

CURRENT STATE OF THE DOC: WORK IN PROGRESS

Words/phrases that are blocked like this → [REDACTED] are very important plot points. Spoilers, if you will. If you want to view them, just select the blocked text (and remove the highlights)

Sir Topham Hatt (STH) - Honchkrow

The guildmaster.



Thomas - Shinx

The protagonist! He has a knack in tinkering with random scraps and parts to create simple mechanics (which Gordon pretends to not be impressed with). Always gets into stupid silly situations and drags his best friend Percy in it. He loves teasing and making fun of Team Big Steamies - STH's guild members that have the most workload and exploration missions given to them - because of their snobbish and proud attitudes. He especially loves roaring right in front of Gordon's face while he was sleeping.

Even though he is extremely cheeky and sometimes downright nosy, he deeply respects Edward, his mentor and father figure. One of the reasons besides being a kind hard-working member is that Edward was the first one to find him in a forest after a landslide and convinced

STH to let Thomas join the guild. Edward also gave him motivation that even though he can't do heavy work or explore complicated dungeons, there must be something else he is passionate about that can make him useful to the guild.

As soon as the notices in the bulletin boards about Time Gears being stolen start to show up more frequently, he's suddenly pulled into trouble involving looking for whoever is stealing them against his will. Even though his main goal is to create much faster transportation method that could best carts and wagons by taking advantage of technology, and despite not being part of the International Guild, he's helping Lady look for Time Gears and prevent (possibly) the entire Island of Sodor to be frozen in time.



Edward - Samurott

The oldest member of STH's guild. Thomas' wise and kind mentor. The Shinx considers him a father which Edward didn't mind at all.

During his younger days where he was a very ambitious explorer, he's incredibly skilled in battling. A lot of pokemon that has known him for a long time are still intimidated by his Aqua Jet and Razor Blade moves to this day and they know to never pick a fight with him. Those who are easily fooled by his sweet patient demeanor weren't so lucky. He, Henry, and Gordon used to be a trio, but age is catching up to Edward and he's starting to go exploring less and less. Nowadays he prefers to be civil and talk in order to solve conflicts.



Henry - Serperior + Key Stone

Part of Team Big Steamies. Doesn't like drawing attention to himself. Kind, witty, and can be a bit of a worrier, but always does his best in any mission. Whenever someone's annoying him, he uses Leer on them that always makes them feel weaker. Not in the best health, he sometimes complains about dirty or heavy workload, which STH understands (despite being offered easier work by him Henry still wants to be part of Team Big Steamies). Doesn't like stuff that smells because it gives him a headache.

Gordon's good friend. Holds the Mega Stone to Gordon's Galladite that activates his Mega Evolution (Mega Stones work with any Evolution Stones but it requires a strong bond with the

holder of said stone, you get what I'm trying to say?) and is prideful about it. He's also close friends with Edward. Even though the three of them weren't actively exploring together like they used to years ago because Edward's not very active anymore, they're all still close with each other.

Is not a big fan of the rain which earned him teasing from other guild members ("Grass type being weak to water? Now that's new!"), but started to not mind it after Thomas encouraged him to leave his room. Unfortunately got into an accident over at the icelands after he was separated from the rest of his team and his route was sabotaged, causing him to be heavily injured and afraid of snowstorms.




Gordon - Shiny Gallade + Galladite

Leader of Team Big Steamies, three of the guild's most important Super Rank explorers (at least that's what they are) that explore more complicated dungeons, go on more risky missions (especially those involving the lives of other pokemon and the arrest of outlaws), and look for

more high-value treasures. They're also incredibly skilled at battling and their powers are tremendous when they engage in a triple battle with their enemies. Think of them as a clique of popular high school girls except way WAYYY more competent and likeable.

Gordon holds himself in high regards and can be very boastful. Hates admitting that he is wrong when he is proven so, that someone else is better than him, and being compared to his brother.



Despite the rough and tough exterior, he has a caring heart underneath. He works diligently. He also has a bad habit of assuming that light playful jabs at him are serious insults, which always results in him hurling snarky remarks.

Gordon gets along well with Henry and thinks that great minds think alike (even though he never says it out loud). Good friends, perhaps. He even holds the Key Stone that complements his Galladite! Still doesn't change the fact that sometimes they throw light remarks at each other. He tolerates James and smirks at the fact that he admires and looks up to him, which is one of the many many sources of his ego boosts. He thinks Thomas and Percy are annoying with their antics but he would be lying to himself if he said that they never make him laugh. He likes to tease Edward about his age which always earns him an electric zap from Thomas. Despite this, however, they both are great friends and Edward always knows that Gordon never truly meant any of his words.



James - Delphox

Always concerned about his looks. Works hard but always refuses to do any dirty work. Loves looking for shiny treasures the best and always try to put some on his fur.

Strongly believes that there's a Mega Stone for him somewhere.



Percy - Axew

Thomas' best friend and exploring partner.





Toby - Tauros
Leader of Team Tram.



Henrietta - Sawsbuck
Part of Team Tram.



Diesel 10 - Cofagrigus

An outlaw who is on a mission to steal Time Gears and capture Lady to travel through time. He is... quite good at talking with people and telling them to do stuff for him just so he can achieve his personal goals. Basically, the motives for his actions is that he is still incredibly bitter of his banishment from STH's guild after being found out that he had tried to contact Giratina out of curiosity and wants to get his revenge on its members for it. Plans on trapping STH's guild and stopping the flow of time in the Island of Sodor forever as a form of revenge. Thinks that he knows a lot about Time Gears to the point that it made Lady shake her head.

Because every single one of his actions has the potential to skew the balance of time, [REDACTED] has been observing him for quite a while, much to his obliviousness.



Lady - Shiny Celebi

A goddess. She seems to know a lot about various legends and myths. Has a fun, playful personality and likes to look at the bright side of dire things. She has the ability to heal injured life forms or bring them back to life, which is why her favorite place is Henry's Forest. She also guards the Time Gear resting in the forest.

She prioritizes harmony and balance, always determined to get things back into how they were supposed to and doing things in the name of peace. She has a caring nature and is generally patient, but is not very fond of evil, conceited mortals who thinks they know a lot more than they actually do. She also easily gets excited at new things and technology that exists outside of Henry's Forest. She gets along well with Thomas (her patient nature that goes along with Thomas' constant excitement and impatience) and occasionally helps guild members.

Even though she is selfless and kind, she is also constantly concerned about her own safety. And to be honest, who doesn't? She's a very important pokemon, after all, being a goddess that has a great understanding of how time works beyond mortal comprehension.



Flying Scotsman - Gallade + Galladite

"Us remaining Gresleys have to stick together, because family's important!"

A Master Rank member of the International Guild, a group of the smartest explorers recruited from various lands that have secret missions of capturing Ultra Beasts and making sure the Time Gears are in the right places. Wanted to get along with his younger brother Gordon but sadly he doesn't like him because he always assumed Scott is trying to make him look stupid in front of everyone every time he teases him. Though they sometimes get along well like all siblings do.

Besides being a huge teaser, he is able to act civil and polite in front of others to get what he wants. [REDACTED]

[REDACTED], straining his relationship with Gordon (and Spencer in a way) even further.

Hiro - Shiny Greninja

A faller. Was A Hyper Rank Explorer from 100 years ago that got skedaddled to the present day because of an Ultra Wormhole. [REDACTED]

[REDACTED] His memories are all over the place.

Has a clear recollection of how the environment of his past was like, but forgets what his actual life was like (he only remembers that he is a guild member and that's it). [REDACTED]

[REDACTED] Seems to know about Time Gears way more than he should've have. But one thing for sure is that he's a cool wise hip grandpa to the younger explorers that is always up for learning new things!



Duck - Sirfetch'd

Leader of Team Great Western.



Donald & Douglas - Corvisquire

Part of Team Great Western.



Oliver - Shiny Espeon
Part of Team Great Western.



Skarloey - Bisharp

Leader of Team Arrow.



Rheneas - Bisharp
Part of Team Arrow.

st members of
Team
row



gallant and
a tough worker.
always up for
adventures and
goes on exciting
missions despite
his age.

can be
reckless



Sir Handel - Empoleon
Part of Team Arrow.



Peter Sam - Hawlucha
Part of Team Arrow.



Duke - Herdier

Part of Team Gauge.



Duncan - Heliolisk

Part of Team Gauge.



Rusty - Floatzel
Part of Team Gauge.



Diesel - Gengar

Leader of Team Diesel. Is currently looking for a Gengarite.

Knows who Diesel 10 is and gets wary whenever he talks about him. Nobody has a clear knowledge on whether he's friends or enemies with Duck.



Daisy - Tsareena + Key Stone
Part of Team Diesel.



Mavis - Ampharos + Ampharosite

Part of Team Diesel.



Spencer - Aggron + Aggronite

I'll think of something to put for him. He's going to be relevant once Flying Scotsman's story starts.

Giratina

Is not evil, contrary to popular belief. You could even say that it's a nice god! Even though it was still angry for being banished, it started to see immortality and the punishment it was given as a fun medium to think about various creative things on how to spend its time, like turning dead pokemon that still have unfinished business while they were alive into ghosts bound to the

Distortion World. Even though its actions can be unpredictable (in a funny way that gods and legends think is "funny"), it has a sense of justice and protects the balance of time, pulling whoever or whatever is trying to mess with it or play god into the Distortion World.

When the Time Gears were stolen, pokémon started blaming Giratina to be the one stealing them. The only reason is because the history books said "Giratina is evil. Giratina is bad and controls pokémon hell". Actually knows who Lady is and seems to be friends with her.

Considers Alfred, Timothy, and Godred its silly poor gooses. Whenever the Distortion World is empty, it becomes pretty lonely and wants a friend to talk to.



Alfred / 98462 - Shiny Hisuian Zoroark

This guy is out of his mind.



Timothy - Togekiss

Thomas' "older brother" that died from a landslide long before the events of the AU.



Godred - Chandelure

Giratina always laughs at his story.



<https://www.tumblr.com/doctor-yoshi-soul/688554765095927808/i-recently-came-across-the-woonderful-ttte-pmd-au>

DRAW RHIS