

Charmander



Additional artwork

Pokédex data

National №	004
Type	FIRE
Species	Lizard Pokémon
Height	0.6 m (2'00")
Weight	8.5 kg (18.7 lbs)
Abilities	1. <b>Blaze</b> Solar Power (hidden ability)
Local №	004 (Red/Blue/Yellow)
	229 (Gold/Silver/Crystal)
	004 (FireRed/LeafGreen)
	234 (HeartGold/SoulSilver)
	083 (X/Y — Central Kalos)
Local №	004 (Let's Go Pikachu/Let's Go Eevee)
	378 (Sword/Shield)

Training

EV yield	1 Speed
Catch rate	45 (5.9% with PokéBall, full HP)
Base Friendship	50 (normal)
Base Exp.	62
Growth Rate	Medium Slow

Breeding

Egg Groups	Dragon, Monster
Gender	87.5% male, 12.5% female
Egg cycles	20 (4,884–5,140 steps)

Base stats

HP	39	188	282
Attack	52	98	223
Defense	43	81	203
Sp. Atk	60	112	240
Sp. Def	50	94	218
Speed	65	121	251
Total	309	Min	Max

The ranges shown on the right are for a level 100 Pokémon. Maximum values are based on a beneficial nature, 252 EVs, 31 IVs; minimum values are based on a hindering nature, 0 EVs, 0 IVs.

Type defenses

The effectiveness of each type on Charmander.

NOR	FIR	WAT	ELE	GRA	ICE	FIG	POI	GRO
	½	2		½	½			2
FLY	PSY	BUG	ROC	GHO	DRA	DAR	STE	FAI
		½	2				½	½

Ability: Solar Power





Recommended held Item:

- 1.Choice Scarf
- 2.Evolute
- 3.Life orb

Move set:

- Weather Ball:Power doubles and type varies in each weather
  - 1. Category: Special
  - 2. Power: 50 BP
  - 3. Type: Normal
  - 4. Accuracy: 100%
  - 5. PP: 10
- Overheat: Lowers the user's SP. Atk by 2.
  - 1. Category: Special
  - 2. Power: 130 BP
  - 3. Type: Fire
  - 4. Accuracy: 90%
  - 5. PP: 5

- Fire Blast: 10% chance to burn the target
  1. Category: Special
  2. Power: 110 BP
  3. Type: Fire
  4. Accuracy: 85%
  5. PP: 5
- Sleep Talk: User must be asleep. Uses another known move.
  1. Category: Non-Damaging
  2. Power: -
  3. Accuracy: -
  4. Type: Normal
  5. PP: 10

Generation 1	Generation 2	Generation 3	Generation 4	Generation 5	Generation 6	Generation 7	Generation 8
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Additional artwork

## Pokédex data

National №	001
Type	GRASS POISON
Species	Seed Pokémon
Height	0.7 m (2'04")
Weight	6.9 kg (15.2 lbs)
Abilities	1. Overgrow Chlorophyll (hidden ability)
Local №	001 (Red/Blue/Yellow)
	226 (Gold/Silver/Crystal)
	001 (FireRed/LeafGreen)
	231 (HeartGold/SoulSilver)
	080 (X/Y — Central Kalos)
	001 (Let's Go Pikachu/Let's Go Eevee)
	068 (The Isle of Armor)

## Training

EV yield	1 Special Attack
Catch rate	45 (5.9% with PokéBall, full HP)
Base Friendship	50 (normal)
Base Exp.	64
Growth Rate	Medium Slow

## Breeding

Egg Groups	Grass, Monster
Gender	87.5% male, 12.5% female
Egg cycles	20 (4,884–5,140 steps)

## Base stats

HP	45	<div></div>	200	294
Attack	49	<div></div>	92	216
Defense	49	<div></div>	92	216
Sp. Atk	65	<div></div>	121	251
Sp. Def	65	<div></div>	121	251
Speed	45	<div></div>	85	207
Total	318		Min	Max

The ranges shown on the right are for a level 100 Pokémon. Maximum values are based on a beneficial nature, 252 EVs, 31 IVs; minimum values are based on a hindering nature, 0 EVs, 0 IVs.

Ability: Chlorophyll

Recommended held Item:

1.Evolute

Move set:


- Sunny Day: For 5 Turns, the weather becomes Sunny Day.
  1. Category: Non-Damaging
  2. Power: -
  3. Type : Fire
  4. Accuracy: -
  5. PP: 5
- Sludge Bomb: Has a 30% chance to poison the target.
  1. Category: Special
  2. Power: 90 BP
  3. Type : Poison
  4. Accuracy: 100%
  5. PP: 10
- Giga Drain
  1. Category: Special

## Type defenses

The effectiveness of each type on *Bulbasaur*.

NOR	FIR	WAT	ELE	GRA	ICE	FIG	POI	GRO
	2	½	½	¼	2	½		
FLY	PSY	BUG	ROC	GHO	DRA	DAR	STE	FAI
2	2							½

2. Power: 75 BP
  3. Type : Grass
  4. Accuracy: 100%
  5. PP: 10
- Sleep Powder:
    1. Category: Non-Damaging
    2. Power: -
    3. Type : Grass
    4. Accuracy: 75%
    5. PP: 15

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## Pokédex data

National №	007
Type	WATER
Species	Tiny Turtle Pokémon
Height	0.5 m (1'08")
Weight	9.0 kg (19.8 lbs)
Abilities	1. <b>Torrent</b> Rain Dish (hidden ability)
Local №	007 (Red/Blue/Yellow) 232 (Gold/Silver/Crystal) 007 (FireRed/LeafGreen) 237 (HeartGold/SoulSilver) 086 (X/Y — Central Kalos) 007 (Let's Go Pikachu/Let's Go Eevee) 071 (The Isle of Armor)

## Training

EV yield	1 Defense
Catch rate	45 (5.9% with PokéBall, full HP)
Base Friendship	50 (normal)
Base Exp.	63
Growth Rate	Medium Slow

## Breeding

Egg Groups	Monster, Water 1
Gender	87.5% male, 12.5% female
Egg cycles	20 (4,884–5,140 steps)

## Base stats

HP	44	<div></div>	198	292
Attack	48	<div></div>	90	214
Defense	65	<div></div>	121	251
Sp. Atk	50	<div></div>	94	218
Sp. Def	64	<div></div>	119	249
Speed	43	<div></div>	81	203
Total	314		Min	Max

The ranges shown on the right are for a level 100 Pokémon. Maximum values are based on a beneficial nature, 252 EVs, 31 IVs; minimum values are based on a hindering nature, 0 EVs, 0 IVs.

## Type defenses

The effectiveness of each type on *Squirtle*.

NOR	FIR	WAT	ELE	GRA	ICE	FIG	POI	GRO
	½	½	2	2	½			
FLY	PSY	BUG	ROC	GHO	DRA	DAR	STE	FAI
							½	

Ability: **Torrent**

Recommended held Item:

1. **Eviolite**

Move set:

- **Rapid Spin**: Effects of Leech Seed, binding moves, and all hazards are removed from the user's side of the field
  1. Category: Physical
  2. Power: 20 BP
  3. Type : Normal
  4. Accuracy: 100%
  5. PP: 40 PP
- **Fake Out**: 100% chance to make the target flinch, fails unless it is the user's first turn on the field
  1. Category: Physical
  2. Power: 40 BP
  3. Type : Normal
  4. Accuracy: 100%
  5. PP: 10
- **Waterfall**: 20% Chance to make the target flinch

1. Category: Physical
  2. Power: 80 BP
  3. Type : Water
  4. Accuracy: 100%
  5. PP: 15
- Ice Punch: 10% chance to freeze the target.
    1. Category: Physical
    2. Power: 75 BP
    3. Type : Ice
    4. Accuracy: 100%
    5. PP: 15

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