



NETTERRUFF

Notable Info

Category: Lan Pokémon

Height: 0.5 m

Weight: 8.5 kg

Type: Electric

Egg Group: Field

Gender: 50% male, 50% female

Battle Info

Abilities

Static: May cause paralysis if hit by a move that makes direct contact.

Power Surge: creates a low-lying electric field, like the move Electric Terrain, when the Pokémon enters battle

Base Stats:

- **HP:** 60
- **Attack:** 40
- **Defense:** 50
- **Special Attack:** 65
- **Special Defense:** 30
- **Speed:** 20
- **Total:** 265

Notable Moves:

- **Thunder Wave** (Electric) – Paralyzes the target.
- **Thundershock** (Electric) – Low power move.
- **Tail Whip** (Normal) – Lowers the opponent's defense.
- **Volt Switch** (Electric) – After attacking, switches out of battle.

Background

The idea for the Pokémon is the common Japanese small living conditions where all of the electronics cables mashed up in one place can cause power outages. Some of the dogs that live in those houses end up trapped in the cables behind the computers, like our Netterruff, that after a long time became fused with ethernet cables. Now this Pokémon has the ability to gain electricity by attaching to all the sockets it wants.

Design Characteristics

This Pokémon is not really fast, judging by its clumsy design, but the thickness and longness of the cable grants it a really powerful defense against all physical attacks. It can fire electric moves by using its tail.

This Pokémon loves to communicate with its peers by using LAN parties. Humans tend to gather at those parties to gain some electricity for themselves.