

POKEMON



Directed & Written by Nika Seyedhaghghi

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The following details how Richmond Green Model United Nations Conference VII will be handling equity concerns and reporting during the conference. All participants are expected to go over the guidelines on their own time before the conference. If any questions about the procedure arise, please contact us at email@rgssmun.com

1. All participants of the conference, whether staff members or delegates, are expected to be respectful towards each other. Harassment and discrimination will not be tolerated, including but not limited to: sex, age, race, origin, ethnicity, colour, religion, mental/physical disabilities, socio-economic status, gender identity, gender expression, or sexual orientation.
2. All attendees must refrain from any form of harassment and discrimination, such as:
 - a. Offensive speech, gestures, sounds, touching, etc.
 - b. Digital or written mediums used during the conference;
 - c. Physical violence or threats of violence toward an individual;
 - d. Indecent comments or actions pertaining to one's appearance.
3. All individuals will be held responsible for any physical property damage caused within the conference building.
4. The dress code for the conference is casual western business attire; it is highly recommended that everyone show up in the dress code.
5. Cultural appropriation is prohibited. This includes but is not limited to attire or accents.
6. RGSSMUN reserves the right to decide what constitutes bullying and/or improper behaviour towards any person or group.
7. Reported incidents will be investigated by the Secretariat General, and all disciplinary actions will be up to the Secretariat's discretion.
8. The use of Artificial Intelligence, such as but not limited to ChatGPT, Gemini, and Claude, will cause the removal of the delegate from all awards.

How To Report

If you witness any violations of the equity guidelines, report the incident by following this link:
[Form](#)

We will try to get back to you by email or send someone as soon as possible to resolve the issue.

Director's Letter

Helloooooo delegates!

Welcome to the most fun committee you will ever be in! My name is Nika Seyedhaghighi, and I will be your director! I am so excited to bring the world of Pokémon, one of my favourite things ever, to MUN! This committee will focus on the Pokémon series XY and XYZ, following our trainers Ash, Serena, Clemont, and Bonnie throughout the Kalos Region. We will be discussing what happens *after* the incident with Team Flare and Zygarde and how it impacts not only the Kalos Region but also the rest of the Pokémon world. And guess what? You will all be participating in Pokémon battles against other trainers in this committee! I hope everyone has fun! If you have any questions, feel free to email me at nika.haghighi87@gmail.com!

Nika Seyedhaghighi
Director and Chair, Pokémon: (XY/XYZ)



Background Information

Three months have passed since Team Flare's attack on the Kalos region. Fights had broken out, and the entire team of gym leaders of Kalos was sent to wrap things up. Fires burned forests, buildings collapsed, a new species of Pokémon was discovered, and mega evolution energy went crazy. Although the city has been fixed for the most part, Team Flare's impact, Zygard's discovery, and Mega Evolution still remain. News about the situation has reached other regions like Kanto, Johto, Hoenn, Sinnoh, Unova, Alola, Galar, and Paldea. The Pokémon society has been changed... *forever*.

1. The Kalos Region

Kalos is a technologically advanced and culturally rich region inspired by real-world France. Its capital, Lumiose City, serves as a hub for innovation, research, and governance. Kalos is known for its emphasis on beauty, harmony, and the bond between humans and Pokémon—values that were ultimately manipulated by Team Flare.

During the events of *Pokémon XY and XYZ*, the Kalos crisis is primarily experienced through a group of travelling companions journeying across the region. Their travels expose them to multiple cities, ecosystems, and communities, providing a broad view of how Kalos functions socially, technologically, and environmentally.

Through this journey, several important elements of Kalos lore are highlighted:

- The strong integration of technology in daily life (e.g., Lumiose City's infrastructure and inventions)
- The importance of performing arts and public culture, which influence public opinion and morale
- The role of Gym Leaders is not only as battlers, but as protectors and innovators
- The presence of younger generations actively engaging with major regional events shows that crises affect all levels of society

A unique transformation observed in Kalos is the Bond Phenomenon, commonly referred to as *Ash-Greninja*. Unlike Mega Evolution, this transformation does not rely on external items or artificial energy sources.

Instead, it is triggered by:

- An extremely strong synchronization between a Trainer and their Pokémon
- A shared emotional and physical connection that allows them to function almost as a single entity

This phenomenon suggests that transformation and increased power can occur naturally through human-Pokémon bonds, rather than through Mega Evolution energy.

However, it also introduces instability:

- The connection can cause physical strain and feedback between Trainer and Pokémon
- Loss of balance in this synchronization can lead to loss of control or exhaustion

2. Mega Evolution: Origins and Significance

Mega Evolution is a unique transformation introduced in Kalos. Unlike standard evolution, it is:

- Temporary and occurs only during battle
- Bond-dependent, requiring a strong emotional connection between trainer and Pokémon
- Enabled through Mega Stones (held by Pokémon) and a Key Stone (held by the trainer)

While it is often seen as a symbol of trust and strength, the series also shows that Mega Evolution can cause pain or stress to Pokémon if the bond is not genuine

3. Team Flare and Lysandre

Team Flare presents itself as a stylish organization, but is secretly an extremist group led by Lysandre. His core belief is that:

The world's beauty is being destroyed by overpopulation and selfishness.

To “fix” this, he activates the Ultimate Weapon, intending to eliminate almost all life on Earth and preserve only a chosen few. This event is the direct cause of the current crisis being debated in committee.

4. The Ultimate Weapon

The Ultimate Weapon is an ancient device built 3,000 years ago during a devastating war. It:

- Uses the life energy of Pokémon as fuel
- Has the power to cause mass destruction or restoration

- Was reactivated by Team Flare, destabilizing natural energy across Kalos

Its use is closely tied to the disruption of Mega Evolution energy and ecological imbalance.

5. Zygarde: The Order Pokémon

Zygarde is a Legendary Pokémon introduced in *Pokémon XYZ* and plays a critical role in maintaining environmental balance.

Key characteristics:

- Exists as Cells and Cores, which gather to form different versions of Zygarde
- Has multiple forms:
 - 10% Forme (fast and scouting)
 - 50% Forme (standard balance enforcer)
 - Complete Forme (activated during major threats to the ecosystem)
- Acts as a guardian of nature, responding when ecosystems are disrupted

In the anime, Zygarde actively intervenes when human actions threaten global balance.

6. Role of Gym Leaders and Champions

In Kalos, Gym Leaders are not just trainers—they act as regional protectors and authority figures. During the Team Flare crisis:

- All Gym Leaders united to combat the threat
- The Champion, Diantha, played a central leadership role
- Their cooperation demonstrates a model of regional crisis response

History of the Conflict

A. Rise of Team Flare

Team Flare, led by Lysandre, emerged as an organization obsessed with creating a “beautiful world.” Beneath this idealistic language lay a dangerous ideology: that humanity and Pokémon should be drastically reduced to preserve resources.

B. The Ultimate Weapon & Mega Evolution

Team Flare harnessed the ancient Ultimate Weapon, powered by life energy, and manipulated Mega Evolution, a phenomenon that temporarily enhances Pokémon beyond their natural limits. This weapon destabilized Mega Evolution energy across Kalos.

C. The Kalos Crisis

The activation of the Ultimate Weapon caused:

- Massive environmental destruction (forest fires, terrain collapse)
- Displacement of Pokémon populations
- Uncontrolled surges of Mega Evolution energy
- Increased aggression in normally peaceful Pokémon

Gym Leaders across Kalos were forced to intervene collectively, an unprecedented event that highlighted the severity of the crisis.

D. Discovery of Zygarde

During the aftermath, Zygarde, a previously undocumented Legendary Pokémon, was identified. It appears to exist in multiple forms and acts as a regulator of ecosystem balance. However, exposure to unstable Mega Evolution energy may have disrupted its natural function.

Current State of Affairs

A. Kalos Reconstruction

While Lumiose City and the surrounding areas have been largely rebuilt, underlying instability persists:

- Abnormal ecological regeneration (forests growing at unnatural rates)
- Shifting waterways and landforms
- Increased Pokémon aggression and territorial behaviour

B. Global Attention

Other regions are now involved diplomatically and scientifically. Some are seeking to adopt Mega Evolution, while others are considering bans due to its risks.

C. The Zygarde Phenomenon

Reports indicate that Zygarde Cells and Cores are appearing across Kalos. Olympia's prophecy warns of a potential judgment upon humanity if balance is not restored.

Past International Actions

Although there is no formal "United Nations" in the Pokémon world, several cooperative efforts resemble international action:

- Interregional Champion Collaboration: Champions and Gym Leaders across regions have shared intelligence regarding Mega Evolution and Team Flare.
- Scientific Research Initiatives: Professor Sycamore (Kalos) and other regional professors have begun joint studies on Mega Evolution and ecosystem disruption.
- Emergency Response Coordination: Rangers and law enforcement across regions have increased monitoring of extremist groups.
- Preliminary Mega Evolution Guidelines: Some regions (e.g., Hoenn) have begun to implement informal regulations on Mega Stones and Key Stones.

However, no unified global policy exists; this committee represents the first major attempt at coordinated governance.

Key Terminology

Pokémon: Creatures with unique abilities that humans can train, battle with, and form bonds with.

Trainer: A person who partners with and commands Pokémon in battles and other activities.

Poké Ball: A device used to capture and carry Pokémon.

Mega Evolution: A temporary transformation that makes certain Pokémon much stronger during battle.

Mega Stone: A special stone that allows a specific Pokémon to Mega Evolve.

Key Stone: A stone worn by the Trainer that activates Mega Evolution with a Pokémon's Mega Stone.

Mega Energy: The powerful energy released during Mega Evolution; central to many current issues.

Legendary Pokémon: Extremely rare and powerful Pokémon often tied to nature or major forces (like life, death, or balance).

Zygarde: A Legendary Pokémon responsible for maintaining balance in the ecosystem.

Xerneas: A Legendary Pokémon associated with life and creation.

Yveltal: A Legendary Pokémon associated with destruction and death.

Team Flare: A villainous organization that attempted to use powerful energy and an ancient weapon to destroy and “reset” the world.

Ultimate Weapon: A massive ancient weapon powered by life energy, used by Team Flare, capable of large-scale destruction.

Ecosystem: The natural system of living things (Pokémon, plants, environment) interacting together.

Ecological Balance: When an ecosystem is stable and functioning normally.

Environmental Instability: When nature begins acting unpredictably (e.g., aggressive Pokémon, abnormal plant growth).

Bond (Trainer–Pokémon Bond): The emotional connection between a Trainer and their Pokémon, often linked to strength, especially in Mega Evolution.

Pokémon Battle: A structured fight between Trainers using their Pokémon

Topic A: The Misuse of Mega Evolution

In the aftermath of Team Flare's catastrophic use of Mega Evolution energy, most notably its role in activating the Ultimate Weapon, public trust in this phenomenon has been severely shaken. Once celebrated as a powerful bond between Trainer and Pokémon, Mega Evolution is now viewed by many as a volatile and potentially destructive force. Reports from across Kalos suggest that excessive or improperly harnessed Mega Energy may have contributed to environmental instability, including unusual weather patterns, disrupted ecosystems, and heightened aggression among certain Pokémon species.

Despite these concerns, proponents argue that Mega Evolution represents one of the greatest breakthroughs in modern Pokémon science. When used responsibly, it has been shown to significantly enhance a Pokémon's abilities in battle, improve defensive capabilities, and even deepen the emotional synchronization between Trainer and Pokémon. Elite trainers, including Gym Leaders and Champions, have long utilized Mega Evolution as a strategic tool, raising questions about whether its dangers stem from the phenomenon itself or from its misuse by individuals like Lysandre.

As the Kalos region recovers, governments, researchers, and trainers are divided. Some call for an immediate and total ban on all Mega Stones and Key Stones, fearing further disasters. Others advocate for strict international regulation, including licensing systems, usage monitoring, and enforcement agencies. Meanwhile, a growing minority believe Mega Evolution should remain accessible, arguing that restricting it could drive its use underground, leading to even greater risks.

At the heart of this debate lies a critical question: Is Mega Evolution inherently dangerous, or simply a powerful tool that reflects the intentions of those who wield it?

Guiding Questions

1. Should Mega Evolution be:
 - Fully banned?
 - Strictly regulated?
 - Openly encouraged under controlled conditions?
2. Can Mega Evolution be used safely without environmental consequences?
3. Who should control access to Mega Stones?
4. Is Mega Evolution inherently dangerous, or was it only misused by Team Flare?
5. Should access be limited to trained individuals (e.g., Gym Leaders, Champions)?
6. Could banning Mega Evolution lead to underground or illegal usage?
7. What are potential regulations and penalties to this new technology?

Topic B: Zygarde and Ecological Instability

In the wake of Team Flare's defeat, the Kalos region has begun to experience a series of alarming and unexplained environmental disturbances. Forests are regenerating at unnatural speeds, often overtaking nearby infrastructure. Rivers have shifted course without warning, flooding settlements and disrupting ecosystems. Reports have also emerged of typically docile Pokémon exhibiting sudden aggression, attacking both humans and other species without clear provocation. These irregularities have led scientists to believe that the natural balance of Kalos has been fundamentally disrupted.

At the center of this crisis is Zygarde, the Legendary Pokémon long believed to act as the guardian of ecological order. Unlike Xerneas and Yveltal, which represent life and destruction, respectively, Zygarde's role is to maintain balance between these forces. However, recent observations suggest that Zygarde is no longer behaving as expected. Sightings of its various forms, including scattered Core and Cell components, indicate that it may be in a destabilized or incomplete state. Some researchers theorize that the immense surge of Mega Evolution energy, combined with the activation of the Ultimate Weapon, has interfered with Zygarde's ability to regulate the ecosystem.

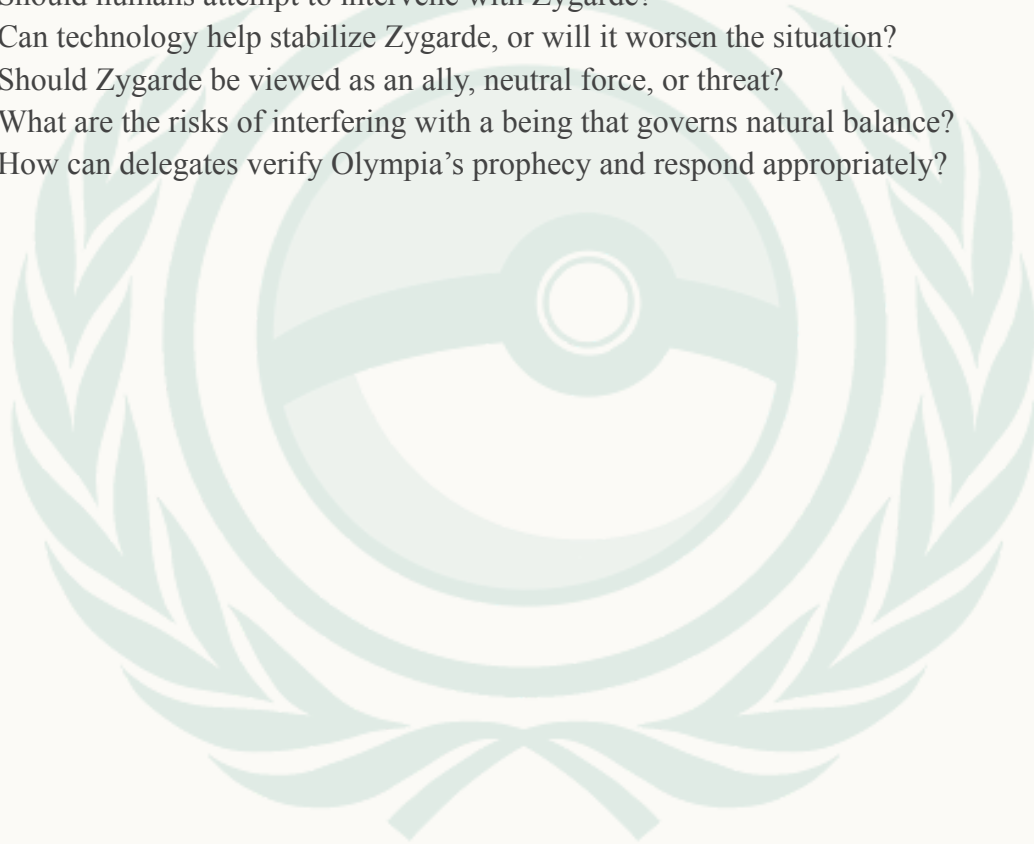
Adding to the urgency, Anistar City Gym Leader Olympia has issued a cryptic prophecy: *"When balance is broken by man's hand, the order awakens to judge all creation."* Interpretations of this warning vary widely. Some believe Zygarde is acting defensively, attempting to restore balance by correcting human interference. Others fear it may escalate into an indiscriminate force of destruction, targeting both humanity and Pokémon alike in its pursuit of equilibrium.

This raises a series of difficult and potentially dangerous questions. Should humans attempt to locate and stabilize Zygarde, or would intervention only worsen its condition? Can modern technology, perhaps even the same energy systems that caused the

disturbance, be repurposed to assist it? Or must humanity step back entirely, allowing nature to correct itself, regardless of the consequences?

Guiding Questions

1. Is Zygarde acting defensively... or preparing to attack?
2. Should humans attempt to intervene with Zygarde?
3. Can technology help stabilize Zygarde, or will it worsen the situation?
4. Should Zygarde be viewed as an ally, neutral force, or threat?
5. What are the risks of interfering with a being that governs natural balance?
6. How can delegates verify Olympia's prophecy and respond appropriately?



Topic C: The Ethics of Legendary Pokémon Control

In the aftermath of Team Flare's attempted genocide and the destabilization of Zygarde, the role of Legendary Pokémon in human society has become one of the most controversial issues facing the Kalos region. Once revered as distant, almost mythological beings, guardians of nature, embodiments of life and destruction, and enforcers of balance, Legendary Pokémon are now undeniably entangled in human affairs. Their immense power, once observed only in legend, has proven capable of reshaping entire ecosystems and threatening the survival of both humans and Pokémon alike.

Historically, interactions between humans and Legendary Pokémon have been rare and often guided by mutual respect or necessity. However, recent events have challenged this understanding. The involvement of Xerneas, Yveltal, and Zygarde in conflicts influenced or directly caused by human ambition has raised a critical question: are Legendary Pokémon truly independent forces of nature, or have they become tools, willingly or unwillingly, in human struggles for power?

Some argue that any attempt to capture, command, or even approach Legendary Pokémon is inherently unethical. These beings are not ordinary Pokémon; they represent fundamental aspects of the natural world. To control them, critics argue, is to interfere with the balance of life itself. From this perspective, strict international laws, or even a complete prohibition, should be established to prevent trainers and organizations from seeking out or utilizing Legendary Pokémon under any circumstances.

Others take a more pragmatic view. They argue that, given the undeniable impact Legendary Pokémon can have on the world, humanity cannot afford to remain passive. If threats like Zygarde's instability or the destructive potential of Yveltal arise again, trained individuals may need to cooperate with, or in extreme cases, command, Legendary Pokémon to prevent catastrophe. Proponents of this view often advocate for regulated interaction, suggesting that only highly trained and vetted individuals, such as Champions or specialized agencies, should be permitted to engage with these entities.

A further complication lies in the question of consent and agency. Unlike typical Pokémon, many Legendary Pokémon display signs of higher intelligence, autonomy, and purpose. Can a being like Zygarde or Xerneas truly be “owned” by a trainer? Or would such a relationship require an entirely new ethical framework based on partnership rather than control?

As debate intensifies, the Kalos region faces a difficult decision. Should Legendary Pokémon be left entirely alone, protected from human interference? Should controlled cooperation be permitted in the interest of global safety? Or does any form of interaction risk repeating the very mistakes that led to the current crisis?

At its core, this issue forces delegates to confront a fundamental dilemma: where should the line be drawn between respect for nature and the responsibility to protect it, even if that means attempting to control it?

Guiding Questions:

1. Should Legendary Pokémon be captured, partnered with, or left completely alone?
2. Do humans have the right to command beings like Zygarde, Xerneas, or Yveltal?
3. Should there be an international ban on using Legendary Pokémon in battle?
4. Could cooperation with Legendary Pokémon benefit society—or lead to disaster?
5. Who decides what qualifies as a “Legendary Pokémon”?
6. Should there be an organization responsible for monitoring Legendary activity?
7. Are trainers who possess Legendary Pokémon a threat to global stability?

Crisis Mechanic: Pokémon Battle

Rulebook

1. You may challenge other players over conflicts, arguments, and decision-making. Pokémon battles may also happen on Crisis commands.
 - Winners may win: 1st choice in something, decision making, winning of arguments, passing papers, etc.
2. Pokémon battles will be followed by a spinner that the Chair will spin. The spinner will have different numbers, indicating damage to your opponent on each move
3. Each trainer is given a Pokémon to start with, and also the starting HP of the Pokémon. Each Pokémon is also given a set of moves.
 - Moves don't have specific HP rates; it is luck-based (discussed below)
 - x1 skip turn: your Pokémon has paralyzed the opponent using this move, giving you another turn. This move can only be used once during each battle
 - Can mega evolve: if your Pokémon has been listed as able to mega evolve, only once in the entire committee may you use your mega evolution during a battle. Mega Evolution increases HP by 30. It can be used mid-battle.

Character Guide

The Main Team:

This group is a close-knit team of Trainers whose journey through Kalos is defined by growth, loyalty, and shared ambition. Together, they aim to grow stronger, both as Trainers and individuals, while supporting each other's goals. Over the course of Pokémon XYZ, they overcome numerous challenges, have conflicts with Team Rocket, continuously trying to steal their Pokémon, confront Team Flare's crisis, and help protect the Kalos region, ultimately emerging more confident, capable, and united.



Ash Ketchum

Ash Ketchum is a determined and optimistic Pokémon Trainer from Pallet Town, known for his unwavering commitment to becoming a Pokémon Master. He values teamwork, perseverance, and strong bonds with both people and Pokémon, often approaching challenges with courage and a never-give-up attitude. Ash represents leadership through empathy and resilience

Pokemon: (Ash) Greninja (100 HP, can mega evolve once in committee +30 HP)

Pokemon Moves: Night Slash, Pound, Bubble, Quick Attack, Water Pulse, Water Shuriken, Double Team x1 (skip turn)



Serena

Serena is kind, supportive, and deeply focused on personal growth. Initially unsure of her path, she discovers her passion in Pokémon Showcases and works tirelessly to improve, eventually becoming one of the top Performers in Kalos. By the end of XYZ, she gains confidence in herself and sets out to continue improving independently.

Pokemon: Braixen (65 HP)

Pokemon Moves: Scratch, Ember, Flame Charge, Flamethrower, Fire Blast, Tail Whip



Clemont

The future is now, thanks to science! Clemont is an intelligent and inventive Gym Leader who values science and innovation. Though sometimes insecure about his abilities, he grows into a more confident leader, fulfilling his responsibilities at the Lumiose Gym and proving his strength both as a Trainer and an inventor. He is always inventing things, whether they are total successes or total blowups (literally).

Pokemon: Luxray (85 HP)

Pokemon Moves: Tackle, Charge, Spark, Bite, Thunder Fang, Discharge, Wild Charge



Bonnie

Bonnie, though the youngest, brings emotional intelligence and optimism to the group. She supports her brother Clemont and looks up to Ash as a role model. Her compassion and honesty often strengthen the team's bond, and she shows surprising maturity in difficult situations.

Pokemon: Dedenne (40 HP)

Pokemon Moves: Tackle, Tail Whip, Thunder Shock, Charge, Nuzzle

Team Rocket

Team Rocket is a persistent and theatrical trio working under Giovanni, driven by their mission to capture rare Pokémon, especially Ash's Pikachu, and gain recognition within their organization. Throughout Pokémon XYZ, Team Rocket repeatedly attempts to capture Pikachu and interfere with Ash and his friends, showcasing creativity and resilience despite their failures. Notably, during the Team Flare crisis, they temporarily set aside their usual motives to help stop a larger threat, showing that, beneath their villainous roles, they are capable of cooperation when it truly matters.



Jessie

Jessie is a bold and ambitious member of Team Rocket, driven by a desire for success, recognition, and personal pride. She is fiercely determined and unafraid to take risks, often advocating for strategic thinking and assertiveness in achieving goals, though they are often failures. She is also a Pokémon performer undercover, and has competed against Serena and Aria.

Pokemon: Gourgeist (65 HP)

Pokemon Moves: Phantom Force, Confuse Ray x1 (skip turn), Leech Seed x1 (skip turn), Shadow Ball, Seed Bomb



James

James is a compassionate yet conflicted member of Team Rocket, balancing loyalty to his team with a kind-hearted nature. He values empathy and cooperation, often showing that understanding others can be just as important as winning. He is more gentle and empathetic, often showing compassion toward Pokémon and others. While loyal to Team Rocket, he sometimes questions their actions, revealing a softer and more conflicted side beneath his role.

Pokemon: Inkay (65 HP)

Pokemon Moves: Tackle, Peck, Foul Play, Psybeam x1 (skip turn), Slash, Psywave



Meowth

Meowth is a clever and resourceful Pokémon who serves as the strategist and communicator of Team Rocket. With his ability to speak human language, he emphasizes negotiation, adaptability, and quick thinking, making him an effective voice in complex discussions. Similar to Clemont, he is also an inventor and creates for his team.

Pokemon: He IS the pokemon (90 HP)

Pokemon Moves: Scratch, Bite, Fury Swipes, Slash

Team Flare:

Team Flare is an extremist organization led by Lysandre, driven by a distorted vision of creating a “beautiful” and sustainable world. They believe that humanity has become too selfish and wasteful, and that drastic action is necessary to preserve resources and restore order—even if it means destroying most of the population.

Lysandre, as their leader, is charismatic yet deeply radical, willing to use the ultimate weapon to reset the world. His followers, including scientists like Xerosic and admins like Celosia and Bryony, are loyal and disciplined, carrying out missions with precision and a strong belief in their cause.

*Alain is affiliated with Team Flare

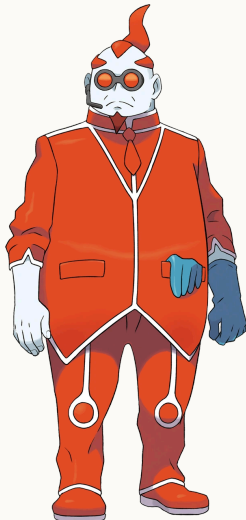


Lysandre

Lysandre is the charismatic and visionary leader of Team Flare, driven by a belief in creating a “beautiful” world through drastic measures. He values order, efficiency, and long-term sustainability, though his methods are extreme, making him a polarizing advocate for radical reform.

Pokemon: Gyarados (100 HP, can mega evolve once in committee +30 HP)

Pokemon Moves: Bite, Dragon Rage, Ice Fang, Aqua Tail, Rain Dance, Hydro Pump, Hyper Beam

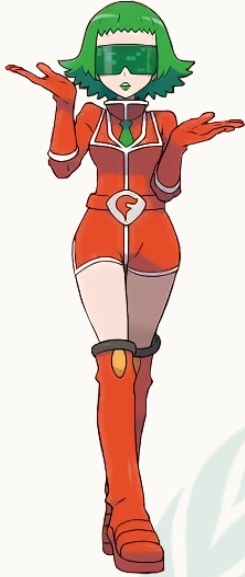


Xerosic

Xerosic is Team Flare’s lead scientist, focused on technological advancement and experimentation. He prioritizes innovation and intellect, often approaching problems with logic and scientific reasoning, though sometimes at the expense of ethical considerations.

Pokemon: Malamar (90 HP)

Pokemon Moves: Tackle, Peck, Foul Play, Psybeam x1 (skip turn), Psywave, Night Slash, Hypnosis x1 (skip turn)



Bryony

Bryony is a loyal and composed Team Flare admin who carries out missions with precision and confidence. She values discipline and efficiency, supporting structured plans and decisive action to achieve organizational goals.

Pokemon: Bisharp (75 HP)

Pokemon Moves: Iron Head, Scratch, Metal Burst, Fury Cutter, Night Slash, Sword Dance x1 (skip turn), Metal Claw



Celosia

Celosia is a sharp and assertive Team Flare admin known for her strong will and tactical mindset. She emphasizes strength, loyalty, and results, often advocating for bold strategies and unwavering commitment to objectives.

Pokemon: Manectric (80 HP)

Pokemon Moves: Electric Terrain, Tackle, Spark, Thunder Wave, Discharge, Wild Charge

Professors



Professor Sycamore

Professor Sycamore is a renowned Pokémon Professor specializing in Mega Evolution, known for his curiosity and passion for discovery. He values scientific research, mentorship, and collaboration, often encouraging others to explore new ideas and deepen their understanding of the world.

Pokemon: Garchomp (95 HP, can mega evolve once in committee +30 HP)

Pokemon Moves: Fire Fang, Tackle, Sand Attack, Dragon Rage, Crunch, Dragon Rush, Slash



Professor Oak

Professor Oak is a respected authority in Pokémon research and one of the leading experts in the field. He emphasizes knowledge, responsibility, and the bond between humans and Pokémon, advocating for ethical research and the sharing of knowledge to benefit society as a whole.

Pokemon: Rotom (65 HP)

Pokemon Moves: Discharge, Trick, Thunder Wave, Confuse Ray x1 (skip turn), Double Team x1 (skip turn), Electro Ball

The Friends Along the Way



Sanpei

Sanpei is a disciplined and focused ninja Trainer who values honour, precision, and self-mastery. He approaches challenges with patience and strategy, advocating for careful planning and continuous personal improvement.

Pokemon: Greninja (95 HP)

Pokemon Moves: Night Slash, Pound, Bubble, Quick Attack, Water Pulse, Water Shuriken, Double Team x1 (skip turn)



Trevor

Trevor is an analytical and detail-oriented Trainer with a strong interest in research and documentation. He values knowledge, accuracy, and evidence-based decision-making, often supporting thoughtful and well-informed solutions.

Pokemon: Charizard (95 HP, can mega evolve once in committee +30 HP)

Pokemon Moves: Heat Wave, Shadow Claw, Flame Burst, Flamethrower, Dragon Rage, Air Slash, Ember, Fire Fang



Shauna

Shauna is a cheerful and empathetic Trainer who prioritizes friendship, inclusivity, and emotional well-being. She promotes cooperation and positive morale, believing strong relationships are key to success. She is also a Pokémon performer, a rival to Serena

Pokemon: Ivysaur (80 HP)

Pokemon Moves: Tackle, Leech Seed x1 (skip turn), Vine Whip, Poison Powder x1 (skip turn), Razor Leaf, Solar Beam, Growl



Tierno

Tierno is an energetic and creative Trainer who expresses himself through dance and movement. He values individuality, cultural expression, and confidence, often encouraging others to embrace their unique strengths.

Pokemon: Wartortle (85 HP)

Pokemon Moves: Tackle, Tail Whip, Water Gun, Bite, Aqua Jet, Bubble Beam



Sawyer

Sawyer is a methodical and growth-driven Trainer who learns through observation and adaptation. He values strategy, continuous improvement, and learning from others, making him a strong advocate for development through experience.

Pokemon: Sceptile (100 HP, can mega evolve once in committee +30 HP)

Pokemon Moves: Tackle, X-Scissor, Quick Attack, Double Team x1 (skip turn), Dragon Breath, Leaf Storm, Slash, Leech Seed x1 (skip turn)



Alain

Alain is a serious and determined Trainer driven by strength and purpose. He values discipline, power, and results, often focusing on achieving objectives efficiently while grappling with the responsibilities that come with strength.

Pokemon: Charizard (100 HP, can mega evolve once in committee +30 HP)

Pokemon Moves: Heat Wave, Shadow Claw, Flame Burst, Flamethrower, Dragon Rage, Air Slash, Ember, Fire Fang

Gym Leaders:

*Clemont is also Lumious City's gym leader



Olympia

Olympia is a calm and insightful Gym Leader with psychic abilities, guided by foresight and balance. She values clarity, patience, and long-term vision, often advocating for thoughtful decision-making and awareness of future consequences.

Pokemon: Meowstic (90 HP)

Pokemon Moves: Tackle, Psychic x1 (skip turn), Psybeam, Psyshock, Swift, Light Screen x1 (skip turn)



Korrina

Korrina is an energetic and passionate Gym Leader who specializes in Mega Evolution. She values trust, strong bonds, and perseverance, encouraging others to grow through determination and connection.

Pokemon: Lucario (100 HP, can mega evolve once in committee +30 HP)

Pokemon Moves: Brick Break, Power-Up Punch, Quick Attack, Metal Claw, Aura Sphere, Swords Dance x1 (skip turn)



Wulfric

Wulfric is a warm and resilient Gym Leader who emphasizes inner strength and endurance. He values emotional resilience, honesty, and facing challenges head-on, often promoting steady and grounded leadership.

Pokemon: Avalugg (95 HP)

Pokemon Moves: Tackle, Heavy Slam, Ice Fang, Blizzard, Icy Wind, Ice Beam, Frost Breath



Ramos

Ramos is a wise and easygoing Gym Leader with a deep connection to nature. He values patience, growth, and sustainability, often encouraging others to take a balanced and long-term approach to problem-solving.

Pokemon: Gogoat (80 HP)

Pokemon Moves: Tackle, Vine Whip, Leech Seed x1 (skip turn), Energy Ball, Solar Beam, Leaf Blade, Razor Leaf

Important Figures



Diantha

Diantha is the elegant and composed Champion of Kalos, known for her grace and strong sense of responsibility. She values leadership, balance, and using one's influence to protect and inspire others.

Pokemon: Gardevoir (100 HP, can mega evolve once in committee +30 HP)

Pokemon Moves: Psybeam, Moon Blast, Psychic x1 (skip turn), Shadow Ball, Growl, Double Team x1 (skip turn), Energy Ball



Meyer (Blazekin Mask)

Meyer is a dedicated father and heroic figure who secretly protects others as the Blazekin Mask. He values courage, responsibility, and self-sacrifice, often putting the safety of others above himself.

Pokemon: Blaziken (90 HP, can mega evolve once in committee +30 HP)

Pokemon Moves: Peck, Ember, Quick Attack, Slash, Aerial Ace, Flamethrower, Blaze Kick, Brave Bird



Alexa

Alexa is a curious and driven journalist who seeks to uncover and share the truth. She values communication, transparency, and informed perspectives, making her a strong advocate for accountability.

Pokemon: Helioptile (60 HP)

Pokemon Moves: Thunder Shock, Thunder Wave, Swift, Quick Attack, Thunderbolt, Wild Charge



Aria

Aria is a renowned Pokémon Performer who represents excellence, confidence, and mentorship. She values dedication and artistry, encouraging others to strive for their best while supporting their growth.

Pokemon: Delphox (80 HP)

Pokemon Moves: Tackle, Tail Whip, Willow Wisp, Fire Blast, Ember, Fire Spin, Psychic x1 (skip turn), Flamethrower



Officer Joy

Officer Jenny is a dependable law enforcement officer committed to maintaining peace and order. She values justice, responsibility, and community safety, often advocating for fair and effective systems.

Pokemon: Manetric (70 HP)

Pokemon Moves: Electric Terrain, Tackle, Spark, Thunder Wave, Discharge, Wild Charge



Nurse Joy

Nurse Joy is a compassionate healthcare provider devoted to healing Pokémon and supporting Trainers. She values care, empathy, and well-being, emphasizing the importance of health and support systems.

Pokemon: Wigglytuff (65 HP)

Pokemon Moves: Sing x1 (skip turn), Tackle, Rollout, Hyper Voice, Body Slam, Moonblast, Take Down



Monsieur Pierre

Monsieur Pierre is a flamboyant and passionate talent scout for Pokémon Performers, known for his keen eye for potential. He values creativity, confidence, and self-expression, often encouraging others to embrace their uniqueness and shine on their own stage.

Pokemon: Klefki (50 HP)

Pokemon Moves: Tackle, Fairy Wind, Draining Kiss x1 (skip turn), Flash Cannon, Metal Sound, Play Rough