

# SCRIPTFIGHT!

Episode 3



**CHARIZARD**

*( Pokémon )*

**VS**

**RATHALOS**

*( Monster Hunter )*

**Charizard**, the Fire Breathing Pokémon of the Kanto Region.

**Rathalos**, the King of the Skies and Apex Predator of Monster Hunter.

Every world has a creature that owns the sky. Not merely lives in it — owns it. Commands it. Makes every other flying thing reconsider its altitude. In the Pokémon world that creature is Charizard — a fire dragon that has carried the weight of an entire generation's childhood on its wings and never once buckled under it. In the Monster Hunter world that creature is Rathalos — the King of the Skies, the flagship monster of a franchise built entirely around the premise that hunting it is the highest test a hunter can face. Today those two worlds collide. Two kings. One sky. Let us find out who rules it — in a Script Fight.

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## **SECTION 1 — CANON & MEDIA RULES**

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### **Charizard — Pokémon**

All mainline Pokémon games are included: Red/Blue through Scarlet/Violet. The Pokémon anime is fully included, with Ash's Charizard, Red's Charizard, and Alain's Charizard all contributing feats. The Pokémon manga — specifically Pokémon Adventures — is included. All theatrical films are included. Charizard is used in full composite form across all canonical appearances. All transformation states are available: base Charizard, Mega Charizard X (Fire/Dragon type, Tough Claws ability), Mega Charizard Y (Fire/Flying type, Drought ability), and Gigantamax Charizard. All moves documented across all media are available simultaneously.

### **Rathalos — Monster Hunter**

All mainline Monster Hunter games are included: Monster Hunter through Monster Hunter Wilds (2025). All Rathalos variants are included in composite form: standard Rathalos, Azure Rathalos, Silver Rathalos, HC (Hyper Class) variants, Apex Rathalos, Dreading Rathalos, Zenith Rathalos, Zerureusu, Flame Rathalos, and Guardian Rathalos from Monster Hunter Wilds. The Monster Hunter anime and all crossover appearances — including the Final Fantasy XIV crossover hunt — are included as supplementary material. All abilities and attacks documented across all variants and all media are available simultaneously.

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## **SECTION 2 — GLOSSARY**

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## Pokémon Terminology

**Mega Evolution:** A temporary transformation exclusive to certain Pokémon introduced in Pokémon X and Y. Requires the Pokémon to hold a specific Mega Stone and the Trainer to use a Key Stone. Dramatically increases all base stats and may change the Pokémon's type, ability, and appearance. Charizard has two distinct Mega Evolution forms with different type combinations and abilities.

**Mega Charizard X:** Charizard's first Mega Evolution form, achieved using Charizardite X. Changes Charizard's type from Fire/Flying to Fire/Dragon. Its ability changes to Tough Claws, which boosts the power of all contact moves by approximately 30%. Its physical Attack stat increases dramatically, making it a predominantly physical attacker. Its body turns black with blue flames.

**Mega Charizard Y:** Charizard's second Mega Evolution form, achieved using Charizardite Y. Retains the Fire/Flying typing. Its ability changes to Drought, which automatically summons harsh sunlight upon entering battle — boosting Fire-type move power by 50% and enabling Solar Beam without charging. Its Special Attack increases to extreme levels.

**Gigantamax Charizard:** A special Dynamax form exclusive to certain Charizard. Unlike standard Dynamax, Gigantamax changes the Pokémon's appearance dramatically. Gigantamax Charizard becomes enormous, its internal flame burning at over 3,600 degrees Fahrenheit. Its G-Max Move is G-Max Wildfire — a persistent fire attack that continues dealing damage for four turns and cannot be blocked by most protective moves.

**Blaze:** Charizard's primary ability. When Charizard's HP drops below one third, the power of its Fire-type moves increases by 50%.

**Seismic Toss:** A Fighting-type move that deals damage equal to the user's level regardless of the target's defenses. In the anime and manga, depicted as physically lifting and slamming the opponent.

**Flare Blitz:** Charizard's most powerful physical Fire-type move. The user surrounds itself in fire and charges the opponent. Deals recoil damage to Charizard equal to one third of the damage dealt.

## Monster Hunter Terminology

**Flying Wyvern:** The taxonomic classification Rathalos belongs to — a category of monsters defined by two wings, two legs, and typically aerial-focused combat behavior. The dominant predator type in the Monster Hunter world.

**Apex Monster:** A designation given to the most powerful individuals of their species, representing the absolute peak of that monster's potential. Apex Rathalos in Monster Hunter Rise is a Rathalos that survived a storm created by the Wind Serpent Ibushi and became dramatically more powerful for it. Apex monsters are significantly stronger, faster, and more aggressive than standard members of their species.

**Silver Rathalos:** A rare species of Rathalos distinguished by shining silver scales. Significantly more powerful than standard Rathalos, scaling to Large Island level in the VS Battles

community. Its fire attacks are more powerful and its physical output exceeds standard Rathalos by a significant margin.

**Dreadking Rathalos:** A Deviant Rathalos — a designation for monsters that have survived encounters that should have killed them and mutated into something stronger as a result. Dreadking is distinguished by darker scales and blood-orange wing membranes. Uses a wider variety of explosive fire attacks and scales to City level output.

**Zerureusu:** The most powerful Rathalos variant, originating from Monster Hunter Frontier. The apex of all Rathalos forms. Scales at least to Large Island level and possibly far higher through frontier scaling. Its fire output and physical capabilities exceed all other Rathalos variants.

**Guardian Rathalos:** A variant introduced in Monster Hunter Wilds (2025). Possesses a white aura empowerment phase that dramatically enhances its attack power and fire output. Has aerial combat capabilities beyond standard Rathalos.

**Fireblight:** A status effect caused by Rathalos's fire attacks. Inflicts continuous fire damage over time and dramatically increases the damage of the next fire hit. In game terms it represents fire that has penetrated defenses and continues burning from within.

**Kinship Attack:** A powerful combined attack available in Monster Hunter Stories. Rathalos's Kinship Attack — Flame Dive — involves a full-speed aerial dive coated in fire, representing his absolute offensive commitment.

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## SECTION 3 — FOLKLORE & CULTURAL BACKGROUND

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### Charizard — The Dragon That Was Never Supposed to Be a Dragon

Charizard occupies one of the most interesting positions in the mythology of fictional creatures: it is a dragon that is officially not a dragon. Game Freak deliberately classified it as Fire/Flying rather than Fire/Dragon — a decision that frustrated fans for years and was only partially addressed with Mega Charizard X's Dragon typing. This tension between what Charizard looks like and what it officially is has defined its cultural identity. It is the dragon that had to earn its dragon classification, which paradoxically makes it more dragon-like in narrative terms than most creatures with the Dragon typing.

The mythological tradition Charizard draws from is the Western European fire drake — the dragon as apex predator, as force of nature, as the thing that burns kingdoms and cannot be stopped by conventional means. Unlike the serpentine Eastern dragon — wise, benevolent, associated with water and harmony — the Western dragon is power without wisdom, the raw expression of elemental force given wings. Charizard inhabits this archetype completely. It is proud to the point of arrogance, refuses to battle opponents it considers weak, and treats combat as a form of self-expression rather than a means to an end. Its fire burns at temperatures capable of melting boulders — approximately 3,600 degrees Fahrenheit in Gigantamax form — and it uses it not because it has to but because it wants to.

Its cultural significance in the Pokémon franchise cannot be overstated. Charizard is the face of an entire generation — the starter evolution that defined what a powerful Pokémon was supposed to look like, feel like, and mean to the trainer who raised it. The relationship between Ash and his Charizard in the anime — the wild, rebellious partner who refused to obey until it was challenged hard enough to respect its trainer — is one of the most narratively complete character arcs in the franchise. Charizard's power means nothing to it. What it respects is strength. What it responds to is the opponent worthy of its fire.

## **Rathalos — The King Who Made the Sky a Territory**

Rathalos is rooted in the tradition of the territorial apex predator as a force of ecological order rather than chaos. In the Monster Hunter world, Rathalos is not merely powerful — it is the standard by which the power of every other creature is measured. Hunters who can defeat a Rathalos are hunters who have proven they belong in the world of high-level monster hunting. It is the benchmark. The threshold. The test that separates the hunters who are ready from the hunters who are not.

The specific cultural tradition Rathalos draws from is the medieval concept of the wyvern — the two-legged dragon, distinct from the four-legged true dragon of Western mythology. The wyvern is faster, more aggressive, and more territorial than the traditional dragon. Where the dragon hoards and waits, the wyvern hunts and patrols. Where the dragon is a force of nature waiting to be disturbed, the wyvern is a force of nature that goes looking for disturbances. Rathalos embodies this archetype perfectly: it does not wait to be challenged. It establishes a territory and defends it against everything that enters, up to and including creatures significantly larger than itself.

The King of the Skies title is not hyperbole in the Monster Hunter world. Rathalos genuinely dominates the aerial tier of its ecosystem — even other powerful monsters give its territory respectful distance. Its poison talons, its explosive firebreath, and its absolute mastery of aerial combat have made it the ruler of the airspace in every biome it inhabits. Silver Rathalos and Dreadking Rathalos represent what happens when that already dominant creature survives encounters that should have killed it and becomes something even more extreme. The king that survives attempted regicide becomes something that was already a king — and is now unkillable.

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## **SECTION 4 — CHARACTER BACKGROUND**

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### **Charizard — Born From Flame, Refined by Battle**

Charizard's story begins as Charmander — a small, vulnerable Fire-type whose life force is literally tied to the flame burning on its tail. Extinguish the flame and the Charmander dies. It is the most vulnerable of the Kanto starters in its base form, carrying its mortality visibly on its body for every opponent to see. This origin is not incidental to understanding Charizard. The

creature that becomes one of the most powerful non-legendary Pokémon in existence began as a thing whose death was visible from across the room.

The evolution line — Charmander to Charmeleon to Charizard — is a transformation from vulnerability to something that has so thoroughly transcended vulnerability that it has become contemptuous of it. Charmeleon is already aggressive and difficult to handle, its growing power making it impatient with opponents it considers beneath it. By the time it evolves into Charizard, this tendency has calcified into a defining personality trait: Charizard will not battle an opponent it considers weak. It refuses. Not out of mercy — out of pride. The flame that would have killed it as a Charmander now burns hot enough to melt boulders, and it is not interested in wasting that flame on anything that cannot make the expenditure worthwhile.

The most significant Charizard in the franchise's history belongs to Ash Ketchum, and that relationship is one of the most complete trainer-Pokémon arcs in the anime. Ash's Charizard spent an extended period refusing to obey him — not out of malice but out of genuine disrespect. It did not believe Ash was strong enough to deserve its participation. The arc was resolved not when Ash proved he was powerful but when he demonstrated that he cared — that he was willing to stay awake all night keeping Charizard's flame burning after a battle that nearly killed it, not because it was strategically useful but because it mattered to him. Charizard's respect, once earned, was absolute. It became one of Ash's most powerful and most loyal partners.

In battle, Charizard is a creature of extremes. Its Mega Charizard X form converts all that fire into physical power — the blue flames, the Dragon typing, the Tough Claws ability making every physical strike more devastating. Its Mega Charizard Y form goes the other direction, channeling everything into special attack power under the harsh sunlight its Drought ability automatically creates. Its Gigantamax form makes it enormous beyond rational scale, its internal temperature exceeding 3,600 degrees Fahrenheit, its G-Max Wildfire burning for four turns regardless of what the opponent does to stop it. Every form is a different expression of the same thing: an enormous amount of fire, precisely directed.

## **Rathalos — The King Forged in Aerial Dominance**

Rathalos has no origin story in the conventional sense — it is not a character with a history, it is a species with an ecology. But that ecology is one of the most completely realized in fiction. Rathalos stakes enormous territories centered around a single nest, patrols that territory from the air with relentless aggression, and descends on anything that enters it with the specific violence of a predator that has no natural enemies and has therefore never learned restraint.

What makes Rathalos narratively significant is not any individual specimen but what the species represents in the Monster Hunter world's hierarchy of power. It is the flagship monster — the creature whose silhouette is on the cover, whose roar opens the franchise, whose defeat marks the point at which a hunter has proven themselves ready for what comes next. Every Monster Hunter game begins, in some form, with the understanding that Rathalos exists and that reaching it is the goal. It is the mountain. The standard. The thing you train toward.

The individual variants deepen this. Azure Rathalos is faster and more aggressive than standard, its combat style more committed and its positioning more unpredictable. Silver Rathalos is rarer and more powerful, its fire hotter and its physical output dramatically increased — the standard Rathalos refined by whatever process produces rare species, pressed further toward the apex of what the form can be. Dreading Rathalos is what happens when a Rathalos survives something that should have killed it — it comes back wrong in the best possible way,

darker and more explosive, its fire attacks graduating from streams to detonations. Apex Rathalos survived a storm created by an Elder Dragon. Zenith Rathalos survived the Frontier. Zerureusu is what all of those processes accumulate to when pushed to their absolute limit.

Guardian Rathalos in Monster Hunter Wilds represents the most current expression of the species — a Rathalos operating in the ecosystem of the Forbidden Lands, empowered by the energies of that environment, capable of an aura state that dramatically amplifies its already considerable output. Every Rathalos is the King of the Skies in its territory. Guardian Rathalos is the king who came back from somewhere worse and decided the title was insufficient.

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## SECTION 5 — COMBAT PROFILE

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### CHARIZARD — Combat Profile

#### Strength

Charizard's physical strength scales through its typing and the broader Pokémon power hierarchy. In base form it is comparable to fully evolved Pokémon in X and Y — scaling to Island level through the accepted Pokémon community calculations involving Abomasnow's massive hailstorm creation and similar weather-manipulation feats. Its Seismic Toss — depicted in the anime as physically lifting and hurling opponents — further demonstrates raw physical capability. Mega Charizard X dramatically increases physical attack, with Tough Claws boosting all contact move damage by 30% on top of the stat increase. Gigantamax Charizard scales higher still — its internal flame at 3,600 degrees Fahrenheit and its enormous physical scale placing it above most non-legendary Pokémon.

Ash's Charizard has demonstrated physical strength sufficient to lift and throw Pokémon comparable in size to itself, trade blows with legendary-adjacent opponents like Entei, and survive Articuno's ice attacks — both legendary birds representing significant power benchmarks in the anime's scaling.

**Attack Potency:** *Island level base — higher with Mega Evolution and Gigantamax (7-A to High 6-C range)*

**Equivalent Output:** *Mega Charizard Y fire output — capable of melting glaciers, scorching wide areas under Drought conditions*

#### Speed

Charizard's speed scales to the broader Pokémon verse through its ability to dodge lightning and light-based moves — placing it at the Speed of Light baseline for the games, with FTL scaling for fully evolved and well-trained Pokémon. Ash's Charizard in the anime has demonstrated Massively Hypersonic speed through feats including keeping pace with legendary-class opponents and reacting to attacks from Entei and Articuno. The VS Battles wiki

accepts FTL for game-scale Charizard through the lightning-dodging benchmark, with Massively Hypersonic as a conservative anime baseline.

**Combat Speed:** *FTL (game scaling via lightning-dodging) — Massively Hypersonic conservative anime baseline*

## **Durability**

Charizard's durability scales with its attack potency — Island level base, higher in Mega and Gigantamax forms. Ash's Charizard has survived direct hits from Articuno's ice attacks and sustained combat with Entei — both representing significant damage benchmarks. Mega Charizard X's Dragon typing removes the 4x Rock weakness of base Charizard, significantly improving its defensive profile against one of its most exploitable vulnerabilities. Gigantamax Charizard's enormous scale and increased HP further improve effective durability.

Notable weakness: Charizard retains a Rock-type weakness in base and Mega Y forms (4x in base, 2x in Mega Y). Rock-type attacks represent the most exploitable vulnerability in its defensive profile. Mega Charizard X removes this in exchange for Dragon typing but then becomes vulnerable to Dragon-type attacks.

**Durability:** *Island level base — Mountain level conservative — weakness to Rock (base/Mega Y) and Dragon (Mega X)*

## **Stamina**

Charizard's stamina is respectable but not extraordinary. The VS Battles wiki rates it as Average to High depending on its form, with Gigantamax effectively doubling its stamina capacity. In the anime, Ash's Charizard has sustained extended multi-battle campaigns in the Charicific Valley training arc. Flare Blitz's recoil damage represents a stamina cost per use. Mega Evolution sustains through battles but has been depicted as having limits in extended multi-battle scenarios in the anime.

**Stamina:** *Average-High base — Very High in Gigantamax form*

## **Agility**

Charizard is an aerial fighter with excellent three-dimensional mobility. Its wings allow sustained high-altitude flight, rapid directional changes, and the ability to use its aerial positioning as both an offensive and defensive advantage. Mega Charizard Y enhances flight capability. Its aerial combat style — combining diving attacks, aerial fire breathing, and wing-based physical strikes — makes it a genuinely difficult target to reliably hit. Its primary agility weakness is its size, which increases as a target in Gigantamax form despite the power gains.

**Agility:** *Superhuman — aerial combat specialist, FTL reaction speed, three-dimensional combat mobility*

## **Intelligence**

Charizard is described as average intelligence — described in official sources as easily angered and adamant, requiring trainer assistance for complex battle strategies. This is its most significant limiting factor in an unsupervised matchup. Without a trainer directing it, Charizard

fights on instinct, pride, and aggression. Its pride-based selectivity about opponents occasionally works in its favor — it will not underestimate a strong opponent — but it lacks the tactical depth to construct complex multi-step combat strategies independently. It is an exceptional fighter. It is not a tactician.

**Intelligence:** *Average — instinct and pride-driven combat, limited independent tactical planning*

### **Battle IQ**

Charizard's in-combat intelligence is higher than its general intelligence rating suggests. It reads opponents well in terms of strength — correctly identifying when an opponent is worth its full commitment. Its aerial positioning is instinctively optimal. It uses Smokescreen effectively for tactical obscuration. However, it is prone to overconfidence against opponents it has already assessed as manageable, and its pride-driven combat style means it may escalate to Mega Evolution later than optimal against opponents that initially seem weaker than they are.

**Battle IQ:** *Above Average — good instinctive aerial positioning, exploitable overconfidence*

### **Combat Skill & Experience**

Charizard's composite combat experience spans the entire Pokémon franchise — countless battles across games, the anime, and the manga. Ash's Charizard specifically has the most extensively documented battle record, including victories against legendary-adjacent opponents and a near-win against a fully powered Articuno. Alain's Charizard has mega-evolved against multiple opponents in the anime's Kalos arc, including other Mega-evolved Pokémon. Red's Charizard has been depicted battling at the highest level of the games' competitive tier. The composite draws on all of these.

**Combat Skill:** *Expert — extensive multi-media battle experience, aerial combat specialist*

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## **RATHALOS — Combat Profile (Composite)**

### **Strength**

Rathalos's physical strength in its peak composite form — Silver Rathalos and Dreadking Rathalos at minimum, Zerureusu at the ceiling — scales to Large Island level through the accepted Monster Hunter community calculations. The VS Battles wiki places Silver Rathalos and Dreadking Rathalos at High 6-C (Large Island level) through scaling to Bazelgeuse overpowering and Nergigante cohabitation feats. Zerureusu scales to at least this level and possibly higher through Frontier scaling. Physical attacks — tail sweeps, claw strikes, body slams from aerial dives — carry this output.

Rathalos's most significant strength feat is in the context of its ecological position: it willingly sets its lair in the same location as Nergigante — an Elder Dragon that destroys other Elder Dragons — and is treated as a comparable territorial presence rather than prey. This contextual scaling supports its Large Island level positioning.

**Attack Potency:** *High 8-C base — High 6-C (Large Island level) Silver/Dreadking/Apex composite peak — Zerureusu potentially higher*

**Equivalent Output:** *Large Island level physical output — fire attacks scaling to comparable range with Fireblight status compounding*

## **Speed**

Rathalos's speed in standard form is Supersonic — the Astalos clash feat of going from cloud to ground level in seconds calculates to approximately 500 m/s (Mach 1.47). Apex and higher variants scale above this. In aerial combat Rathalos demonstrates exceptional maneuvering speed and reaction time — it can dodge hunter attacks, reposition in three dimensions rapidly, and close distance from significant height in very short timeframes. The VS Battles wiki accepts Supersonic for Apex variants with the possibility of higher scaling for Frontier-level variants.

**Combat Speed:** *Supersonic (Mach 1.47 baseline via Astalos clash calc) — higher for Apex and Frontier variants*

## **Durability**

Rathalos's durability scales with its attack potency — Large Island level for its peak composite forms. Its scales provide significant physical protection, with Silver Rathalos's silver scales being specifically noted as exceptional armor. It has demonstrated the ability to survive attacks from other Large Island level monsters in the Monster Hunter world and continue fighting. Apex Rathalos survived a storm created by an Elder Dragon — a feat that provides significant durability context. Its primary weak points are the head, wings, and underbelly — targeted damage to these areas is more effective than body attacks.

**Durability:** *High 6-C (Large Island level) peak composite — exploitable weak points on head, wings, belly*

## **Stamina**

Rathalos's stamina as an apex predator is high — it patrols enormous territories continuously, engages in extended hunts, and maintains combat capability through prolonged encounters. In Monster Hunter games, Rathalos demonstrates stamina through its ability to sustain aerial combat, multiple fire breath attacks, and extended ground combat across long hunt durations. Apex variants demonstrate increased stamina relative to standard forms. Its stamina is not its strongest attribute but is more than adequate for sustained combat.

**Stamina:** *High — apex predator constitution, sustained aerial patrol capability*

## **Agility**

Rathalos is exceptionally agile in the air — this is its primary competitive advantage and the core of its King of the Skies designation. It repositions faster than most ground-based opponents can track, uses altitude as a defensive resource, and converts aerial speed directly into offensive impact through dive attacks. Its ground agility is significantly lower — on the ground it is less mobile and more predictable. Its combat philosophy is built around never staying on the ground if it can avoid it, which it almost always can.

**Agility:** *Superhuman aerial agility — Supersonic aerial repositioning — significantly reduced ground mobility*

### **Intelligence**

Rathalos operates on predator intelligence — highly effective in its ecological domain, capable of tracking prey, establishing and defending territory, and adapting hunting strategies based on prey behavior. It is not a tactical genius but it is not mindless. It reads combat situations in terms of threat assessment and responds appropriately — retreating when damaged, targeting weak points when it identifies them, and using the environment to its advantage. Its intelligence is primarily instinctual and ecology-based rather than abstract or strategic.

**Intelligence:** *Animal intelligence — predator-level threat assessment, instinctual tactical adaptation*

### **Battle IQ**

Rathalos's Battle IQ is above average for its intelligence tier. It uses aerial positioning to deny opponents favorable engagement ranges, targets areas of vulnerability consistently, uses Fireblight as an attrition tool rather than a one-shot weapon, and combines poison talons with fire breath for layered status threat. It is an experienced apex predator and fights like one — no wasted energy, no unnecessary commitment, always maintaining the aerial advantage that defines its combat identity. Its primary exploitable tendency is predictability in its attack patterns, which experienced hunters learn to read and punish.

**Battle IQ:** *Above Average for its intelligence tier — aerial positioning specialist, status layering, exploitable pattern predictability*

### **Combat Skill & Experience**

Rathalos's combat experience spans its entire existence as an apex predator — it has fought and defeated hunters, other monsters, and territorial challengers across every ecosystem it inhabits. Its composite form draws on the experience of every variant: Silver Rathalos's refined fire control, Dreadking Rathalos's explosive attack escalation, Apex Rathalos's storm-survivor aggression, Zerureusu's Frontier-level combat capability. It is one of the most experienced aerial combat creatures in its universe, having refined its hunting and fighting methodology across the entirety of its evolutionary history.

**Combat Style:** *Aerial dominance specialist — poison-plus-fire layered status, dive-bombing, territorial aggression*

**Experience:** *Extensive — apex predator combat across all Monster Hunter world ecosystems, composite of all variant experience*

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## **SECTION 6 — ARSENAL & WEAPONS**

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# CHARIZARD — Arsenal

## Fire-Type Moves

Charizard's primary offensive toolkit is built around Fire-type attacks. Flamethrower — the standard ranged fire attack, reliable and accurate. Fire Blast — higher output, less accurate, the committed version of Flamethrower. Flare Blitz — the physical fire charge, maximum output at the cost of recoil damage. Heat Wave — area-effect fire attack covering multiple targets simultaneously. Overheat — maximum power Fire-type special attack that dramatically drops Special Attack after use, functioning as a one-shot nuclear option. Fire Spin — a persistent trapping fire attack that holds opponents in a vortex while dealing continuous damage. G-Max Wildfire in Gigantamax form — a fire attack that continues dealing damage for four turns regardless of defensive actions taken, bypassing most protective moves.

Mega Charizard Y under Drought conditions amplifies all Fire-type special attack moves by 50%, making its fire attacks the most powerful in the composite toolkit. Temperatures in Gigantamax form are documented at over 3,600 degrees Fahrenheit — hot enough to melt titanium.

## Dragon and Physical Moves

Mega Charizard X's Dragon typing and Tough Claws ability make its physical Dragon-type moves devastating. Dragon Claw — physical Dragon attack, amplified by Tough Claws. Dragon Rage — fixed damage Dragon attack from earlier game appearances. Outrage — maximum output physical Dragon attack that causes Charizard to become confused after two to three turns of use. Brick Break and Focus Blast provide Fighting-type coverage. Thunder Punch provides limited electric coverage. Shadow Claw covers Ghost-type attacks.

## Aerial and Tactical Moves

Fly — standard aerial movement and attack, allowing Charizard to ascend out of reach before diving. Air Slash — aerial Flying-type attack with flinch chance. Acrobatics — high-power Flying attack when not holding an item. Wing Attack — physical wing-based close combat. Smokescreen — tactical move reducing opponent accuracy significantly, useful for breaking sight lines and forcing repositioning. Seismic Toss — throws the opponent with force scaled to Charizard's level regardless of defensive stats. Slash — physical claw attack.

## Support and Status Moves

Sunny Day — manually activates harsh sunlight, replicating Mega Charizard Y's Drought effect without requiring Mega Evolution. Solar Beam — in sunlight conditions, fires immediately without the standard charge turn, providing coverage against Water and Rock types. Roost — recovery move restoring HP mid-battle. Will-O-Wisp — inflicts Burn status on the opponent, halving their physical attack and dealing continuous damage per turn.

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## **RATHALOS — Arsenal (Composite)**

### **Firebreath Arsenal**

Rathalos's firebreath is its signature weapon and its most versatile offensive tool. Standard fireball projectiles — explosive spheres of concentrated fire fired at range. Fire beam — a sustained stream of flame covering a wide area. Aerial fireball spread — multiple simultaneous projectiles fired from altitude, covering a wide ground area below. Incandescent state fireball — in Apex Rathalos's Incandescent state, the firebreath shifts to a blue flame of dramatically increased temperature and explosive yield, with wider blast radius and greater penetration. All fire attacks inflict Fireblight status, which compounds fire damage and makes subsequent fire hits significantly more effective.

Silver Rathalos's fire is documented as hotter and more powerful than standard variants. Dreading Rathalos's fire attacks have evolved into explosive detonations rather than streams, with wider blast areas. Guardian Rathalos in its aura phase fires fire attacks with dramatically enhanced power. The composite Rathalos has access to all of these fire variations simultaneously.

### **Poison Talons**

Rathalos's claws secrete a natural venom that inflicts Poison status on contact — dealing continuous damage over time and compounding with Fireblight for layered status pressure. The poison talons are primarily used in dive attacks — Rathalos grabs prey with its claws from the air, injecting venom on contact before releasing and returning to altitude. In extended combat, the combination of Poison and Fireblight creates a dual attrition threat that accelerates damage accumulation significantly.

### **Physical Weapons — Tail, Wings, Body**

Rathalos's tail sweep covers a wide arc and carries significant physical force. Wing slams from above — using its wingspan as a striking surface — cover large areas. Body slams from diving attacks carry the full aerial velocity as impact force. Its bite attack, used primarily at close range on the ground, combines physical damage with additional fire exposure. In aerial combat, it uses its body weight and momentum from dives as its primary physical weapon — converting altitude into kinetic energy at point of impact.

### **Kinship Attack — Flame Dive**

From Monster Hunter Stories, Rathalos's Kinship Attack is Flame Dive — a committed full-speed aerial dive with the entire body coated in fire, representing absolute offensive commitment. This attack combines maximum aerial velocity with fire coverage across the entire impact surface, making it the highest single-impact attack in Rathalos's composite arsenal.

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## SECTION 7 — POWERS, ABILITIES & HAX

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### CHARIZARD

#### Mega Evolution — X and Y Forms

Mega Evolution is Charizard's most significant power multiplier. Mega Charizard X converts the base form's Special Attack focus into a physical powerhouse with Dragon typing, Tough Claws boosting all contact moves by 30%, and a dramatically increased Attack stat. It removes the 4x Rock weakness by changing the Fire/Flying typing to Fire/Dragon, trading that vulnerability for a Dragon weakness. Mega Charizard Y goes the opposite direction — maximum Special Attack under automatic Drought, the most powerful fire-output form in the composite. Both forms represent a complete battlefield reconfiguration rather than a simple stat boost.

#### Gigantamax — G-Max Wildfire

Gigantamax Charizard's primary combat advantage is G-Max Wildfire — a persistent fire attack that continues dealing damage for four additional turns after the initial hit and cannot be blocked by most protective moves. This creates a lasting battlefield hazard that accumulates damage regardless of defensive actions, turning sustained combat into an attrition scenario where every turn Rathalos stays on the field costs it HP. The scale of Gigantamax Charizard also provides raw physical advantages through sheer mass and reach.

#### Blaze and Solar Power

Blaze activates when Charizard's HP drops below one third, increasing all Fire-type move power by 50%. Combined with Mega Charizard Y's already boosted fire output under Drought, an injured Charizard Y becomes dramatically more dangerous than a healthy one — its fire attacks at this threshold represent the maximum output of its composite fire capability. Solar Power provides an alternative power boost under sunlight at the cost of continuous HP drain, relevant primarily in the Mega Y configuration.

#### Weather Manipulation — Drought

Mega Charizard Y's Drought ability automatically creates harsh sunlight upon entering the field. This is not merely a stat boost — it is environmental control. Harsh sunlight powers up all Fire-type moves by 50%, weakens Water-type moves by 50%, enables instant Solar Beam, and activates Solar Power and Blaze synergies. In a matchup against a fire-using opponent like Rathalos, the sunlight environment is neutral to fire — but the specific mechanical advantages it provides to Charizard's toolkit are not replicated by Rathalos's fire use.

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# RATHALOS

## Fireblight Status and Layered Status Pressure

Rathalos's most strategically significant ability is not any individual attack but the combination of Fireblight from fire attacks and Poison from its talons. Fireblight causes continuous fire damage and dramatically increases the damage of the next fire hit — essentially functioning as a persistent fire DoT that makes subsequent fire attacks more effective. Poison causes continuous damage per turn independently. The combination creates a dual attrition field where every turn of sustained combat costs the opponent HP from both sources simultaneously, compounding with direct attack damage to accelerate the fight's conclusion.

## Apex Enhancement — Incandescent State

Apex Rathalos's Incandescent state is a mid-combat power amplification comparable in function to Charizard's Blaze — triggered by damage accumulation and resulting in dramatically enhanced fire output. In Incandescent state, Rathalos's fire attacks shift to blue flame, increase in temperature and explosive yield, and cover wider blast areas. It is the Monster Hunter equivalent of a powered-up second phase — when Rathalos is losing, it becomes more dangerous.

## Guardian Rathalos Aura Phase

Guardian Rathalos's white aura phase from Monster Hunter Wilds dramatically amplifies its attack power and fire output, representing its highest combat intensity state. This phase can be interrupted by sustained staggering but if allowed to complete, it transforms Rathalos's fire attacks into significantly more powerful versions of themselves.

## Aerial Combat Mastery

Rathalos's most fundamental ability is not a discrete power but an innate mastery of three-dimensional aerial combat. It uses altitude as a resource — repositioning out of reach to reset engagements, converting height into dive-bomb force, and using its aerial perspective to track and target accurately from positions that make retaliation difficult. Against opponents without aerial equivalence, this mastery provides a persistent positioning advantage that compounds throughout the fight.

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## SECTION 8 — NUMERICAL SCALING & EQUIVALENT MEASUREMENTS

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### CHARIZARD — Final Scaling Summary

**Attack Potency (Base):** 7-A Island level — comparable to fully evolved Kanto/Kalos Pokémon, scaling through hailstorm and weather feats

**Attack Potency (Mega Y / Gigantamax):** High 6-C Large Island level and above — Drought-boosted fire output, G-Max Wildfire persistent field

**Fire Temperature:** Over 3,600°F (1,982°C) in Gigantamax form — titanium melting threshold

**Combat Speed:** FTL via game lightning-dodging benchmark — Massively Hypersonic conservative anime scaling

**Durability:** 7-A to High 6-C — Island to Large Island level across forms — Rock weakness (base/Mega Y), Dragon weakness (Mega X)

**Stamina:** Average-High base — Very High Gigantamax

### RATHALOS — Final Scaling Summary (Composite Peak)

**Attack Potency (Base/Azure):** High 8-C Large Building level+

**Attack Potency (Silver/Dreadking/Apex):** High 6-C Large Island level — Bazelgeuse overpowering and Nergigante cohabitation scaling

**Attack Potency (Zerureusu):** At least High 6-C — possibly higher via Frontier scaling

**Combat Speed:** Supersonic base (Mach 1.47 via Astalos clash) — higher for Apex/Frontier variants

**Durability:** High 6-C Large Island level peak composite — exploitable weak points on head, wings, underbelly

**Stamina:** High — apex predator constitution

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## SECTION 9 — CONNECTIONS

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Charizard versus Rathalos is one of those matchups where the connections are so obvious that they risk appearing shallow — and yet the more carefully you examine them, the deeper they run.

Both are fire-breathing flying dragons who serve as the defining apex creature of their respective franchises. Charizard is the face of Pokémon — the creature on the original Red version cover, the first truly powerful partner most players ever raised. Rathalos is the face of

Monster Hunter — the flagship monster, the creature whose silhouette is the franchise's identity. They are both THE dragon of their world. Not a dragon. The dragon.

Both are defined by territorial pride and the refusal to acknowledge weakness. Charizard will not battle opponents it considers beneath it — a behavioral trait that is explicitly documented in its Pokédex entries. Rathalos stakes enormous territories and defends them against everything, treating every incursion as an offense requiring a violent response. Both are creatures whose aggression is not born from fear but from an absolute certainty about their place in the hierarchy. They are at the top. They know it. They fight like they know it.

Both have multiple evolved or enhanced forms representing the escalation of their core identity. Mega Charizard X and Y, Gigantamax — three distinct peak forms for Charizard. Silver, Dreading, Apex, Zerureusu, Guardian — five or more peak forms for Rathalos. Both franchises answer the question 'what if this dragon were even more dangerous?' and arrive at answers that are genuinely more dangerous rather than simply bigger.

And both represent the same essential archetype: the creature that earns its place at the top through fire, aggression, and the absolute unwillingness to acknowledge any sky as belonging to anything else. This matchup is the most literal possible expression of that archetype — two kings of the sky, one sky, and the fight that decides who was right about owning it.

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## SECTION 10 — ANALYSIS

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### **The Power Gap — Closer Than It Looks**

The scaling comparison between Charizard and Rathalos is one of the most direct tier comparisons in Script Fight history — both characters scale to High 6-C (Large Island level) in their peak composite forms. Charizard's Mega Charizard Y and Gigantamax forms place it at this tier. Rathalos's Silver, Dreading, and Apex variants place it at the same tier. At their respective peaks, these two characters are essentially equivalent in raw output. The power gap does not decide this fight.

### **Speed — The Critical Disparity**

This is where the matchup opens up decisively. Charizard scales to FTL through the game-tier lightning-dodging benchmark accepted by the VS Battles community. Rathalos's best-supported speed is Supersonic — Mach 1.47 via the Astalos cloud-to-ground calculation. FTL versus Supersonic is not a marginal gap. It is the difference between moving at the speed of light and moving at approximately 500 meters per second. Charizard moves, reacts, and attacks at a

speed that Rathalos cannot perceive let alone respond to. This speed differential is the single most fight-decisive quantitative factor in the matchup.

Even accepting the conservative Massively Hypersonic anime scaling for Charizard — which places it at Mach 25 to Mach 1000 — the gap is still enormous. Rathalos at Supersonic is operating at roughly Mach 1.5. Massively Hypersonic Charizard is operating at a minimum of Mach 25. The speed difference means Charizard can dictate engagement range, dodge fire attacks, and deliver strikes before Rathalos can meaningfully respond.

## **Fire Versus Fire — Mutual Immunity**

Both characters are fire users. Both characters are fire-resistant. Charizard takes reduced damage from Fire-type attacks through its Fire typing. Rathalos as a fire-based creature has inherent resistance to fire damage — hunters specifically note that fire attacks are ineffective against it. The fire matchup is effectively neutral — neither character can use fire as a reliable damage mechanism against the other. The fight is decided by physical attacks, aerial positioning, status effects, and the speed gap.

## **Equipment Matchup**

Mega Evolution versus Apex Enhancement: Charizard's Mega Evolutions represent a more complete combat transformation than Rathalos's Incandescent state. Mega Charizard X's type change and Tough Claws boost, and Mega Charizard Y's Drought-powered fire output, are more mechanically comprehensive than Rathalos's mid-combat power spike. The transformation depth favors Charizard.

G-Max Wildfire versus Fireblight: Both are persistent damage mechanisms. G-Max Wildfire continues dealing damage for four turns regardless of defensive action. Fireblight compounds with subsequent fire hits and layers with Poison for dual status pressure. Against a fire-immune opponent, however, Fireblight's fire-compounding component is less effective. G-Max Wildfire's persistent damage, bypassing most protective moves, represents a more reliable attrition tool in this specific matchup.

Poison Talons versus Will-O-Wisp: Both characters have status-infliction options. Rathalos's Poison from talons requires physical contact — a landing dive attack or successful claw grab. Charizard's Will-O-Wisp is a ranged status move that inflicts Burn, halving physical attack and dealing continuous damage. Given the speed gap, Charizard can more reliably deliver its status option than Rathalos can land the contact required for its Poison application.

Rock weakness exploitation: This is Rathalos's most significant potential advantage — Charizard in base and Mega Y forms has a 4x weakness to Rock-type attacks. Rathalos does not have Rock-type attacks. This critical vulnerability simply does not exist in Rathalos's toolkit. The weakness that makes Charizard most exploitable in conventional Pokémon battles is entirely irrelevant in this matchup.

## **Aerial Combat — The Central Domain**

Both characters are aerial combat specialists and this fight takes place primarily in the air. Rathalos is the King of the Skies in its world — superior to virtually every aerial opponent in its ecosystem. Against Charizard specifically, however, Rathalos faces an opponent with significantly superior speed and multiple Mega Evolution forms that enhance aerial combat capability. Charizard's aerial combat experience across the composite — including extended battles with legendary-adjacent opponents — matches Rathalos's depth in this domain. The aerial advantage Rathalos holds against most opponents is neutralized here by an opponent who is equally or more capable in the same domain.

## **Intelligence — The Limiting Factor**

Charizard's average intelligence is its most significant limiting factor. Without a trainer directing it, it fights on instinct and pride. However, this matchup is entirely within Charizard's instinctual competence — another aerial fire-breathing creature is exactly the type of opponent Charizard's combat instincts are built to handle. Its pride-based threat assessment means it will correctly identify Rathalos as a serious opponent and commit fully from the start. Rathalos's predator intelligence is similarly instinct-based and ecology-specialized. Neither character is significantly disadvantaged by their intelligence tier in this specific matchup — it is a fight between two creatures operating in their native domain.

## **The Verdict**

The fight is decided by speed. Charizard's FTL game scaling or Massively Hypersonic anime scaling against Rathalos's Supersonic baseline represents a gap that the power tier equivalence and Rathalos's aerial combat mastery cannot bridge. Charizard can land attacks Rathalos cannot react to, dodge fire attacks Rathalos cannot track to its position, and deliver Mega Evolution-enhanced physical and fire strikes before Rathalos's Incandescent state or Guardian Rathalos's aura phase can fully activate. The fire immunity on both sides means the fight comes down to physical output, speed, and the Mega Evolution advantage — all of which favor Charizard.

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# **SECTION 11 — THE FIGHT**

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The mountain summit at dawn — volcanic rock still warm from the night, the air carrying the smell of sulfur and altitude, the sky the specific shade of red that appears in the minutes before the sun clears the horizon. Wide enough for two creatures with significant wingspans to move freely. High enough that the clouds below look like a floor.

Rathalos arrives first. It circles the peak twice — not from caution, from habit. This is what it does with new territory. It maps it from the air, identifies the sightlines, establishes where the thermal updrafts run. It lands briefly on the highest point of the ridge, talons gripping fractured

volcanic rock, golden eyes sweeping the horizon. Nothing here threatens it. Nothing here is ever supposed to threaten it.

Then it sees Charizard.

The flame on its tail. The wingspan. The specific posture of something that has never once in its entire existence considered the possibility that the sky might not belong to it.

Rathalos's territorial instinct fires immediately. It opens its jaws. The roar that comes out rolls across the volcanic peak and down the mountainside and does not stop for a long time.

Charizard looks at it.

Its eyes narrow. Not fear — assessment. The roar registered. The size registered. The fire in the other creature's chest registered. The assessment comes back: worthy opponent.

It roars back. Shorter. Lower. The tone of something that is not making a territorial announcement but is simply answering the question of whether it is ready.

The answer is yes.

Rathalos launches.

The first exchange is fire against fire.

Rathalos opens with an aerial fireball spread from altitude — three simultaneous projectiles arcing downward toward Charizard's position, covering the most likely evasion angles. It is a sound opening. Against most opponents, it works.

Charizard is not there when they land.

The fireballs detonate against volcanic rock and Charizard is already thirty meters to the left, already turning, already firing Flamethrower back up the angle Rathalos committed from. The fire hits.

Rathalos takes it across the left wing and wheels away, scales absorbing what the fire cannot penetrate. It shakes off the hit — it has been set on fire before, it will be set on fire again, fire is not a threat that slows it down — and repositions higher, beating back up to altitude. Its wing is fine. Its assessment of the opponent has changed.

"Fast," it does not think, because it does not think in words. But something registers. This one is faster than it anticipated.

It dives.

The dive attack is Rathalos's most committed offensive move — full speed, full weight, talons forward, the poison already present on the claws. It is the move that ends most fights. It commits completely and it converts altitude into destruction.

Charizard catches it.

Not dodges — catches. It reads the dive angle in the fraction of a second between commitment and arrival, positions itself inside the arc where Rathalos's talons cannot reach without the dive completing, and drives both claws into Rathalos's underbelly on the way through. The impact carries both of them downward twenty meters before the momentum disperses.

Rathalos rights itself. There are claw marks across its underside — not deep, not enough, but there. It looks at Charizard with the specific attention of a predator that has just been hit in a place it is not usually hit.

Charizard looks back. Its expression has not changed. The assessment was correct. This opponent is worthy.

Good.

The fight finds its rhythm.

Rathalos uses altitude, angles, and the aerial spread attacks that have ended hundreds of hunts. Charizard uses speed — moving before the attacks arrive, closing distance in timeframes Rathalos cannot track consistently, landing physical strikes and Fire Blast in the windows between Rathalos's commits. Neither is pulling away. Both are bleeding — Charizard from a talon graze that got close enough to matter, Rathalos from three separate Flamethrower hits and the claw strike to the underbelly that is not as fine as its constitution wants it to be.

Rathalos repositions high. Very high. Cloud level. It is buying time and reading the fight and its instinct is telling it the same thing its ecology has told every Rathalos that survived long enough to become old: when the exchange is not going your way, change the exchange.

It activates Incandescent state.

The veins across its wings begin to glow. The fire in its chest shifts — orange to blue, the temperature climbing past the threshold where the air around it begins to distort. It opens its jaws and the fireball that comes out is not a fireball anymore. It is a detonation. It covers a wider area, hits harder, burns hotter, and the blast radius is large enough that speed alone is not a complete answer to it.

The first Incandescent fireball catches Charizard's left wing.

The explosion knocks it sideways — thirty meters, rotating, the flame setting Fireblight across the wing surface. It rights itself fast. Its constitution absorbs what it can. The wing is functional but the Fireblight is working, the fire burning from within, the damage compounding.

"Now," Rathalos does not think. But its body commits.

It dives again. Everything. Flame Dive — the Kinship Attack, the full-body fire coat, the absolute commitment that converts its entire mass into a single impact event.

Charizard's HP is below half.

Blaze activates.

Its tail flame doubles in size. The internal temperature, already significant, climbs past its normal ceiling. Its fire attacks — already powerful — are now 50% more powerful than they were a moment ago. The Fireblight burning on its wing is real and it is costing it. The math of this fight has shifted. And Charizard has one response to math that shifts against it.

It Mega Evolves.

The light is brief and complete — the specific quality of Mega Evolution's transformation, not gradual but instantaneous, the Charizardite X converting the base form into something that is no longer the same creature in any meaningful combat sense. The Fire/Dragon typing. The black scales. The blue flames replacing the orange. The Tough Claws ability making every contact move 30% more lethal than it already was.

Mega Charizard X does not dodge the Flame Dive.

It meets it.

The collision between a full-speed fire-coated Rathalos Flame Dive and a Mega Charizard X Dragon Claw delivered into its path produces a shockwave that strips the volcanic rock off the mountain peak below them and sends it down both sides simultaneously. Both creatures are thrown back — Rathalos by the Dragon Claw that connected on its way through, Charizard by the impact force of the Flame Dive that it absorbed rather than avoided. The Fireblight on Charizard's wing is worse now. Rathalos has a Dragon Claw wound across its chest that its constitution is already working on but has not resolved.

They face each other at the same altitude.

Thirty meters. Both damaged. Both still here.

Rathalos fires the Incandescent blue fireball. Maximum output. The most dangerous attack it has.

Mega Charizard X flies directly into it.

Through it. The Dragon typing absorbs what the Fire typing does not. The fire washes over blue-black scales and blue flames and what reaches Charizard is less than what left Rathalos's jaws. It emerges from the explosion already in Dragon Claw range.

The claw hits Rathalos's head.

Then the body.

Then the wing.

Rathalos — the King of the Skies, the flagship monster of an entire franchise, the creature that has never once in its evolutionary history encountered something it could not outlast in the air — makes a sound it has not made before. Not a roar. Not a territorial declaration. Something lower. Something that acknowledges, for the first time, that the altitude it has always owned is not enough.

It tries to disengage. Beat upward. Reset to altitude. The strategy that has worked against everything.

Charizard is faster.

It closes the distance before Rathalos can rebuild altitude, drives a Flare Blitz into the underbelly wound from earlier — the recoil hits Charizard but the damage hits Rathalos harder — and then Dragon Claw across the already damaged left wing.

Rathalos's left wing fails.

Not breaks — fails. The damage accumulation from the entire fight landing on the structural weak point that Charizard has been targeting since the first exchange. Rathalos spirals. It is not falling — it is fighting the fall, one wing still working, its instinct and its territorial fury and its ten thousand years of apex predator evolution all driving it to keep fighting, keep orienting, keep finding the angle that gets it back to altitude.

It finds the angle.

One-winged, trailing fire from the Fireblight, the Incandescent state still burning in its chest — it turns and fires everything it has left in one final Incandescent spread, blue fire covering every angle Charizard occupies, refusing to go down without taking the other king with it.

Charizard hits it with Fire Blast before the spread completes.

The Fire Blast — amplified by Blaze, delivered at FTL speed into a Rathalos that is already mid-attack and committed — hits the chest where the Incandescent state burns hottest. The detonation is enormous. The volcanic peak below is not a peak anymore.

When the fire clears, Rathalos is on the ground.

It is breathing. Barely. Its golden eyes are still open — still tracking, still assessing, still the eyes of a predator that has not yet accepted that the assessment is complete. Its chest rises and falls. Its remaining wing is pressed flat against the rock. The Incandescent glow in its veins is fading.

Charizard lands ten meters away.

It looks at Rathalos for a long moment — the flame on its tail burning steady, the blue of Mega Evolution still present in its scales, the Fireblight on its wing finally dying out now that the fight's intensity has dropped below the threshold. It has earned marks today. Real ones. The kind that do not come from opponents that were not worth the fire.

It walks forward.

Stands over Rathalos.

The King of the Skies looks up at it with eyes that have never looked up at anything before. In them, something that a predator without words still communicates with perfect clarity: you earned this.

Charizard's tail flame flares once — the specific way it flares when it has been pushed hard enough to matter.

Then it ends it.

One final Fire Blast. Point blank. The mountain feels it.

The sky is quiet.

One king left.

## SECTION 12 — CONCLUSION

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Both combatants have been fully analyzed. Every category is now scored with the full weight of the evidence. This matchup was close — genuinely, honestly close — and both creatures deserve to be acknowledged as the apex aerial predators of their respective worlds.

### **STRENGTH: TIE**

Both characters scale to High 6-C (Large Island level) in their peak composite forms — Charizard through Mega Y and Gigantamax, Rathalos through Silver, Dreadking, and Apex variants. The raw physical output at peak is comparable enough that neither holds a meaningful advantage. Both can deal Large Island level damage. Both can take Large Island level hits. Strength is a genuine tie.

### **SPEED: CHARIZARD — DECISIVE ADVANTAGE**

This is the fight's most consequential category and it is not close. Charizard scales to FTL through the game-tier lightning-dodging benchmark — moving at approximately the speed of light in optimal conditions. Conservative anime scaling places it at Massively Hypersonic, a minimum of Mach 25. Rathalos's best-supported speed is Supersonic — Mach 1.47 via the Astalos cloud-to-ground calculation. FTL versus Supersonic, or even Massively Hypersonic versus Supersonic, represents a gap so large that Rathalos cannot reliably track, react to, or pre-empt Charizard's attacks. Speed decides this fight more than any other variable.

## **DURABILITY: TIE**

Both scale to High 6-C at their respective peaks. Rathalos's Silver/Apex variants and Charizard's Mega/Gigantamax forms land at comparable tiers. Both have elemental resistances relevant to their primary damage type — Charizard resists Fire, Rathalos is resistant to its own fire output. Both have exploitable weak points: Charizard's Rock weakness (irrelevant in this matchup as Rathalos has no Rock attacks) and Rathalos's head, wings, and underbelly. Durability is a tie.

## **STAMINA: CHARIZARD — EDGE**

Charizard's Gigantamax form effectively doubles its stamina capacity, and its composite experience spans sustained multi-battle campaigns. Rathalos's stamina is high for an apex predator but does not have the mechanical doubling effect Gigantamax provides. Charizard takes the edge in extended engagements.

## **AGILITY: CHARIZARD — EDGE**

Both are aerial combat specialists with three-dimensional mobility. The speed gap that gives Charizard the decisive speed advantage also manifests as a significant agility advantage — FTL or Massively Hypersonic repositioning in aerial combat produces movement options that Supersonic Rathalos simply cannot match or predict. In the aerial domain both creatures call home, Charizard's speed advantage translates directly into agility superiority.

## **ATTACK POTENCY: TIE**

At their respective peaks — Mega Charizard Y under Drought with Blaze active versus Silver/Dreadking/Apex Rathalos in Incandescent state — both characters produce Large Island level output. The fire immunity both creatures have against each other means neither can use their primary damage type as a reliable weapon, and the physical output comparison lands at the same tier. Tie.

## **RANGE: TIE**

Both characters have ranged fire attacks covering comparable distances. Charizard's Fire Blast, Flamethrower, and Heat Wave match Rathalos's fireball spread, fire beam, and Incandescent detonations for range coverage. Charizard's Solar Beam provides additional ranged coverage under Drought. Rathalos's multi-fireball spread covers wider ground area simultaneously. No meaningful range advantage for either.

## **INTELLIGENCE: TIE**

Both characters operate on instinct and ecological combat experience rather than abstract tactical intelligence. Charizard is described as average intelligence, pride-driven and instinct-based. Rathalos operates on predator intelligence — effective in its domain but not strategic in the abstract sense. Both are performing exactly the kind of combat their intelligence tier is built for in this matchup. Tie.

## **BATTLE IQ: TIE**

Both characters demonstrate above-average Battle IQ for their intelligence tiers. Charizard reads threats accurately and commits appropriately. Rathalos uses aerial positioning and layered status effectively. Neither has a meaningful advantage in how they deploy their respective combat philosophies. Tie.

## **COMBAT SKILL: CHARIZARD — EDGE**

Charizard's composite combat experience draws on decades of franchise documentation — the anime's detailed battle record, the games' competitive tier experience, the manga's high-level encounters. Its experience against legendary-adjacent opponents and multiple Mega Evolution forms represents a depth of demonstrated combat refinement that gives it the edge over Rathalos's ecology-based combat experience, which is broad but not as extensively documented against opponents at comparable power levels.

## **EXPERIENCE: TIE**

Both characters have extensive combat experience in their respective domains. Charizard's composite draws on decades of franchise battles. Rathalos's composite draws on the entire Monster Hunter franchise's worth of apex predator combat. Both have fought opponents at their power tier and above. Neither has a meaningful experience advantage.

## **ARSENAL: CHARIZARD — EDGE**

Charizard's full move pool — Fire-type, Dragon-type, Fighting-type, Ghost-type, Electric coverage, Smokescreen, Will-O-Wisp, Seismic Toss, Roost — is significantly more diverse than Rathalos's ecology-based toolkit of fire attacks, poison talons, and physical strikes. Mega Charizard Y's Drought adds environmental control. G-Max Wildfire's persistent damage field bypasses defensive options. The breadth of Charizard's toolkit compared to Rathalos's more focused but less varied arsenal gives Charizard the edge.

## **POWERS & ABILITIES: CHARIZARD — EDGE**

Mega Evolution — in both X and Y forms — represents a more complete transformation than Rathalos's Incandescent state or Guardian aura phase. Mega Charizard X's type change and Tough Claws boost, and Mega Charizard Y's Drought and Special Attack amplification, provide mechanically comprehensive combat upgrades. Gigantamax's G-Max Wildfire persistent field has no Rathalos equivalent. Blaze's HP-threshold power spike is functionally comparable to Rathalos's Incandescent state but works in conjunction with Mega Evolution rather than as an alternative to it. Charizard's peak ability expression is higher.

## **HAX: TIE**

Rathalos's Fireblight-plus-Poison layered status is its most significant hax capability — a dual attrition field that compounds damage over time. Against a fire-resistant opponent like Charizard, Fireblight's fire-compounding component is diminished, leaving primarily the Poison threat from talon contact. Charizard's Will-O-Wisp provides a ranged Burn infliction that halves physical attack. Both status tools have meaningful applications but both are partially countered by the opponent's elemental resistances. Tie.

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# FINAL TALLY

## CHARIZARD — 5 Categories

*Speed | Stamina | Agility | Combat Skill | Arsenal | Powers & Abilities*

## RATHALOS — 0 Categories

*TIES — 8 Categories: Strength | Durability | Attack Potency | Range | Intelligence | Battle IQ | Experience  
| Hax*

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Rathalos is extraordinary. The King of the Skies — the flagship monster of an entire franchise, the apex aerial predator whose name has been synonymous with Monster Hunter since the beginning — is not a creature that loses without making the winner prove every single claim. Its Incandescent state is real. Its Fireblight layering is real. Its aerial combat mastery is the product of an ecology that has produced nothing but apex predators across generations of refinement. In a matchup where both characters share the same tier, the same domain, and the same fundamental combat philosophy, Rathalos represents everything that archetype produces at its best.

The problem is speed. FTL versus Supersonic — or even Massively Hypersonic versus Supersonic at the conservative end — is a gap that aerial mastery, Incandescent fire, and Fireblight status cannot bridge. Charizard moves and reacts at speeds Rathalos cannot consistently track. Its Mega Evolutions provide combat transformations that surpass Rathalos's mid-combat power spikes in both depth and completeness. Its move pool's diversity covers angles that Rathalos's ecology-focused toolkit leaves open. The fire immunity on both sides removes the primary damage type from both toolkits and leaves a fight decided by physical strikes, aerial positioning, and transformation advantage — all of which favor Charizard.

Rathalos fought like a king. It hit like a king. When its Incandescent state fired and it came down with Flame Dive and everything it had earned across an apex predator lifetime — that was the moment of the fight. That was the moment where it proved the title was earned rather than given. Charizard survived it. And then Mega Evolved into something that had survived it and was no longer the same creature that had.

The sky belongs to Charizard. Not because it was born to own it. Because it fought for it, and when the fight was hardest, it found another form.



**WINNER: CHARIZARD ( Pokémon )**

**-NEXT TIME-**



Tangle VS Ms. Marvel ( Sonic VS Marvel Comics )  
June 5th

**SCRIPT  
FIGHT!**