

[illegible]



pre-material realm, the Dark type evolved in the newly discovered environment when genes arose that could counter the previously uncontested Platonic type. The Dark types were sneaky Pokemon that hid in the pre-material realm, where the telepaths could not reach, so they were able to destroy the telepath's material bodies from within the pre-material realm, feasting on them afterwards. This evolutionary pressure caused the Platonic types to dwindle down to near extinction until mutations caused the Light type to arise, which could survive against the Dark type since they were suited to counter attacks in the material realm. Now the Light type reigned supreme. [The Hero type, also called the Fighting type, embodies ideals upheld by the Light type. Much later in time, the Hero type descends from the Light type as their genes are more suited for propagating in the material realms.]

But it was discovered that Light types lacked the ability to defend themselves from mind attacks, as they were developed in the pre-material realm and did not encounter telepathic obstacles to evolve past. Since the Dark types were now being balanced out, a new type of psychic arose again, this time more closely in tune with their pre-material realm "host" bodies. This second type of Psychic was effective against the Light type as it attacked them from the immaterial realm.

The pre-material realm Dark Type Pokemon mutated to find a way to transform after death. A random mutation caused the pre-material realm Pokemon to be able to communicate more strongly with the immaterial realm. It interbred with all other Pokemon and those with this gene were the strongest, as even after death, they were still able to propagate their genes onwards; they could spread through both realms. These Ghost Pokemon dominated the immaterial realm, which was inhabited by Psychic Pokemon that traveled between the two worlds. Those who could not fight against Psychics perished into a second death (ascending to a level above the immaterial realm), so only those who were able to have abilities stronger than the psychics in the pre-material realm could propagate. The Dark types evolved to counter the Ghosts, balancing them out, but the Psychics never developed such genes, so only Psychics that interbred with Dark types were robust against Ghost type predators.

The Ghost types were found to be weak predators in the material realm that was growing to be more and more habitable and sustainable. As the material realm matured, the Plasma type arose from the Light types to be immune to the Ghost type, though neither could affect the other. From the Plasma type arose all the other elemental types to live on the primordial still-forming earth.

NOTE: The Plasma type, like Ditto and Mew's Transform, was a very mutable type that allowed from a diverse range of mutations to arise. It is a form of psychic power akin to a chaotic, flexible putty. The Plasma types are akin to simple, single cellular lifeforms, but are not always single celled.

Plasma led to Water, which led to Leviathans. The only ones who could counter Leviathans were Leviathans themselves, until the Fairy types arose as a divergence of Psychic types. Leviathans had a form of insulation that made them resistant against Electric, but they did not face the obstacle of Grass types yet, as they arose before grass existed. The mutation that spurned the Dragon types was caused by a Pokemon of the Leviathan type that was the common ancestor of Gyarados, Milotic, Lapras, Dratini, and many others. It slowly found mutations that made this former Leviathan + water type resistant to the rapidly changing new grass type, using a certain chemistry that was similar to poison, yet did not cause toxicity. Sky Pokemon diverged from Leviathan and became ancestors to Pokemon such as Salamence. Sky Pokemon already had genes that allowed them to fly, but Flying diverged from Sky once new types of genes for flight arose that were different from Sky genes.

Leveling up is a way of getting stronger, but it is not aging. Pokemon “Evolution” is not analogous to maturity. It is a one-way metamorphosis within an individual that occurs only if the individual finds that it the new form is more suited for the environment it is in.

Horizontal evolution: inheritable traits gained by non-ancestor Pokemon that do not even have to be same species

## Humanoids

[https://www2.palomar.edu/anthro/earlyprimates/early\\_2.htm](https://www2.palomar.edu/anthro/earlyprimates/early_2.htm)

The Humanoids have arose convergently several times throughout history. One of the common ancestors is a Fighter humanoid that later lost its Psychic abilities in response to being hunted by Dark type predators. This ancestor (when only counting Gen 1 pokemon) diverged into the (Mr Mime, Jynx) group, the (Exeggcute, Chansey) group, and the (Hitmonlee, Hitmonchan, Human) group.

The Exeggcuttes “devolved” into a more egg-like form from Chanseys to blend into a jungle environment, where they are cared for by unsuspecting mothers who mistake them for their own progeny. Once in a nest, Exeggcuttes are able to scout out other Exeggcuttes who happened into the same nest and propagate.

### Gen 1 Fairy Humanoids:

- ### Gen 1 Psychic Humanoids:

- Abra
- Drowzee

- Mr Mime
- Jynx

## Gen 1 Elemental humanoids:

- Electabuzz
- Magmar
- Geodude

Gen 1 Fighter humanoids:

- Mankey
- Machop
- Hitmonlee
- Hitmonchan
- Human

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## Invertebrates

Gen 1 Insects:

- Caterpie
- Weedle
- Paras
- Venonat
- Scyther
- Pinsir

Gen 1 Plants/Ooze:

- Grimer
- Oddish
- Tangela
- Bellsprout

## Gen 1 Aquatic Invertebrates:

- Shellder
- Krabby

[TBC]