stabbed him in the face. No one had ever defied him like that before. Weepinbell survived the attack, but was left severely injured, bitter, and somewhat humbled.

ANDREW



What the hell?! Andrew! Whose glasses are those? You don't need glasses, Andrew. You're a tree. Trees don't have eyes. Do you even know what glasses are for, Andrew? They help people see. People that can't see properly put glasses on to adjust their vision. What you're doing is offensive to anyone that needs to wear glasses. This shameless display is making a mockery of the visually impaired. You don't even understand what I'm talking about, do you? Do you even know what it means to "see"? Of course you don't. You're a tree. Don't act like you can understand me. How did you even put those on anyway? You know what, I don't even care. Just take them off. You're embarrassing the whole forest. You're making the other trees look bad, Andrew. You're bringing the value of this whole place down by acting this way. And don't even get me started on the tie. Of all the things you're wearing, that one looks by far the stupidest. What are you, going to a job interview? Trees don't have jobs, Andrew. They can't even move. And a tie doesn't work if you're not wearing a collared shirt. It just looks silly. And what's with the giant "A"? Are you trying to make it obvious that your name is Andrew? Hm? Do you not value the intelligence of others enough to think they'll remember your name? That's so disrespectful. Or are you just trying to assert your individuality or something? That's it, isn't it!? What, is being just another tree not good enough for you? You think you're better than all the other trees, do you? Well, you're not. You're not special. You are just like all of the other trees, and this weird attempt to look different is just making us all look worse. Ugh! I hate you so much, Andrew!



FLAREON

Unlike Hitmonchan, Flareon was hatched from an egg and has known Cooltrainer Gaven his entire life. Subsequently, Flareon is extremely loyal to Gaven, and Flareon's only goals throughout his training have been geared toward pleasing his master. Flareon has never put much thought into his own personal needs and desires, and cares only about doing whatever it takes to get Gaven what he wants. Unlike Hitmonchan, Flareon has been with Gaven so long that he can understand the commands of his master without having to read subtitles.

After the loss of Hitmonchan, Cooltrainer Gaven equipped Flareon as his main Pokémon, hoping to be able to get the better of Charmander should their paths ever cross again. Flareon has only faced very traditional battle conditions in his fighting career, and the "rules" of the Pokémon world (such as turn based battling and total submission to whoever owns your Pokéball) have been ingrained in his very being. As a result, he was initially very cocky and assuming when facing down Charmander

[Episode 7], but taken aback and thrown off entirely by Charmander's unorthodox fighting style. While initially overpowered by Flareon, Charmander was able to defeat him by utilizing his teammates abilities, weaponry, and underhanded tactics. When Charmander took hold of Flareon's Pokeball, Gaven fled, not wanting to witness the existential horror of another one of his Pokemon being torn from the fabric of space-time. Flareon, in a complete panic and befuddled by the separation from his master, submitted to Charmander and begged to be spared of any further pain and humiliation. Disgusted by Flareon's human conditioning, Charmander set Flareon free, so that he may wander the wild, become stronger, and return only after becoming powerful enough to defeat the Squad. Flareon complied.

Wandering the wild, Flareon questioned the validity of his relationship with Gaven, pondering over the fact that Gaven was so quick to abandon him at the first sign of danger, and taking Charmander's trainer-less philosophy into serious consideration. One day, Flareon will return to face Charmander once again.

WHISKERS



Whiskers was hatched from an egg by a Pokemon trainer who was breeding Nidoran in an attempt to acquire one with a beneficial nature. As she did not meet the trainer's criteria, Whiskers was immediately released into the wild. Completely alone and scared, she struggled to survive on her own, and was quick to flee from anything that crossed her path, most of which tried to attack her. Her fear made her incapable of speaking to or approaching any other Pokemon or human. She often had to resort to her speed and stealthy movements to acquire food, which was often stolen.

Eventually, Whiskers crossed paths with the Caterpie Leader, whilst they were tracking the movements of the Squad. While they were distracted, Whiskers attempted to steal food out of their backpack. Once discovered, the Caterpie Leader trapped her with a stringshot before she could escape and proceeded to capture her with one of Red's Pokeballs. Figuring that they could use her abilities to their advantage, the Caterpie Leader decided to take on the role of her Pokemon trainer. To consolidate their newly formed bond, the Caterpie Leader decided to give her a nickname, and chose to call her "Whiskers" because it was the first thing they noticed about her, and they aren't very creative. The Caterpie Leader vowed to make her stronger and proclaimed that she would one day help destroy the number one threat to their existence: Charmander; a figure they spoke of as a murderous, rampaging demon with no remorse. Once fully evolved, Whiskers would have a huge advantage over Charmander and be able to easily overpower him. Whiskers was delighted to finally be accepted by someone and excited by the

fact that someone actually believed in her potential. The two began training immediately alongside the rest of the Caterpie Leader's troops. From that point on, the Caterpie Leader would carry Whiskers along with them for extra protection whenever he traveled outside of the hive.

One day, whilst the Caterpie leader was spying on the Squad, their position was compromised. [Episode 7] Engaged by Charmander and abandoned by his teammates, the Caterpie Leader had no choice but to summon Whiskers to defend them. Feeling unprepared for the battle and terrified of Charmander, Whiskers had to be heavily coaxed into attacking him, and, after missing her first attack, ran away immediately. Charmander attempted to chase after her, but was unable to catch up. Charmander eventually got distracted and turned his back on Whiskers, at which point she snuck up on him and stung him in the back before quickly retreating into her ball and being brought back to the hive. Back at the hive, she continued to train with the Caterpie Leader as well as her newly acquired teammate, Squirtle, whose addition to the team would guarantee more efficient training and a faster road to evolution for both of them.

Training with Squirtle gave Whiskers a newfound sense of confidence, as Squirtle was considerably weaker than Whiskers, and the power gap between them continued to grow. That, along with the considerably encouraging environment of the Caterpie horde, allowed Whiskers to believe in herself and her own abilities. Eventually, after several spars with Squirtle, she evolved into Nidorina. At this point, Whiskers became sure of herself and her ability to defeat Charmander, if for nothing else than to protect the Caterpie who had given her so much support and allowed her to come into herself as she had.

When Charmander reappeared, the time finally came to put this power to the test. [Episode 9] Whiskers attacked him ruthlessly, and made all efforts to subdue him. Eventually, Charmander discovered her one weakness: her undying devotion to save the Caterpies at all cost, and forced her into defense mode by attacking the Caterpie Leader directly. Whiskers braved blow after blow of Charmander's attacks, completely unwilling to see her master hurt, and to the very end of the battle, willing to sacrifice herself in order to save the Caterpies, whom she now considered her family.

Whiskers, once naturally inclined to be very anxious, has now become confident in her own abilities. She has also been indoctrinated to fear Charmander, who, in her eyes, is an indestructible monster that will stop at nothing to murder her and everyone she loves. At this point, the fear has turned to disdain. She is extremely loyal and affectionate towards the Caterpie, especially the Caterpie Leader, whom she follows blindly. Because no one had ever supported or believed in Whiskers before in her life, the Caterpie are absolutely everything she has.



SANDSHREW

Sandshrew is a Pokémon with simple needs, considering himself a self-sustaining creature of the land. He enjoys digging, gardening, and organizing. He tends to keep to himself a lot, but when he sees someone in need, he is happy to help. As a result, others are very apt to take advantage of his kindness. However, Sandshrew doesn't like confrontation, and would much rather be taken advantage of and passively aggressively murmur his objections rather than deal with his problems with others.

Being a soil expert, Sandshrew found that planting and farming his own berries was far easier than foraging. Sandshrew's berry garden started out very small. Approached by a Pokémon in need, he offered some of his berries. This offer was continually accepted to the point where Sandshrew began planting enough berries to support two Pokémon. Eventually, when word spread of Sandshrew's "free berries", more and more Pokémon came to partake in his kindness, and more and more berries were planted. Sandshrew is very annoyed that so many Pokémon take advantage of him, but is too empathetic to the plights of others who are in need and sees his service as doing enough good for the general population that it cancels out the small, undeserving minority who overindulge.

One day, whilst foraging the land for new types of berries, Sandshrew encountered Bulbasaur, who had recently come down from a poison high, with Charmander, who had passed out from poisoning. Knowing that there were poison-curing berries back at his garden, Sandshrew led Bulbasaur back there with Charmander being carried on Bulbasaur's back. After curing Charmander of his poisoning, [Episode 8] Sandshrew sensed that Charmander was very frustrated with the way things had been going for him, and attempted to impart on Charmander the personal wisdom that had gotten him through his own personal struggles. This advice was quickly ignored, and Charmander quickly led Bulbasaur out of the garden, leaving Sandshrew to continue to tend to it.

Later that day, without warning, Mewtwo appeared out of thin air in Sandshrew's garden, and teleported him straight to Viridian Forest, where Sandshrew was ordered to dig straight down. Sandshrew, of course, obeyed without question. After encountering a group of Caterpies underground who were swiftly attacked by Charmander, [Episode 9] Sandshrew was unwillingly recruited into Charmander's Squad and dubbed "Dirtle" as a replacement for Squirtle. Being uncomfortable with confrontation, Sandshrew continued to follow the Squad and did more or less everything he was told. After getting nearly crushed by boulders and attacked by several Pokémon, Sandshrew was instructed by Charmander to dig straight down, planting the two of them in the heart of the Caterpie hive. After successfully taking out a single Caterpie, Sandshrew was enveloped in string shot webbing by the rest of the hive.

Whilst in the webbing, Sandshrew had time to contemplate his situation, and realized that all the trouble he'd gone through and the physical pain he'd suffered as a result of his non-confrontational attitude was ultimately not worth the efforts. The awkwardness of actually standing up to someone would clearly be less painful than his current situation. At that point, he made the decision to do what was right for himself, causing him to evolve into Sandslash and free himself from his web prison. He then informed Charmander that the entire situation he was dealing with really had little to do with him and politely excused himself, leaving the battlefield and digging a tunnel back up to the surface to tend to his berry garden. The berries, from that point on, would be for himself. He wouldn't stop anyone from taking them, but he would no longer go out of his way to grow them for others or feel compulsively obligated to help anyone else if it meant undue stress for himself.

HAUNTER



Haunter considers himself to be an artist, dedicated to the craft of terrifying others. Many ghosts occupy the Pokemon Tower, and all of them are instinctively inclined to be scary, but Haunter considers himself a league above them all. He's a professional. Haunter will do his best to entice people in Lavender Town to step into the Tower, where he can manipulate the rooms to create horrifying scenarios that will make them run screaming. He considers his work extremely satisfying. The emotional response from both people and Pokemon is a testament to a craft that he's worked on his entire life.

Before his death, Haunter was a Ditto, owned by a Pokemon breeder. After years of his service, he was buried in the Pokemon Tower. As a ghost he's able to transform himself and the area around him to take on the appearance of whatever he chooses, using the power of ghostly illusion. However, Haunter has no knowledge of his past life. Like every other Pokemon buried in the tower, Haunter rose from the grave as a Gastly, completely unaware of what he used to be and possessing minimal intelligence. Over time, through the trials and errors of scaring passersby in the Tower, Haunter became more intelligent and began to put more and more

thought into his scare tactics. Eventually, this intelligence allowed him to evolve from Gastly to Haunter, and put him completely in control over his ghostly abilities. His experience also gave him an attitude of arrogance over the other Gastly's, who didn't seem to advance and put very little effort into their actions outside of their instincts.

As a master of his craft, Haunter seldom fails to scare anymore. So when Charmander failed to fall for his scare tactic [Episode 8], it caught Haunter completely off guard. He went through his entire plethora of tactics in order to scare Charmander (body horror, atmospheric horror, fear of the unknown, psychological horror, etc.) but to no avail. Charmander made Haunter realize how rusty he truly was. By being so amazing at scaring random passersby, Haunter had been deprived of the constant challenge presented by failure. This sudden surge of humility was short-lived, however, as MissingNo reappeared in the tower, in search of the Squad. Haunter, thinking that MissingNo was the scare tactic of another Haunter or a Gastly, was amazed by the perceived artfulness of MissingNo's gruesome appearance. Upon attempting to inspect it closer, Haunter was sucked into MissingNo's singularity, further giving a foothold to MissingNo's grip on reality. Like Hitmonchan, Haunter is no longer an individual and is, at this point, missing.



MEWTWO

Created in a laboratory, Mewtwo is extremely intelligent and powerful, possessing psychic abilities that leave him without a rival, and complex knowledge about the nature of the universe and reality that no one else is privy to. Because he is so incredibly smart and powerful, he has trouble relating to other living beings and tends to voluntarily isolate himself and prefers to spend his time meditating.

Mewtwo spent the beginning of his life inside a laboratory. It was there that he was able to quickly absorb all of the henceforth discovered knowledge of the universe, as well as bear witness to various experimental attempts to create and control Pokémon. As it became clear that the scientists that created him were attempting to use him in ways that were against his best interests, he escaped the laboratory and sought refuge in Cerulean Cave, the best place best suited to his isolation – a place few humans dared to tread.

Possessing psychic powers, Mewtwo has an advanced awareness about his general vicinity, including his own future. From very early on, his clairvoyance allowed him to know his one destiny: to be caught and captured by a young trainer possessing either a Venusaur, a Blastoise, or a Charizard. For most of his life, he had

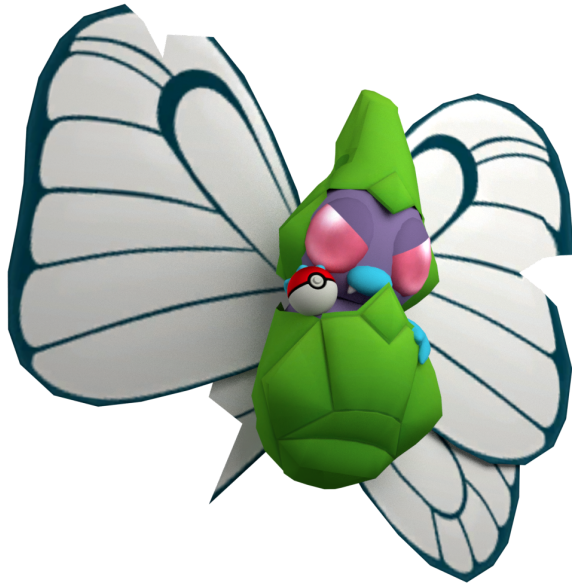
accepted his destiny with grace. He knew that not only was this path inevitable, but it would ultimately be the most satisfying for him – as this trainer was poised to challenge him, both physically and mentally, and push him to his utmost limits of power. Until then, he would bide his time and make the most of preparing for that day.

However, one day, he sensed a kink in the chain of his destiny. The trainer that had been destined to capture him had been killed by one of the starters he was destined to fight. This threw a wrench into Mewtwo's entire life plan. For the first time, his future had become uncertain. Mewtwo saw this as an opportunity to learn. He knew his interference had to be minimal, and his approach scientific, so he continued to mentally track the Starters, who had, more or less, changed their own destiny. His hands-off approach, however, proved to be a mistake, as one of the Starters ended up smashing a Pokeball mid-return, causing it to split a Pokemon between its physical and energy states – similar to an event that had only happened once before.

The “missing” Pokemon that had been lost in Mewtwo's laboratory long ago was the result of a failed experiment involving Pokeballs. Since then, it had been, for all of its non-existence, trying to claw its way back into physical reality. Now that a living Pokemon had been sent to the same non-existent reality, the Missing Pokemon found a more concrete grip that it could use to get to the physical world. Mewtwo understood that this would mean certain doom for the entire plane of existence, for everything that collides physically with the non-existent being turns to a state between existence and non-existence. If the non-existent being were to exist, nothing else could.

The missing Pokemon was still a Pokemon – and could still be defeated. From that point on, Mewtwo knew that he was the only one that could save his own reality – by defeating the Missing Pokemon whenever it grabbed a hold of existence. He dedicated every waking hour to tracking it, wherever it popped up in reality, and beating it back into non-existence. This was a trying task – as it kept popping back up constantly. And it seemed to be getting smarter. It became harder to track. It began adapting to Mewtwo's attempts to attack it, to the point where the only move that could hit it was one that was pre-determined never to miss. Mewtwo slowly began to descend into insanity as his battle continued on for days without rest.

Eventually, the Missing Pokemon reappeared adjacent to the Starters [Episode 8] whom Mewtwo had, at that point, de-prioritized tracking. In a fit of rage, Mewtwo surmised that Charmander would only continue to exacerbate the problem, and decided to kill him, but not before briefly imparting on Charmander the damage he'd caused. Before he was able to follow through, however, he was interrupted by Bulbasaur, whose innocent inquiry made Mewtwo reconsider this plan. The Missing Pokemon continued to become more powerful, and soon Mewtwo would no longer be able to keep it at bay. Mewtwo's clairvoyance saw the eventual corruption of reality as an inevitability that he was merely delaying. The only factor that remained ambiguous to him was the actions of the Starters. They had defied fate before. Perhaps, he thought, by acting on their own accord, they could defy it again. He decided to reunite the three, believing that their collective decisions could re-shape the future. He teleported them together to the best of his abilities before quickly departing to continue his fight.



BUTTERFREE

The majority of Butterfree, once evolved from their Caterpie state, simply abandon the hive. Very few of them stay behind to help the Caterpie survive, as their own chances for survival are greater in the air, free from potential predators. Even after the Caterpie Leader formed the coalition to defend themselves from Charmander, very few of them stayed behind to help after evolving, although more and more were inclined to do so as legends of the Lizard proliferated the Caterpie ranks, rallying behind the Caterpie Leader's laser-focused attempt to kill the Lizard. This Butterfree was different.

Butterfree, even before evolving, disagreed with the Caterpie Leader's methods. She recognized the short-sightedness of their leader's revenge-oriented mindset. However, she recognized the immense power gained by using Pokéballs and training Pokémon themselves. Why, she thought, would one waste the potential of a Pokémon like the Lizard by killing it? Time and time again, Butterfree insisted that the Lizard be captured rather than killed, only to be rebuffed by the Caterpie Leader, who insisted that the Lizard was far too dangerous to attempt to control. The rest of the horde tended to agree with their leader. Nonetheless, Butterfree persisted. She held onto the idea that the Caterpie Leader was incompetent to let such a powerful asset go unused. Clearly, the leader was not intelligent enough to do their job efficiently. If she could prove that the Lizard could be captured and controlled, she thought, the Caterpies would recognize Butterfree's greatness and make her the new leader.

She made a point of scavenging for her own training supplies, fashioning armor out of discarded Metapod parts, and scouring nearby forests and caves for Pokémon to capture. Weakening other Pokémon to the point of capture was very difficult, and the Pokémon were never very willing to cooperate. In the process of fighting and taming them, Butterfree lost an entire foot and many pieces of wing. But after a solid effort, Butterfree was able to gather a team of strong Pokémon that mostly obeyed her commands. Now armed with her team, she returned to the Caterpie Leader offering up her powerful Pokémon to kill the Lizard, while secretly intending to capture him, and was given a small troop of Caterpies to command.

When Charmander finally arrived in the Caterpie base [Episode 9] Butterfree was reluctant to use her stronger Pokémon on him, fearing that they would kill him before his capture. She surmised that a weak Shellder would be able to subdue him without killing him. This plan backfired, however, and Charmander was able to defeat every Pokémon thrown at him. When Butterfree's last resort, Geodude, was defeated, she finally understood why her attempts were futile and sent out Golem, a Pokémon so powerful that it didn't even answer to her. This, too, backfired, as Golem was unwilling to be Butterfree's Pokémon from the start and attacked her instead.



BEEDRILL

Hey HONEY! What's up? Whatcha readin' there? I don't wanna BUG ya, but ya gotta tell me what's happenin'! What's the BUZZ? Not trying to hide anything from me, are ya? Hope you're on your best BEEHIVEiour! Ha ha! Just kidding! You know me. I'm always POLLEN your leg, no matter how much it STINGS. That's just who I am. I'm great! I'd say I'm the BEE'S KNEES! By the way, I didn't rehearse any of these puns. I'm totally WINGIN' it! HAHA, get it? You get it, right? You keeping up with these? Not fallin'

BEEhind, are ya? Ha ha. Aw come on, don't BEE like that. Don't tell me to BUZZ off! HIVE got so much more to say! It'd really STING if I had to stop now! That'd BEE a load of BEESWAX. Nah, I'll BEE here all night! BAHAAHAHAH! BEES!