

Chinese Zodiac Pokemon League

- Rat
 - Person thinks quickly on their feet, likes to build things. Not exactly the strongest Pokemon Trainer, so most likely on the earlier parts of The League.
 - If Gym Leader: Trainers must gather parts to give to a robot so it can unlock the door to them. Members of the Gym will battle them to see if they're able to obtain the scrap metal.
 - If Elite Four: Their entire room is filled with a lot of technology, including a holographic audience to simulate an actual crowd.
 - Would mainly use Steel and Electric-type Pokemon; relying on a Speed/Critical Hit strategy.
- Ox
 - A gentle giant, they are physically strong but are very nervous around other people their age; prefer to spend time with younger kids and baby Pokemon.

- Despite this, their love for Pokemon makes them a force to be reckoned with. Should they be pushed past their breaking point, their strength (and anger) knows no bounds.
 - Because of their experience with Pokemon, they would be on the higher end of the League Challenge.
 - If a Gym Leader: The Gym's theme would either be a farm and trying to wrangle up multiple Tauros. If the protagonist is able to wrangle up a certain amount before facing the Gym Leader, they would receive a Tauros of their own with a move only it knows.
 - If an Elite Four member: Their room would either be a farm theme or a bullfighting arena; most likely the former.
 - They would go for Pokemon that are effectively bruisers or Pokemon that fit the idea of "Don't judge a book by its cover". (i.e. Morpeko or Wishiwashi)
 - If going by Pokemon-types, then either Rock or Fighting-types with a monkey wrench in the form of a farm-based Pokemon like Tauros or Miltank.
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- Tiger

- A competitive person, they usually do livestreams of their daily workout routine and also showcase their battles like Raihan from the Galar region.
- Initially seen as cocky or too competitive for their own good, they're a man of their word, and always promises to give their audience "A wonderful performance," usually said before a Pokemon battle.
- Because of their competitive nature, they would most likely be in the middle or later half of the League Challenge.
- If a Gym Leader: The Gym's theme would be an actual Gym and, in order to reach the "apex," the challengers must go through various battles in different environments; usually weather effects, hazardous terrain, etc.
- If an Elite Four member: Their room is filled with cracked rocks and claw marks, showcasing a tiger's viscous nature.
- Pokemon they would use would be showcasing a "No mercy" tactic, in which they use very powerful Pokemon (some of which are pseudo Legendaries), and also moves that have a high chance of getting a Critical Hit, and at least one or two moves that are a one-hit K.O. attack. Going by types, they would primarily use Fighting-types, but can use other typings that fit the fast and aggressive style of a tiger.

- Rabbit

- A gentle soul; more of a lover than a fighter. They only accepted the occupation because it was part of the family tradition and couldn't really say no.
- They actually have a natural talent for participating in Pokemon battles, but would always stop mid-fight to heal both Pokemon, showing that they're too softhearted. However, if they're determined to see a fight to the end, they will do their absolute best to win.
- Because of their hesitant nature despite the prodigal upbringing, they would be around the middle of the challenge. (4th or 5th)
- If a Gym Leader: Their Gym would consist of a Daycare-like setting, as the Trainer is tasked with **NOT** defeating the wild Pokemon, but instead play a short game of Pokemon Amie/Pokemon Camp, giving the Trainer's Pokemon some EXP despite there being no battling. Once all the Pokemon are satisfied, they will have the right to challenge them.
- If an Elite Four member: Their room is in reference to both the story of Princess Kaguya and rabbits living on the moon, as it looks like a forest of bamboo underneath a moonlit sky.

- The type of Pokemon they would go for are those that are rather bulky and aren't exactly meant for combat; effectively playing a Support-role in an RPG.
- Would primarily use Grass-types, but would occasionally have Pokemon that are naturally bulky or "supportive" like Blissey, Miltank, or Audino.

- Dragon
 - Born from a family of top-class Pokemon Trainers, they had a silver spoon in their mouth and were spoiled. Despite what people may think, they actually had a lot of talent in being a strong Pokemon Trainer, themselves, and flaunts their prowess and status.
 - While a powerful Trainer, their ego and narcissism gets in the way of what their Pokemon want. They even plan to become the next Regional Champion just to boost their status and family name.
 - With that prideful nature, they actually fear that they actually lose; as they heard famous stories of their family members, causing them to work even harder out of fear of disappointing their family; a more tragic take on the original opening of "I wanna be the very best, like no one ever was."

- Because of their status, Talent, and representing the Dragon, they would be either the 7th or 8th Gym Leader or final member of the Elite Four.
- If a Gym Leader: Their Gym is centered around the idea of coming across something mythical, much like an actual dragon. They would go about finding various Trainers with their own Pokemon that are seen as common but with unique traits. (Some Pokemon even having Hidden Abilities) The “mythical” something is actually the Gym Leader themselves, and flat out admits that they were just expecting the Trainer to quit the challenge altogether.
- Should they beat them, they’ll pull a Whitney/Clair and not give you the Gym Badge due to their massive pride. One of their Pokemon would come out of their Pokeball and, after a conversation with them, they finally swallow their pride and give the Trainer the badge.
- If an Elite Four member: Their room is very flashy; lots of luxurious items all hoarded up with ancient artifacts in reference to the stories of Fafnir hoarding its treasures in the Western take on dragons. This would also be in reference to their background.
- Their Pokemon would consist of the strongest Pokemon, with at least half of their team being filled with pseudo-Legendaries like Metagross

and Tyranitar. They would also have some Pokemon that are draconic in design like Charizard. Their ace would obviously be a Dragon-type.

- Snake

- The oldest of the entire League, they were a traveler who had garnered a large amount of wisdom throughout their life. They are often accompanied by at least one of their Pokemon so they can get some fresh air.
- However, because people continued to seek advice or take them for granted, they eventually decided to become a hermit; living in the wild or would make their home around a cliff.
- Because of their vast knowledge, they would be within the mid to later parts of the League.
- If a Gym Leader: Challengers would have to solve various puzzles and riddles to get closer and closer to the Gym Leader. (Which has a Dojo aesthetic.) If they guess the riddles or puzzles right, they are able to proceed with no problem. Should they fail the puzzle or get the riddle wrong, they are forced into a battle before being allowed to proceed. (The player can still challenge them to a fight if they get it right, if they so wish.)

- If an Elite Four member: The room is like a Zen Garden, as there are various rocks and bamboo partitions, along with sand making various patterns.
- Because of their wisdom and the attributes of a snake in Chinese folklore, they would primarily use Special Attackers; especially Psychic-types. They would be armed with moves to boost their mental prowess and perform status conditions like Confusion or Poison, the latter of which is in reference to various snakes being venomous.

- Horse
 - A party animal and social butterfly, they like to take the time out of their day to hang out with the people of the city/town and getting to know one another.
 - However, while they are very friendly and cheerful, they fear being left alone, and so would try to find some way to keep in contact with people. They also have a short attention span; not really wanting to focus on one thing for too long.
 - Because they would rather spend time at parties instead of training, they would be within the early to middle parts of the League.

- If a Gym Leader: The challenger is put inside the building, where there's an actual party going on, and have to shuffle their way through the crowd in order to get to them. The Trainers that fight them are people trying to have a good time before something happened like their drinks getting splashed on their clothes.
- If an Elite Four member: Their room would have the themes of a large audience chamber, with them on the mic. They would make a few jokes before challenging the player to a battle.
- Because of their extroverted attitude, their team would primarily consist of Pokemon that are focused on Speed and Physical Attack, being glass cannons. Some of these Pokemon would mainly consist of Fire and Electric-types.

- Goat/Sheep
 - An office worker, people wouldn't expect them to actually be capable of running a Gym/being an Elite Four member. They have their own successful business, and would often give out sponsorships that they see fit. They are also very courteous to others, often looking for a middle of the road when forced into conflict.

- However, they are also kind and modest to a fault; oftentimes not wanting to take all the credit and just doing what they believed was right.
- Because of their competent skills as a Trainer while owning a company, they would be around the relatively early or relatively later parts of the League.
- If a Gym Leader: Their Gym would be similar to Lenora's from Black and White, as the Gym itself is inside their home company. The challenger would have to search through various files and paperworks to find out what the code is in order to get into a door at the very end; all the while battling against various office workers and janitors.
- If an Elite Four member: Their room is like an office building's, with things being rather neat and tidy.
- Being more of a jack-of-all-trades team, their team would be the most well-rounded out of all the Gym Leaders/Elite Four members. Some are good with attacking, others are good with tanking hits, some are faster than others, but all of the Pokemon have some role to play. Their team would consist of various types like well known official characters such as Blue, Cynthia, Leon, etc.

- Monkey
 - A person of many talents, they are often seen as a prankster; causing a lot of comical mischief towards their city. While a majority of the people in the city have fun with their sense of humor, others believe that they're causing a lot more trouble than the prankster thinks they're doing.
 - While creative and complex with their pranks, they are often unaware of what kind of long term effects their pranks give out. And when they do find out, they try their best to make it up to those they've hurt badly.
 - Because of their creativity with their lifestyle, they would be in earlier parts of the League or the later portions, depending on how powerful they are.
 - If a Gym Leader: The Gym's gimmick would be The Battle Pike from Pokemon Emerald's Battle Frontier. They would go through a series of hallways that either have nothing inside, a Trainer battle, a random status ailment to the party, a Nurse that heals at least half of the party, or a mixture of others.
 - If an Elite Four member: Their room is akin to that of a massive playhouse; filled with a lot of large teddy bears, trains on train tracks,

and even the Monkey Trio making an appearance in the form of clocks.

- Their team would be Status Ailment and Hazard-based, tying into their mischievous nature. They would also have the team using moves like Reflect, Light Screen, and other moves that can mess with the challenger's party such as Trick Room, Magic Room, and even Trick. Because of this, their team would also consist of many types; but would primarily consist of Ghost, Poison, and/or Psychic-types.

- Rooster
 - An energetic character, they would often showcase what they found from their recent expeditions; things like fossils, treasures, and even products no longer in production.
 - However, they tend to act boastful, claiming that they're the best treasure hunter there is. They are also very honest to a fault, unintentionally hurting someone's feelings as a result.
 - Because they are wandering about and going to great lengths for treasure, they would be in the later parts of the challenge.
 - If a Gym Leader: The challenger must play the role of the "Thief," as they go through a museum-themed Gym with the Trainers acting as

“Cops”. As the challenger goes through the building, more and more cops would show up, leading to some fights becoming Double Battles.

- If an Elite Four member: Their room is themed after ruins; with two statues emitting a blue flame.
 - They would focus on Pokemon that are considered “ancient,” so primarily Rock, Ghost, and/or Psychic-types. Based on the Rooster, their ace would be a Flying-type Pokemon. (Most likely Staraptor). They would possibly have an aggressive team or a more Speed-based team.
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- Dog
 - Always wanting to give everybody a sense of accomplishment, they would be sure to be as supportive as possible. Their intentions are pure, and would love to make new friends every single day.
 - Unfortunately, while having good intentions, some people may be put off by their supportive interactions, as some may see them holding their hand all the way through or babying them.
 - Because they want to support everybody and be around people, they would be in the very early parts of the challenge.

- If a Gym Leader: The challenge would be a scavenger hunt that they task the challenger to find, as the Trainers and wild Pokemon are around the areas where they have to find the items. After getting them all, they are able to challenge them for the Gym Badge.
 - If an Elite Four member: Their room is a sense of comfort; as their room even has a table on the side with chairs so they can have snacks and have some drinks of juice, water, or tea.
 - Their team would consist of mainly Normal-type Pokemon, or Pokemon whose entries state that they are very supportive towards other people and Pokemon. Their strategy would consist of accuracy, in reference to dogs having a heightened sense of smell.
- Pig
- Having a very determined personality, once they set their sights on something, they see it to the very end, and so would always make sure to know how to plan everything out. They are also very calm when planning things out, as to secure victory in battle.
 - Unfortunately, they are always surprised whenever something goes not exactly as they planned it out to be, and become easily flustered, potentially costing them a victory.

- Because of their thought out plans but lack of confidence once something goes awry, they would be placed within the early to middle parts of the challenge.
- If a Gym Leader: The challenger goes through a dark room and try not to lose sight of a small source of light, revealing to be either the Gym Leader holding a candle or a Litwick. Should they go in the wrong direction, they would be caught in a Trainer battle. Once they make it to the end, they reveal themselves to be the ones who led them to their destination, and commence battle.
- If an Elite Four member: Their room is themed around calculation; with everything being filled with boards, chalk, papers scattered about, and even a few holograms and simulations showcasing every probable outcome.
- To make sure that all things go according to plan, their team would primarily focus on Stat Changes, either increasing their own stats or reducing their opponent's. They would also have Pokemon that would put the Trainer in a tough spot, having Pokemon with Abilities like Intimidate, Pressure, and even activating various terrain effects. Type-wise, they would potentially have Pokemon that have dual typings, but would mainly consist of those that can have some kind of

advantage when certain conditions are met. (Having a Pokemon hold a Toxic Orb with the Ability “Guts,” for example.)

- Jade Emperor

- The Champion of the region, they do their best to protect its region. Similar to Unova’s Champion in the first Black and White games, they’re more humble and don’t really like to flaunt their status.
- Despite their modest nature, they are still a very powerful Trainer, and will make sure to give it their all. May possibly assist the player in defeating the evil organization of the region.
- Their team would consist of Pokemon that either fit Chinese folklore or mythology, or Pokemon that represent the Chinese Zodiac. They would have the best moves as possible with Abilities and items that would go along with their setup.
- They take their loss with stride, and gladly welcomes the player into becoming the Champion as they have time to rest.