Girafarig & Farigiraf

Girafarig (#203)

Normal Psychic

(OG) Girafarig

Sex Ratio: 1/2 Male, 1/2 Female

Abilities:

Egg Group: Field

Early Bird, Inner Focus, Sap Sipper

Girafa girafa campus ((OG) Girafarig)

Girafa girafa atti ((Atti) Girafarig)

Girafa fariga (Farigiraf)

Normal

Psychic

Girafarigs are giraffine Pokémon that have two heads, its main head and its chain-chomp tail-head. Their second head, called the secondary head, is incapable of higher intelligence and only responds to immediate stimuli like food or danger.

The secondary head is capable of intense

psychic powers that the whole Pokémon uses in combat, and it is able to stay awake while the primary head sleeps. Be careful, that tail *will* bite if you get to close to it! Don't take it too personally, it's instinctual.

(OG) Girafarig							
HP	70						
Attack	80						
Defense	65						
Sp. Attack	90						
Sp. Defense	65						
Speed	85						

(Atti) Girafarig							
HP	70						
Attack	85						
Defense	65						
Sp. Attack	95						
Sp. Defense	65						
Speed	75						

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Learns	set: Level Up	Level	Category
Normal	Tackle	1	Physical
Normal	Growl	1	Status
Ghost	Astonish	1	Physical
Psychic	Power Swap	1	Status
Psychic	Guard Swap	1	Status
Psychic	Confusion	5	Special
Dark	Bite	10	Physical
Normal	Stomp	12	Physical
Psychic	Agility	18	Status
Psychic	Psybeam	19	Special
Dark	Assurance	20	Physical
Normal	Double Hit	25	Physical
Normal	Odor Sleuth	27	Status
Dark	Crunch	30	Physical
Psychic	Twin Beam	32	Special
Psychic	Zen Headbutt	38	Physical
Normal	Baton Pass	41	Status
Dark	Nasty Plot	45	Status
Psychic	Psychic	50	Special

Girafarigs are only 4'11 feet tall (1.5

M) and 91.5 pounds (41.5 kg), making them shorter than most adult humans.

Unofficial Regional Variant: In the equatorial region of the African continent, there is a regional form of Girafarig that is a dark/psychic type. This variant is 6'2 feet tall (1.9 M) and 180 pounds (81.6 kg), has the ability Repellant (this makes it immune to bug-type attacks), and it is unable to evolve into Farigiraf. The locals call this form of Girafarig an *atti*. In case there is any confusion, this form is intended to be a proper substitute for the okapi, at least until an okapi Pokémon is revealed.

Habitat: Girafarigs can be found all across the savannahs, grasslands, and woodlands of the African continent. Since Girafarigs are too short to properly fill the giraffe-shaped niche

of the African savannahs, they can be seen in shrublands and dense forests, eating bushes and smaller trees. Girafarigs experience massive threats to the habitats through ecological destruction caused by humans

(Atti) Girafarig	Dark	Psychic
Learns	et: Level Up	Level	Category
Normal	Tackle	1	Physical
Normal	Growl	1	Status
Ghost	Astonish	1	Physical
Psychic	Power Swap	1	Status
Psychic	Guard Swap	1	Status
Psychic	Confusion	5	Special
Dark	Bite	10	Physical
Normal	Stomp	12	Physical
Psychic	Agility	18	Status
Psychic	Psybeam	19	Special
Dark	Assurance	20	Physical
Normal	Double Hit	25	Physical
Normal	Odor Sleuth	27	Status
Dark	Crunch	30	Physical
Psychic	Twin Beam	32	Special
Psychic	Zen Headbutt	38	Physical
Normal	Baton Pass	41	Status
Dark	Nasty Plot	45	Status
Psychic	Psychic	50	Special

Life Cycles: Girafarigs are born as singles to its mother at any time in the year. Twin eggs are sometimes lain, but this is rare. The Girafarig will stay by its mother's side until it reaches reproductive maturity, which tends to be around the one year marker. When they're old enough to leave their mom, they will join herds of other Girafarigs and Farigirafs. Girafarigs mate throughout the year by performing headbutting and necktwinning courtship rituals.

Girafarigs are predated upon by Mightyenas, Pyroars, humans, and other large predators of the African continent such as leopards and cheetahs. They protect their calves fiercely, and will defend other members of their herd in the face of danger, utilizing their secondary heads to stir up powerful psychic energy. This, of course, is entirely ineffective against Mightyenas.

Behavior: Girafarigs are social Pokémon that live in herds of a dozen or so, who tend to defend each other from predators. They are sociable amongst their friends, but trainers beware, Girafarigs are African mammals and they *will* fuck your shit up if you try to mess with them or their babies. That is a promise. They have little patience for humans.

Learnset: Breeding Psychic Ally Switch Status Psychic Amnesia Status Dark Beat Up Physical **Fighting** Double Kick Physical Normal Foresight Status Psychic **Future Sight** Special Magic Coat Status Psychic Normal Mean Look Status Psychic Mirror Coat Special Normal Psych Up Status Normal Razor Wind Special Normal Secret Power Physical Psychic Skill Swap Status Normal Take Down Physical Normal Special Uproar Wish Normal Status

(Atti) Girafarigs are secluded sorts who inhabit the dark jungles of Central Africa largely in isolation, except when it comes time to mate and rear offspring. They are incredibly shy creatures who tend to roam during the twilight and at night.

Diet: They eat leaves, grass, tree shoots, and sometimes bark. They have immense tolerance for the thorns on bushes and eat bark on purpose when they're stressed, so tend to eat other plants that other herbivores tend to avoid.

Conservation: Endangered (OG), Critically Endangered (Atti)

Relationship with Humans: Girafarigs have historically been predated upon by humans, and given the long, shared, co-evolutionary history, do not have great feelings toward us. They instinctively see humans as predators, making it incredibly difficult to tame them, and nigh-impossible to tame their secondary heads. Still, Girafarigs are common enough in zoos around the world, and often depicted in children's media.

Many cultures feature Girafarigs in their beliefs and artwork, and the creatures with their two heads have fascinated humanity for ages.

They are not recommended for beginner trainers, and there is a ban on having Girafarigs as starter Pokémon by the Pokémon League International due to their poor tameability and poor tempers.

	((OG) Girafarig) Learnset: Tutoring/TMs													
Psychic	Ally Switch	Status	Normal	Flash	Status	Normal	Protect	Status	Normal	Snore	Special	Normal	Work Up	Status
Psychic	Amnesia	Status	Dark	Foul Play	Physical	Psychic	Psybeam	Special	Ground	Stomping Tantrum	Physical	Electric	Zap Cannon	Electric
Normal	Attract	Status	Normal	Frustration	Physical	Normal	Psych Up	Status	Psychic	Stored Power	Special	Psychic	Zen Headbutt	Physical
Normal	Body Slam	Physical	Normal	Giga Impact	Physical	Psychic	Psychic	Special	Normal	Strength	Physical			
Ground	Bulldoze	Physical	Grass	Grass Knot	Special	Psychic	Psychic Fangs	Physical	Normal	Substitute	Status			
Psychic	Calm Mind	Status	Psychic	Gravity	Status	Psychic	Psychic Terrain	Status	Dark	Sucker Punch	Physical			
Normal	Captivate	Status	Normal	Headbutt	Physical	Psychic	Psyshock	Special	Fire	Sunny Day	Status			
Electric	Charge Beam	Special	Normal	Helping Hand	Status	Water	Rain Dance	Status	Normal	Swagger	Status			
Normal	Confide	Status	Normal	Hidden Power	Special	Normal	Recycle	Status	Normal	Swift	Special			
Ghost	Confuse Ray	Status	Normal	Hyper Beam	Special	Psychic	Reflect	Status	Normal	Take Down	Physical			
Dark	Crunch	Physical	Normal	Hyper Voice	Special	Psychic	Rest	Status	Psychic	Telekinesis	Status			
Ghost	Curse	Status	Psychic	Imprison	Status	Dark	Retaliate	Physical	Normal	Tera Blast	???			
Fairy	Dazzling Gleam	Special	Steel	Iron Tail	Special	Normal	Return	Physical	Dark	Thief	Physical			
Normal	Double Team	Status	Psychic	Light Screen	Status	Fighting	Rock Smash	Physical	Electric	Thunder	Special			
Normal	Double-Edge	Physical	Fighting	Low Kick	Physical	Normal	Round	Special	Electric	Thunder Wave	Status			
Psychic	Dream Eater	Special	Psychic	Magic Coat	Physical	Normal	Secret Power	Physical	Electric	Thunderbolt	Special			
Ground	Earthquake	Physical	Normal	Mimic	Status	Ghost	Shadow Ball	Special	Poison	Toxic	Status			
Normal	Echoed Voice	Special	Psychic	Mirror Coat	Special	Electric	Shock Wave	Special	Grass	Trailblaze	Physical			
Normal	Endure	Status	Ground	Mud-Slap	Special	Bug	Signal Beam	Status	Psychic	Trick	Status			
Grass	Energy Ball	Special	Normal	Natural Gift	Physical	Psychic	Skill Swap	Status	Psychic	Trick Room	Status			
Normal	Façade	Physical	Ghost	Nightmare	Status	Normal	Sleep Talk	Status	Normal	Uproar	Special			

Classification: Girafarigs are part of a rich bio-evolutionary history, but unfortunately they and their immediate relatives (the Atti and Farigirafs) are the only Pokémon that remain of the giraffids.

	((Atti) Girafarig) Learnset: Tutoring/TMs													
Psychic	Ally Switch	Status	Normal	Façade	Physical	Normal	Natural Gift	Physical	Psychic	Skill Swap	Status	Psychic	Trick Room	Status
Psychic	Amnesia	Status	Dark	Feint Attack	Physical	Ghost	Nightmare	Status	Normal	Sleep Talk	Status	Normal	Uproar	Special
Normal	Attract	Status	Normal	Flash	Status	Normal	Protect	Status	Normal	Snore	Special	Normal	Work Up	Status
Normal	Body Slam	Physical	Dark	Foul Play	Physical	Psychic	Psybeam	Special	Ground	Stomping Tantrum	Physical	Electric	Zap Cannon	Electric
Ground	Bulldoze	Physical	Normal	Frustration	Physical	Normal	Psych Up	Status	Psychic	Stored Power	Special	Psychic	Zen Headbutt	Physical
Psychic	Calm Mind	Status	Normal	Giga Impact	Physical	Psychic	Psychic	Special	Normal	Strength	Physical			
Normal	Captivate	Status	Grass	Grass Knot	Special	Psychic	Psychic Fangs	Physical	Normal	Substitute	Status			
Electric	Charge Beam	Special	Psychic	Gravity	Status	Psychic	Psychic Terrain	Status	Dark	Sucker Punch	Physical			
Normal	Confide	Status	Normal	Headbutt	Physical	Psychic	Psyshock	Special	Fire	Sunny Day	Status			
Ghost	Confuse Ray	Status	Normal	Helping Hand	Status	Water	Rain Dance	Status	Normal	Swagger	Status			
Dark	Crunch	Physical	Normal	Hidden Power	Special	Normal	Recycle	Status	Normal	Swift	Special			
Ghost	Curse	Status	Normal	Hyper Beam	Special	Psychic	Reflect	Status	Normal	Take Down	Physical			
Dark	Dark Pulse	Special	Normal	Hyper Voice	Special	Psychic	Rest	Status	Psychic	Telekinesis	Status			
Fairy	Dazzling Gleam	Special	Psychic	Imprison	Status	Dark	Retaliate	Physical	Normal	Tera Blast	???			
Normal	Double Team	Status	Steel	Iron Tail	Special	Normal	Return	Physical	Dark	Thief	Physical			
Normal	Double-Edge	Physical	Psychic	Light Screen	Status	Fighting	Rock Smash	Physical	Electric	Thunder	Special			
Psychic	Dream Eater	Special	Fighting	Low Kick	Physical	Normal	Round	Special	Electric	Thunder Wave	Status			
Ground	Earthquake	Physical	Psychic	Magic Coat	Physical	Normal	Secret Power	Physical	Electric	Thunderbolt	Special			
Normal	Echoed Voice	Special	Normal	Mimic	Status	Ghost	Shadow Ball	Special	Poison	Toxic	Status			
Normal	Endure	Status	Psychic	Mirror Coat	Special	Electric	Shock Wave	Special	Grass	Trailblaze	Physical			
Grass	Energy Ball	Special	Ground	Mud-Slap	Special	Bug	Signal Beam	Status	Psychic	Trick	Status			

Sex Ratio: ½ Male, ½ Female

Abilities:

Cud Chew, Armor Tail, Sap Sipper

	Farigiraf	Normal	Psychic
Learn	set: Level Up	Level	Category
Normal	Tackle	1	Physical
Normal	Growl	1	Status
Ghost	Astonish	1	Physical
Psychic	Power Swap	1	Status
Psychic	Guard Swap	1	Status
Psychic	Confusion	5	Special
Dark	Bite	10	Physical
Normal	Stomp	12	Physical
Psychic	Agility	18	Status
Psychic	Psybeam	19	Special
Dark	Assurance	20	Physical
Normal	Double Hit	25	Physical
Normal	Odor Sleuth	27	Status
Dark	Crunch	30	Physical
Psychic	Twin Beam	32	Special
Psychic	Zen Headbutt	38	Physical
Normal	Baton Pass	41	Status
Dark	Nasty Plot	45	Status
Psychic	Psychic	50	Special

Farigirafs are a whopping 10 to 11 feet tall (3.2 M) and weigh 352.6 pounds (160 kg), rivaling the size of a fully grown Falinks! They are the evolved form of (OG) Girafarig once Girafarig learns Twin Beam.

Farigira	af
HP	120
Attack	90
Defense	70
Sp. Attack	110
Sp. Defense	70
Speed	60

The secondary head has now hardened and shifted to encompass the primary head, both providing defense and offense for the primary head.

Habitat: Farigirafs can be found across the savannahs of the African continent, but the ecological destruction caused by humans has fragmented their habitats and dwindled their numbers.

Life Cycles: Farigirafs form herds with other Farigirafs, but they tend to be either bachelor herds or bachelorette herds. Herds that also have Girafarigs in them are the bachelorette herds, and the roaming bands of solely Farigirafs tend to be the bachelor herds. This occurs because Farigirafs can potentially reproduce any time of year, their cycles coming every few weeks, so the bachelor herds like roaming the savannah for females to mate with.

Behavior: Farigirafs are fiercely protective of their kin and will unleash violent headbutts upon any threats. Their combined heads gives them increased psychic powers that allows them to create devastating blows on opponents, thus eliminating all but the most persistent of threats: humans and Mightyenas.

Diet: Leaves and bark.

Conservation: Endangered

Relationship with Humans: If you think Girafarigs are dangerous, wait until you meet a Farigiraf! These long-necked behemoths will knock you senseless with a swift whack with their four-horned heads (which are actually called ossicones), and if you're too far away for that, they will send powerful psychic attacks in your direction, or unleash its Twin Beams attack. Old Wives' Tales say that Farigirafs are powerful enough to break boulders and steel beams with their necks, but that's not entirely true... but they *can* crush human bone! Seriously, unless you're a highly skilled trainer/ranger, stay away from Farigirafs.

Like Girafarigs, Farigirafs are a common part of children's media and are great attractions at the few zoos that house them, and are popular sites on safaris. However, Farigirafs take on a more violent role in children's

media compared to say, the real-world giraffe, which are largely treated as gentle herbivores with peculiar necks. In children's fantasy, knights are sometimes sent to slay Farigirafs to prove their valiance, or have armor inspired by them. A popular toy line features a knight with his Farigiraf, Flapple, Accelgor, Escavalier, Aegislash, and Bisharp.

Classification: Farigirafs have the scientific name *Girafa fariga*.

	Learnset: Tutoring/TMs													
Psychic	Ally Switch	Status	Normal	Flash	Status	Ghost	Night Shade	Special	Psychic	Skill Swap	Status	Psychic	Trick Room	Status
Psychic	Amnesia	Status	Dark	Foul Play	Physical	Ghost	Nightmare	Status	Normal	Sleep Talk	Status	Normal	Uproar	Special
Normal	Attract	Status	Normal	Frustration	Physical	Normal	Protect	Status	Normal	Snore	Special	Normal	Work Up	Status
Normal	Body Slam	Physical	Normal	Giga Impact	Physical	Psychic	Psybeam	Special	Ground	Stomping Tantrum	Physical	Electric	Zap Cannon	Electric
Ground	Bulldoze	Physical	Grass	Grass Knot	Special	Normal	Psych Up	Status	Psychic	Stored Power	Special	Psychic	Zen Headbutt	Physical
Psychic	Calm Mind	Status	Psychic	Gravity	Status	Psychic	Psychic	Special	Normal	Strength	Physical			
Normal	Captivate	Status	Normal	Headbutt	Physical	Psychic	Psychic Fangs	Physical	Normal	Substitute	Status			
Electric	Charge Beam	Special	Normal	Helping Hand	Status	Psychic	Psychic Terrain	Status	Dark	Sucker Punch	Physical			
Normal	Confide	Status	Normal	Hidden Power	Special	Psychic	Psyshock	Special	Fire	Sunny Day	Status			
Ghost	Confuse Ray	Status	Normal	Hyper Beam	Special	Water	Rain Dance	Status	Normal	Swagger	Status			
Dark	Crunch	Physical	Normal	Hyper Voice	Special	Normal	Recycle	Status	Normal	Swift	Special			
Ghost	Curse	Status	Psychic	Imprison	Status	Psychic	Reflect	Status	Normal	Take Down	Physical			
Fairy	Dazzling Gleam	Special	Steel	Iron Head	Physical	Psychic	Rest	Status	Psychic	Telekinesis	Status			
Normal	Double Team	Status	Steel	Iron Tail	Special	Dark	Retaliate	Physical	Normal	Tera Blast	???			
Normal	Double-Edge	Physical	Psychic	Light Screen	Status	Normal	Return	Physical	Dark	Thief	Physical			
Psychic	Dream Eater	Special	Fighting	Low Kick	Physical	Fighting	Rock Smash	Physical	Electric	Thunder	Special			
Ground	Earthquake	Physical	Psychic	Magic Coat	Physical	Normal	Round	Special	Electric	Thunder Wave	Status			
Normal	Echoed Voice	Special	Normal	Mimic	Status	Normal	Secret Power	Physical	Electric	Thunderbolt	Special			
Normal	Endure	Status	Psychic	Mirror Coat	Special	Ghost	Shadow Ball	Special	Poison	Toxic	Status			
Grass	Energy Ball	Special	Ground	Mud-Slap	Special	Electric	Shock Wave	Special	Grass	Trailblaze	Physical			
Normal	Façade	Physical	Normal	Natural Gift	Physical	Bug	Signal Beam	Status	Psychic	Trick	Status			