Here's a simple starter setup. First, create these three files:

<!-- index.html -->  
<!DOCTYPE html>  
<html lang="en">  
<head>  
 <meta charset="UTF-8">  
 <meta name="viewport" content="width=device-width, initial-scale=1.0">  
 <title>FireRed/LeafGreen Team Builder</title>  
 <link rel="stylesheet" href="style.css">  
</head>  
<body>  
 <header>  
 <h1>FireRed/LeafGreen Team Builder</h1>  
 </header>  
 <main id="pokemon-list">  
 <!-- Pokemon will be loaded here -->  
 </main>  
 <script src="script.js"></script>  
</body>  
</html>

/\* style.css \*/  
:root {  
 --habanero-orange: #FF6B35;  
 --moltres-black: #1A1A1A;  
 --moltres-purple: #4B0082;  
}  
  
body {  
 background-color: var(--moltres-black);  
 color: white;  
 font-family: Arial, sans-serif;  
 margin: 0;  
 padding: 20px;  
}  
  
header {  
 background-color: var(--habanero-orange);  
 padding: 20px;  
 text-align: center;  
}  
  
.pokemon-card {  
 background-color: var(--moltres-purple);  
 border-radius: 10px;  
 margin: 20px;  
 padding: 20px;  
}  
  
.pokemon-card h2 {  
 color: var(--habanero-orange);  
}

// script.js  
const pokemonData = {  
 bulbasaur: {  
 number: "001",  
 name: "BULBASAUR",  
 location: "Starter Pokemon from Professor Oak",  
 earlyGamePerformance: "Excellent",  
 gymPerformance: {  
 brock: "Outstanding (Vine Whip demolishes Rock types)",  
 misty: "Outstanding (Resistant to Water, strong Grass moves)",  
 ltSurge: "Average (Electric isn't super effective, but can take hits well)"  
 },  
 earlyMoves: [  
 {level: "start", move: "Tackle"},  
 {level: "start", move: "Growl"},  
 {level: "7", move: "Leech Seed"},  
 {level: "10", move: "Vine Whip"}  
 ],  
 evolution: "Level 16 to Ivysaur",  
 recommendedPartners: "Pidgey helps against Fighting types, Mankey covers Dark/Ice weaknesses",  
 playthroughNotes: "One of the smoothest early games possible. Makes first two gyms extremely easy."  
 },  
 // Add Ivysaur and Venusaur data here in the same format  
};  
  
function displayPokemon() {  
 const container = document.getElementById('pokemon-list');  
   
 for (const [key, pokemon] of Object.entries(pokemonData)) {  
 const card = document.createElement('div');  
 card.className = 'pokemon-card';  
 card.innerHTML = `  
 <h2>#${pokemon.number} ${pokemon.name}</h2>  
 <p><strong>Location:</strong> ${pokemon.location}</p>  
 <p><strong>Early Game Performance:</strong> ${pokemon.earlyGamePerformance}</p>  
 <h3>Gym Performance:</h3>  
 <p>Brock: ${pokemon.gymPerformance.brock}</p>  
 <p>Misty: ${pokemon.gymPerformance.misty}</p>  
 <p>Lt. Surge: ${pokemon.gymPerformance.ltSurge}</p>  
 <h3>Early Moves:</h3>  
 ${pokemon.earlyMoves.map(move =>   
 `<p>Level ${move.level}: ${move.move}</p>`  
 ).join('')}  
 <p><strong>Evolution:</strong> ${pokemon.evolution}</p>  
 <p><strong>Recommended Partners:</strong> ${pokemon.recommendedPartners}</p>  
 <p><strong>Playthrough Notes:</strong> ${pokemon.playthroughNotes}</p>  
 `;  
 container.appendChild(card);  
 }  
}  
  
document.addEventListener('DOMContentLoaded', displayPokemon);

To get this online using GitHub Pages:

1. Create a GitHub account if you don't have one
2. Create a new repository
3. Upload these three files
4. Go to repository Settings > Pages
5. Enable GitHub Pages and select your main branch

The site will be available at: yourusername.github.io/repositoryname

Want me to walk you through any of these steps in more detail? Also, I can add the Ivysaur and Venusaur data to complete our initial three Pokemon.