

**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

**Mankey** (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

**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: 3 Stars

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

**Abilities:** Pickup

**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