

Sam's Team:

Badges Earned: 4 (Mineral Badge, Fog Badge, Plain Badge, Hive Badge)

Approximate Team Strength: 4 Stars

Quilava (Fire Type, Female, Timid Nature +Spe/-Atk)

Abilities: Blaze

Held Item: Charcoal (held via bandana)

Moves: Tackle, Leer, Smokescreen, Ember, Flame Wheel, Curse, Will-O-Wisp, Incinerate, Detect, Quick Attack, Swift, Flame Charge

Primeape (Fighting Type, Male, Impish Nature +Def/-SpA)

Abilities: Anger Point, Vital Spirit

Moves: Scratch, Leer, Low Kick, Karate Chop, Fury Swipes, Assurance, Ice Punch, Fire Punch, Cross Chop, Curse, Brick Break

Haunter (Ghost / Poison Type, Male, Naive Nature +Spe/-SpD)

Abilities: Levitate

Moves: Hypnosis, Lick, Confuse Ray, Spite, Mean Look, Hex, Shadow Punch

Redi's Team:

Badges Earned: 3 (Mineral Badge, Plain Badge, Hive Badge)

Approximate Team Strength: 4 Stars

Ursaring (Normal Type, Male, Adamant Nature +Atk/-SpA)

Abilities: Guts (Developing)

Moves: Scratch, Fury Swipes, Fire Punch, Baby-Doll Eyes, Slash, Ice Punch, Focus Energy

Porygon (Normal Type, Genderless, Quirky Nature +-n/a)

Abilities: n/a

Moves: Tackle, Sharpen, Conversion, Psybeam, Thunder Shock, Charge Beam, Discharge