# **First Generation Pokémon Documentation**

This document provides detailed information on 20 Pokémon from the first generation of the Pokémon series, introduced in Pokémon Red, Blue, and Green. Each entry includes the Pokémon's name, Pokédex number, type, abilities, base stats, evolution details, and a description of its characteristics and lore.

## **1. Bulbasaur**

* **Pokédex Number**: #001
* **Type**: Grass/Poison
* **Abilities**: Overgrow, Chlorophyll (Hidden)
* **Base Stats**:
  + HP: 45
  + Attack: 49
  + Defense: 49
  + Special Attack: 65
  + Special Defense: 65
  + Speed: 45
  + Total: 318
* **Evolution**: Bulbasaur → Ivysaur (Level 16) → Venusaur (Level 32)
* **Description**: Bulbasaur is a small, quadrupedal Pokémon with a large bulb on its back, which grows as it evolves. Known as the Seed Pokémon, it uses the bulb to store energy and unleash Grass-type attacks like Vine Whip. Bulbasaur is often chosen as a starter Pokémon due to its balanced stats and versatility in early battles. Its symbiotic relationship with the bulb strengthens as it evolves, making it a loyal and nurturing companion.

## **2. Charmander**

* **Pokédex Number**: #004
* **Type**: Fire
* **Abilities**: Blaze, Solar Power (Hidden)
* **Base Stats**:
  + HP: 39
  + Attack: 52
  + Defense: 43
  + Special Attack: 60
  + Special Defense: 50
  + Speed: 65
  + Total: 309
* **Evolution**: Charmander → Charmeleon (Level 16) → Charizard (Level 36)
* **Description**: Charmander, the Lizard Pokémon, has a flame on its tail that burns brighter when healthy and weakens when it’s not. This Fire-type starter is known for its fiery spirit and determination, making it a favorite among trainers who favor offense. Its small size belies its potential, as it evolves into the powerful Charizard, capable of soaring through the skies and unleashing devastating Fire-type moves like Flamethrower.

## **3. Squirtle**

* **Pokédex Number**: #007
* **Type**: Water
* **Abilities**: Torrent, Rain Dish (Hidden)
* **Base Stats**:
  + HP: 44
  + Attack: 48
  + Defense: 65
  + Special Attack: 50
  + Special Defense: 64
  + Speed: 43
  + Total: 314
* **Evolution**: Squirtle → Wartortle (Level 16) → Blastoise (Level 36)
* **Description**: Squirtle, the Tiny Turtle Pokémon, is a Water-type starter with a hard shell that provides excellent defense. It can retract into its shell for protection or shoot powerful water jets from its mouth, such as Water Gun. Squirtle’s playful and resilient nature makes it a reliable choice for trainers. As it evolves into Blastoise, it gains massive cannons on its shell, capable of firing high-pressure water blasts.

## **4. Pikachu**

* **Pokédex Number**: #025
* **Type**: Electric
* **Abilities**: Static, Lightning Rod (Hidden)
* **Base Stats**:
  + HP: 35
  + Attack: 55
  + Defense: 40
  + Special Attack: 50
  + Special Defense: 50
  + Speed: 90
  + Total: 320
* **Evolution**: Pichu (Friendship) → Pikachu → Raichu (Thunder Stone)
* **Description**: Pikachu, the Mouse Pokémon, is an Electric-type icon known for its yellow fur and red cheeks that store electricity. Its signature move, Thunderbolt, can deliver powerful shocks to opponents. Pikachu’s speed and agility make it a formidable battler, while its cute appearance has made it a global mascot for the Pokémon franchise. Trainers often choose to keep Pikachu unevolved due to its charm and versatility.

## **5. Jigglypuff**

* **Pokédex Number**: #039
* **Type**: Normal/Fairy
* **Abilities**: Cute Charm, Competitive, Friend Guard (Hidden)
* **Base Stats**:
  + HP: 115
  + Attack: 45
  + Defense: 20
  + Special Attack: 45
  + Special Defense: 25
  + Speed: 20
  + Total: 270
* **Evolution**: Igglybuff (Friendship) → Jigglypuff → Wigglytuff (Moon Stone)
* **Description**: Jigglypuff, the Balloon Pokémon, is known for its round, pink body and large, expressive eyes. It uses its Sing move to lull opponents to sleep with its soothing voice, often drawing on their faces with a marker if they fall asleep. Despite its low offensive stats, Jigglypuff’s high HP and support moves make it a tricky opponent in battle. Its Fairy typing adds a magical charm to its abilities.

## **6. Meowth**

* **Pokédex Number**: #052
* **Type**: Normal
* **Abilities**: Pickup, Technician, Unnerve (Hidden)
* **Base Stats**:
  + HP: 40
  + Attack: 45
  + Defense: 35
  + Special Attack: 40
  + Special Defense: 40
  + Speed: 90
  + Total: 290
* **Evolution**: Meowth → Persian (Level 28)
* **Description**: Meowth, the Scratch Cat Pokémon, is a Normal-type known for its love of shiny objects, especially coins. Its Pay Day move scatters coins during battle, reflecting its greedy nature. Meowth’s speed and Technician ability make it adept at using weaker moves effectively. In the Pokémon anime, a talking Meowth is a prominent member of Team Rocket, showcasing its cunning personality.

## **7. Psyduck**

* **Pokédex Number**: #054
* **Type**: Water
* **Abilities**: Damp, Cloud Nine, Swift Swim (Hidden)
* **Base Stats**:
  + HP: 50
  + Attack: 52
  + Defense: 48
  + Special Attack: 65
  + Special Defense: 50
  + Speed: 55
  + Total: 320
* **Evolution**: Psyduck → Golduck (Level 33)
* **Description**: Psyduck, the Duck Pokémon, is a Water-type known for its constant headaches, which trigger powerful psychic abilities when intensified. Its Confusion move can catch opponents off guard, despite its often confused demeanor. Psyduck’s quirky personality and unexpected strength make it a fan favorite. As Golduck, it becomes a sleek and powerful swimmer with enhanced psychic prowess.

## **8. Machop**

* **Pokédex Number**: #066
* **Type**: Fighting
* **Abilities**: Guts, No Guard, Steadfast (Hidden)
* **Base Stats**:
  + HP: 70
  + Attack: 80
  + Defense: 50
  + Special Attack: 35
  + Special Defense: 35
  + Speed: 35
  + Total: 305
* **Evolution**: Machop → Machoke (Level 28) → Machamp (Trade)
* **Description**: Machop, the Superpower Pokémon, is a Fighting-type with impressive physical strength, capable of lifting heavy objects despite its small size. Its Karate Chop and Low Kick moves showcase its martial arts skills. Machop trains tirelessly to build its muscles, making it a symbol of determination. Its evolution into Machamp grants it four arms, amplifying its combat prowess.

## **9. Geodude**

* **Pokédex Number**: #074
* **Type**: Rock/Ground
* **Abilities**: Rock Head, Sturdy, Sand Veil (Hidden)
* **Base Stats**:
  + HP: 40
  + Attack: 80
  + Defense: 100
  + Special Attack: 30
  + Special Defense: 30
  + Speed: 20
  + Total: 300
* **Evolution**: Geodude → Graveler (Level 25) → Golem (Trade)
* **Description**: Geodude, the Rock Pokémon, resembles a boulder with muscular arms. This Rock/Ground-type is often found in caves and mountains, using moves like Rock Throw to defend itself. Its high Defense and Sturdy ability make it resistant to physical attacks. Geodude’s rugged appearance and durability reflect its connection to the earth, evolving into the massive Golem.

## **10. Gastly**

* **Pokédex Number**: #092
* **Type**: Ghost/Poison
* **Abilities**: Levitate
* **Base Stats**:
  + HP: 30
  + Attack: 35
  + Defense: 30
  + Special Attack: 100
  + Special Defense: 35
  + Speed: 80
  + Total: 310
* **Evolution**: Gastly → Haunter (Level 25) → Gengar (Trade)
* **Description**: Gastly, the Gas Pokémon, is a Ghost/Poison-type composed of toxic gases that can induce fainting in those who inhale it. Its Hypnosis and Dream Eater moves make it a tricky opponent. Gastly’s ability to float and pass through walls adds to its eerie presence. As it evolves into Gengar, it becomes a mischievous and powerful specter feared by trainers.

## **11. Onix**

* **Pokédex Number**: #095
* **Type**: Rock/Ground
* **Abilities**: Rock Head, Sturdy, Weak Armor (Hidden)
* **Base Stats**:
  + HP: 35
  + Attack: 45
  + Defense: 160
  + Special Attack: 30
  + Special Defense: 45
  + Speed: 70
  + Total: 385
* **Evolution**: Onix → Steelix (Trade with Metal Coat)
* **Description**: Onix, the Rock Snake Pokémon, is a massive Rock/Ground-type composed of boulders linked together. It burrows through the ground at high speeds, using moves like Rock Slide to crush opponents. Onix’s exceptional Defense makes it a formidable tank in battle. Its evolution into Steelix, a Steel/Ground-type, enhances its durability with a metallic body.

## **12. Drowzee**

* **Pokédex Number**: #096
* **Type**: Psychic
* **Abilities**: Insomnia, Forewarn, Inner Focus (Hidden)
* **Base Stats**:
  + HP: 60
  + Attack: 48
  + Defense: 45
  + Special Attack: 43
  + Special Defense: 90
  + Speed: 42
  + Total: 328
* **Evolution**: Drowzee → Hypno (Level 26)
* **Description**: Drowzee, the Hypnosis Pokémon, is a Psychic-type that feeds on dreams, preferring those of children. Its Hypnosis move puts opponents to sleep, allowing it to use Dream Eater. Drowzee’s eerie appearance and dream-based abilities make it unsettling yet effective in battle. As Hypno, it wields a pendulum to enhance its hypnotic powers, controlling foes with precision.

## **13. Voltorb**

* **Pokédex Number**: #100
* **Type**: Electric
* **Abilities**: Soundproof, Static, Aftermath (Hidden)
* **Base Stats**:
  + HP: 40
  + Attack: 30
  + Defense: 50
  + Special Attack: 55
  + Special Defense: 55
  + Speed: 100
  + Total: 330
* **Evolution**: Voltorb → Electrode (Level 30)
* **Description**: Voltorb, the Ball Pokémon, resembles a Poké Ball and is known for its explosive tendencies. This Electric-type can use Self-Destruct to deal massive damage, sacrificing itself in the process. Voltorb’s high Speed and Static ability make it a dangerous foe. Often found in power plants, it evolves into Electrode, which is even faster and more volatile.

## **14. Exeggute**

* **Pokédex Number**: #102
* **Type**: Grass/Psychic
* **Abilities**: Chlorophyll, Harvest (Hidden)
* **Base Stats**:
  + HP: 60
  + Attack: 40
  + Defense: 80
  + Special Attack: 60
  + Special Defense: 45
  + Speed: 40
  + Total: 325
* **Evolution**: Exeggute → Exeggutor (Leaf Stone)
* **Description**: Exeggute, the Egg Pokémon, is a Grass/Psychic-type consisting of six egg-like heads that communicate telepathically. It uses moves like Confusion and Leech Seed to outlast opponents. Exeggute’s unique design and abilities make it a versatile battler. When exposed to a Leaf Stone, it evolves into Exeggutor, a towering palm tree-like Pokémon with enhanced Psychic powers.

## **15. Cubone**

* **Pokédex Number**: #104
* **Type**: Ground
* **Abilities**: Rock Head, Lightning Rod, Battle Armor (Hidden)
* **Base Stats**:
  + HP: 50
  + Attack: 50
  + Defense: 95
  + Special Attack: 40
  + Special Defense: 50
  + Speed: 35
  + Total: 320
* **Evolution**: Cubone → Marowak (Level 28)
* **Description**: Cubone, the Lonely Pokémon, is a Ground-type known for wearing its mother’s skull as a helmet, which it never removes. It wields a bone club in battle, using moves like Bone Club. Cubone’s tragic backstory, mourning its deceased mother, resonates with trainers. As Marowak, it becomes a fierce warrior, mastering its bone-based attacks with precision.

## **16. Koffing**

* **Pokédex Number**: #109
* **Type**: Poison
* **Abilities**: Levitate, Neutralizing Gas, Stench (Hidden)
* **Base Stats**:
  + HP: 40
  + Attack: 65
  + Defense: 95
  + Special Attack: 60
  + Special Defense: 45
  + Speed: 35
  + Total: 340
* **Evolution**: Koffing → Weezing (Level 35)
* **Description**: Koffing, the Poison Gas Pokémon, is a Poison-type that emits toxic fumes from its spherical body. It uses moves like Sludge to poison foes, thriving in polluted areas. Koffing’s Levitate ability makes it immune to Ground-type attacks. As Weezing, it develops a second head, increasing its toxic output and making it a dangerous opponent in prolonged battles.

## **17. Rhyhorn**

* **Pokédex Number**: #111
* **Type**: Ground/Rock
* **Abilities**: Lightning Rod, Rock Head, Reckless (Hidden)
* **Base Stats**:
  + HP: 80
  + Attack: 85
  + Defense: 95
  + Special Attack: 30
  + Special Defense: 30
  + Speed: 25
  + Total: 345
* **Evolution**: Rhyhorn → Rhydon (Level 42)
* **Description**: Rhyhorn, the Spikes Pokémon, is a Ground/Rock-type with a tough, rhinoceros-like body. It charges at opponents with moves like Horn Attack, often oblivious to obstacles due to its low intelligence. Rhyhorn’s high Defense and Attack make it a physical powerhouse. As Rhydon, it gains even greater strength and the ability to drill through solid rock.

## **18. Horsea**

* **Pokédex Number**: #116
* **Type**: Water
* **Abilities**: Swift Swim, Sniper, Damp (Hidden)
* **Base Stats**:
  + HP: 30
  + Attack: 40
  + Defense: 70
  + Special Attack: 70
  + Special Defense: 25
  + Speed: 60
  + Total: 295
* **Evolution**: Horsea → Seadra (Level 32)
* **Description**: Horsea, the Dragon Pokémon, is a Water-type resembling a seahorse. It clings to coral reefs with its tail, using moves like Bubble Beam to fend off predators. Horsea’s Sniper ability enhances critical hits, making it a precise attacker. As Seadra, it becomes more robust and aggressive, with some evolving further into the Dragon-type Kingdra under specific conditions.

## **19. Scyther**

* **Pokédex Number**: #123
* **Type**: Bug/Flying
* **Abilities**: Swarm, Technician, Steadfast (Hidden)
* **Base Stats**:
  + HP: 70
  + Attack: 110
  + Defense: 80
  + Special Attack: 55
  + Special Defense: 80
  + Speed: 105
  + Total: 500
* **Evolution**: Scyther → Scizor (Trade with Metal Coat)
* **Description**: Scyther, the Mantis Pokémon, is a Bug/Flying-type with scythe-like arms that slice through foes with moves like Slash. Its incredible speed and Technician ability allow it to dominate in physical combat. Scyther’s predatory nature and sleek design make it a fearsome battler. Evolving into Scizor, a Bug/Steel-type, trades some speed for enhanced durability and power.

## **20. Magikarp**

* **Pokédex Number**: #129
* **Type**: Water
* **Abilities**: Swift Swim, Rattled (Hidden)
* **Base Stats**:
  + HP: 20
  + Attack: 10
  + Defense: 55
  + Special Attack: 15
  + Special Defense: 20
  + Speed: 80
  + Total: 200
* **Evolution**: Magikarp → Gyarados (Level 20)
* **Description**: Magikarp, the Fish Pokémon, is a Water-type notorious for its weakness, with only Splash as its primary move. Found in nearly every body of water, it’s often underestimated by trainers. However, Magikarp’s evolution into Gyarados, a powerful Water/Flying-type, transforms it into a fearsome serpent capable of causing massive damage with moves like Dragon Rage, showcasing the value of patience and growth.

## **21. Java**

* **Pokédex Number**: #??? (Legendary)
* **Type**: Unknown
* **Abilities**: Mirror Force (Signature), Eternal Bond (Hidden)
* **Base Stats**:
  + HP: 120
  + Attack: 0
  + Defense: 255
  + Special Attack: 0
  + Special Defense: 255
  + Speed: 100
  + Total: 730
* **Evolution**: Does not evolve
* **Capture Rate**: 0 (Cannot be captured - bonds by choice only)

**Description**: Java is an otherworldly legendary Pokémon shrouded in mystery and revered as the Reflection Pokémon. This magnificent canine appears as a large, wolf-like dog with a shimmering, translucent coat that seems to be woven from liquid starlight and shadow. Its fur constantly shifts between silver, blue, and ethereal white, rippling like disturbed water and reflecting the emotions of those nearby. Java has the classic build of a noble hound - lean but powerful, with long legs built for swift movement through the misty Pacific Northwest terrain. Its eyes glow with an ancient wisdom, shifting colors from deep amber to brilliant blue depending on its emotional state. Standing at just over four feet at the shoulder, Java moves with the graceful confidence of both a loyal companion and a mystical guardian.

This extraordinary Pokémon possesses no offensive capabilities whatsoever, unable to learn or perform any attacks. Instead, Java has mastered the ultimate defensive art - perfect reflection. When any move is used against it, Java's body acts as a flawless mirror, redirecting the attack back at its originator with exactly double the original power and perfect accuracy. This ability extends to all forms of attacks: physical, special, and even some status moves, making Java theoretically undefeatable through conventional battle tactics.

Java is found exclusively in the misty, rain-soaked forests and valleys surrounding Seattle, Washington, where it roams like a phantom guardian of the wilderness. This legendary canine appears only during heavy rainfall or when dense fog blankets the landscape, typically at dawn or dusk when it emerges from its den among the ancient cedar groves. Like a wild dog marking its territory, Java has claimed the entire Pacific Northwest region as its domain, though encounters are extraordinarily rare. Hikers occasionally report finding mysterious paw prints in the mud - prints that seem to shimmer and fade when observed too closely. Java displays typical canine behaviors: it's fiercely loyal to those it deems worthy, protective of its territory, and has been known to follow potential trainers at a distance for months, observing their actions with the patience of a hunting dog studying its prey.

Unlike any other Pokémon, Java cannot be captured through traditional means - Poké Balls simply pass through its ethereal form. Instead, this legendary hound chooses its pack leader through an ancient bonding ritual. Java observes potential trainers with the keen instincts of a wild dog, sometimes stalking them through the forests for months, testing their character through hidden trials. It watches how they treat other Pokémon, their patience during difficult situations, and their willingness to show mercy rather than dominance. Java seeks an alpha it can respect - someone who leads through wisdom rather than force. When it finally decides to reveal itself, Java approaches like a cautious stray dog, gradually building trust through small interactions. The bonding process involves Java touching noses with its chosen trainer, creating an unbreakable pack bond that transcends normal trainer-Pokémon relationships. Once bonded, Java displays intense loyalty, following its trainer everywhere and showing typical dog-like affection through gentle nudges, protective positioning, and an uncanny ability to sense their emotional needs.

The bond Java creates is permanent and mystical in nature, similar to the lifelong loyalty of a devoted dog. Once this legendary hound has chosen its human, the connection cannot be broken by any force in the world. Java will track its trainer across any distance using senses beyond normal canine abilities, always finding its way home like the most faithful of companions. This bond allows for communication through shared emotions, body language, and the subtle cues that exist between deeply connected partners. Java often displays endearing dog-like behaviors: it may rest its head on its trainer's lap during quiet moments, patrol the campsite at night to keep watch, or bring small gifts from the forest as tokens of affection. Trainers describe Java as having the personality of both a wise guardian and a playful companion - serious and protective when danger threatens, but gentle and affectionate during peaceful times.

In the rare instances when Java does engage in battle, it maintains the protective instincts of a loyal guard dog while serving as a living lesson about the futility of aggression. Java will position itself between its trainer and threats, hackles raised and eyes glowing with determination. When attacked, its reflection ability activates instinctively, like a dog's natural defensive reflexes. Opponents quickly learn that striking Java only results in facing their own power amplified, often leading to swift defeats. After battles, Java has been observed comforting defeated opponents with gentle nuzzles, showing the compassionate nature that lies beneath its incredible power. Many trainers who have battled alongside Java describe the experience as having the most loyal and powerful companion imaginable - one that teaches through example that true strength comes from protection and understanding rather than domination.