

Electrike & Manectric

Electrike (#309)

Electric

Sex Ratio: ½ female, ½ male

Egg Group: Field

Abilities:

Static, Lightning Rod, Minus

Electricanus barbarus (Electrike)

Electricanus agrestis (Manectric)

Electricanus amabilis domestica (Yamper)

Electricanus rapidus domestica (Boltund)

Electrike are incredibly fast Pokémon, who use the electric charge found in its fur to stimulate its leg muscles to run faster than the human eye can follow – well, so the old wives’ tale goes, at least. There is truth to this statement, though “faster than the human eye can follow” seems to be a hyperbole. This electricity is gained from atmospheric friction, meaning when the weather is

Base Stats	
HP	40
Attack	45
Defense	40
Sp. Attack	65
Sp. Defense	40
Speed	65

arid or before a storm, Electrikes are extra sparky.

Electrikes average at 2 feet tall (0.6 M) and 33.5 pounds (15.2 kg).

Note: when grooming, do not use a metal brush. The electricity will shock you and it will hurt a lot.

Habitat: Electrikes are found across the jungles, grasslands, mountains, and steppes of Central and South America. Ecologically, Electrikes replace bush dogs in this world.

Life Cycles: Electrikes are born in the winter, in average litter sizes of 2-4 pups. They are raised in packs (also known as *bolts*) their entire life, though many will go on to form or join new packs later in life. Electrikes reach reproductive maturity at 2 years old, but realistically they will mate starting at 5-6 years old because of the complexities of social dynamics within the bolt (read: younger, less experienced individuals are seen as less attractive). Courtship and mating occurs during the summer. In the wild they live to 25-30 years, but in captivity they’ve been known to reach ages as high as 40 years with proper care.

Behavior: Bolts exhibit a similar social structure to wolves, meaning it is usually some parents and their offspring, sometimes their offspring’s mates too. And like real wolves, *there is no such thing as alphas and betas*. While wild ones are fundamentally more aggressive than say, a Yamper or Boltund, this is to be expected of a wild animal, and with patience and kindness, Electrikes are loveable Pokémon who want to be treated right and part of a pack.

Diet: They eat meat. While they *can* eat other things safely, they should be fed carnivorous diets.

Conservation: Vulnerable (specifics vary drastically from region to region)

Relationship with Humans: Electrikes do not have the same extensive history of domestication that their closet relatives, Yamper and Boltund, have, but they do have a rich history of interaction with the peoples of

Electrike		Electric	
Learnset: Level Up		Level	Category
Normal	Tackle	1	Physical
Electric	Thunder Wave	1	Status
Normal	Leer	1	Status
Electric	Thunder Shock	4	Special
Normal	Scratch	6	Physical
Normal	Howl	8	Status
Normal	Quick Attack	12	Physical
Fighting	Double Kick	18	Physical
Electric	Spark	20	Physical
Normal	Odor Sleuth	25	Status
Electric	Shock Wave	27	Special
Dark	Bite	28	Physical
Electric	Charge	32	Status
Electric	Thunder Fang	34	Physical
Normal	Roar	36	Status
Electric	Discharge	36	Special
Electric	Wild Charge	40	Physical
Electric	Thunder	55	Special

South and Central America. The contrast between the two lines of speedy electric dogs have been noted for countless generations, and is the subject of folktales and children’s stories. While Electrike domestication is extremely modern, efforts are centralized by breeders in South and Central America who want to see the species protected and become a conservation mascot, and frankly, one of the best ways to have a Pokémon reach widespread media attention and gain public support, is to turn into a viable starter Pokémon for trainers. Efforts seem to be successful as more locales reach out to Electrike breeders and ultimately support the effort to achieve and maintain human-reared Electricikes. Of course, the domestic stock are not the same as their wild counterparts, but they keep the species lineage alive, thriving, and in the hearts of trainers – folks who will inevitably vote and even run for office.

Classification: The scientific name of Electrike is *Electricanus barbarus* which means “wild electric dog.”

Learnset: Breeding		
Dark	Crunch	Physical
Ghost	Curse	Status
Electric	Discharge	Special
Electric	Eerie Impulse	Status
Electric	Electro Ball	Special
Fire	Fire Fang	Physical
Fire	Flame Burst	Special
Normal	Headbutt	Physical
Ice	Ice Fang	Physical
Electric	Shock Wave	Special
Normal	Swift	Special
Normal	Swift	Special
Dark	Switcheroo	Status
Electric	Thunder Fang	Physical
Normal	Uproar	Special

Learnset: Tutoring/TMs

Psychic	Agility	Status	Psychic	Light Screen	Status	Normal	Substitute	Status
Normal	Attract	Status	Electric	Magnet Rise	Status	Normal	Swagger	Status
Normal	Body Slam	Physical	Normal	Mimic	Status	Normal	Swift	Special
Normal	Captivate	Status	Ground	Mud-Slap	Special	Normal	Tera Blast	???
Electric	Charge Beam	Special	Normal	Natural Gift	Physical	Dark	Thief	Physical
Normal	Confide	Status	Normal	Odor Sleuth	Status	Electric	Thunder	Special
Dark	Crunch	Physical	Normal	Protect	Status	Electric	Thunder Fang	Physical
Normal	Double Team	Status	Psychic	Psychic Fangs	Physical	Electric	Thunder Wave	Status
Normal	Double-Edge	Physical	Water	Rain Dance	Status	Electric	Thunderbolt	Special
Electric	Eerie Impulse	Status	Psychic	Rest	Status	Poison	Toxic	Status
Electric	Electro Ball	Special	Normal	Return	Physical	Normal	Uproar	Special
Normal	Endure	Status	Electric	Rising Voltage	Special	Electric	Volt Switch	Special
Normal	Façade	Physical	Normal	Roar	Status	Electric	Wild Charge	Physical
Fire	Fire Fang	Physical	Normal	Round	Special			
Fire	Flame Burst	Special	Normal	Secret Power	Physical			
Fire	Flamethrower	Special	Electric	Shock Wave	Special			
Normal	Flash	Status	Bug	Signal Beam	Special			
Normal	Frustration	Physical	Normal	Sleep Talk	Status			
Normal	Hidden Power	Special	Dark	Snarl	Special			
Ice	Ice Fang	Physical	Normal	Snore	Special			
Steel	Iron Tail	Physical	Normal	Strength	Physical			

Manectric (#310)

Sex Ratio: ½ female, ½ male

Abilities:

Static, Lightning Rod, Minus Intimidate (Mega)

Manectric		Electric	
Learnset: Level Up		Level	Category
Fire	Fire Fang	<i>Evolution</i>	Physical
Normal	Tackle	1	Physical
Electric	Thunder Wave	1	Status
Normal	Leer	1	Status
Electric	Thunder Shock	4	Special
Normal	Scratch	6	Physical
Normal	Howl	8	Status
Normal	Quick Attack	12	Physical
Fighting	Double Kick	18	Physical
Electric	Spark	20	Physical
Normal	Odor Sleuth	25	Status
Electric	Shock Wave	27	Special
Dark	Bite	28	Physical
Electric	Charge	32	Status
Electric	Thunder Fang	34	Physical
Normal	Roar	36	Status
Electric	Discharge	40	Special
Electric	Wild Charge	45	Physical
Electric	Thunder	50	Special
Electric	Electric Terrain	55	Status

The evolution of Electrike! Electricity gathers in its mane that it has to discharge regularly – according to folklore, this is what creates thunderstorms. When entire bolts discharge their electricity together, this process can certainly create thunderstorms, but individuals are unlikely to create them. It is a truly incredible sight when these bolts are able to summon lightning bolts.

Manectrics are an average of 4’11 feet tall (1.5 M) and 88.6 pounds (40.2 kg), and Mega Manectrics average at 5’11 feet tall (1.8 kg) and 97 pounds (44 kg).

Habitat: Manectrics are found in the jungles, grasslands, steppes, and mountains of South and Central America.

In ecological history, back when their sister species (Yamper and Boltund) still existed in the wild, Electricikes and Manectrics were located primarily in the steppes with branching into the

grasslands periodically but not with any real prominence. However, when the domestication of Yampers and Boltunds became so strong and powerful that it removed the original species from the wild, this led to a steady shift in available ecological niches in the grasslands and jungles that the Electricikes and Manectrics came to fill. Plus, there is speculation that the development of mega evolution in Manectrics may have contributed to the steady decline in wild Boltund populations, though the human drivers are far more to blame.

In this world, Manectrics replace generic Large Canids that would otherwise be found in Central and South America.

Life Cycles: Manectrics have the same life cycles as Electricikes, though they are more likely to reproduce than Electricikes simply because they are usually older and more skilled members of the bolt.

Behavior: Manectrics are the bigger versions of Electricikes, taking on more mature personalities while also having the strength to back up threats and challenges. As mega Manectrics, they are incredibly irritable because of the sure volume of excess electrical build-up.

Diet: They eat meat. Please, seriously, just give them meat, a Grumpig bone to chew on, and perhaps some Poke-Bright Brand dog food.

Conservation: Vulnerable (varies widely by region)

(Manectric) Base Stats	
HP	70
Attack	75
Defense	60
Sp. Attack	105
Sp. Defense	60
Speed	105

(Mega Manectric) Base Stats	
HP	70
Attack	75
Defense	80
Sp. Attack	135
Sp. Defense	80
Speed	135

Relationship with Humans: Wild Manectrics rarely appear in front of humans, and even in the face of habitat destruction Manectrics tend to run from humans before they will engage directly – a trait that has done them favors as activists try to get the public conscious to become fond of them, but has done them great harm for they do not typically defend their territories from threats that they perceive to be bigger than themselves (literally or metaphorically). They are fundamentally shy creatures toward outsiders, even if they do have the bulk to back themselves up when appropriate.

Classification: The scientific name of Manetric “*Electricanus agrestis*” *also* means “wild electric dog.”

Evolution: They evolve from Electrike at level 26.

Learnset: Tutoring/TMs								
Psychic	Agility	Status	Normal	Hyper Voice	Special	Electric	Shock Wave	Special
Normal	Attract	Status	Ice	Ice Fang	Physical	Bug	Signal Beam	Special
Normal	Body Slam	Physical	Steel	Iron Tail	Physical	Normal	Sleep Talk	Status
Normal	Captivate	Status	Normal	Laser Focus	Status	Dark	Snarl	Special
Electric	Charge Beam	Special	Psychic	Light Screen	Status	Normal	Snore	Special
Normal	Confide	Status	Electric	Magnet Rise	Status	Normal	Strength	Status
Dark	Crunch	Physical	Normal	Mimic	Status	Normal	Substitute	Status
Normal	Double Team	Status	Ground	Mud-Slap	Special	Normal	Swagger	Status
Normal	Double-Edge	Physical	Normal	Natural Gift	Physical	Normal	Swift	Special
Electric	Eerie Impulse	Status	Normal	Odor Sleuth	Status	Normal	Tera Blast	???
Electric	Electro Ball	Special	Fire	Overheat	Special	Dark	Thief	Physical
Normal	Endure	Status	Normal	Protect	Status	Electric	Thunder	Special
Normal	Façade	Physical	Psychic	Psychic Fangs	Physical	Electric	Thunder Fang	Physical
Fire	Fire Fang	Physical	Water	Rain Dance	Status	Electric	Thunder Wave	Status
Fire	Flame Burst	Special	Normal	Refresh	Status	Electric	Thunderbolt	Special
Fire	Flamethrower	Special	Psychic	Rest	Status	Poison	Toxic	Status
Normal	Flash	Status	Normal	Return	Physical	Normal	Uproar	Special
Normal	Frustration	Physical	Electric	Rising Voltage	Special	Electric	Volt Switch	Special
Normal	Giga Impact	Physical	Normal	Roar	Status	Electric	Wild Charge	Physical
Normal	Hidden Power	Special	Normal	Round	Special			
Normal	Hyper Beam	Special	Normal	Secret Power	Physical			