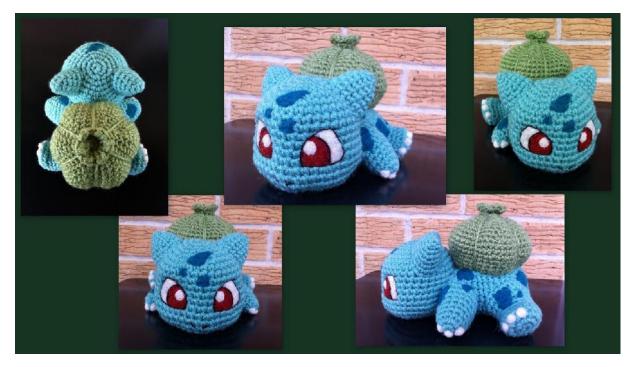
Baby Bulbasaur



Head:

-Magic ring: 6 -Inc around (12) -[Sc, inc] around (18) -[Sc 2, inc] around (24) -[Sc 3, inc] around (30) -[Sc 4, inc] around (36) -Sc around 5 times (36) -Sc 8, inc, sc, inc, sc 14, inc, sc, inc, sc 8 (40) -Sc around (40) -Sc 11, inc, sc 6, inc, sc 2, inc, sc 6, inc, sc 11 (44) -Sc around (44) -Sc 11, dec, sc 18, dec, sc 11 (42) -Sc 5, dec, sc 5, dec, sc 4, dec, 2, dec, sc 4, dec, sc 5, dec, sc 5 (36) -[Sc 4, dec] around (30) -[Sc 3, dec] around (24) -[Sc 2, dec] around (18) -[Sc, dec] around (12) -Dec around (6) -FO

Note: The FO point should be approximately in the midline of the back of his head. Yes, it sort of matters because he should have subtle cheeks and a slight nose bulge. Knowing where you are will help you stuff "strategically".

Body:

-Magic ring: 6 -Inc around (12) -[Sc, inc] around (18) -Sc 2, inc, sc 2 (24) -Sc 2, inc, sc 2, inc, sc 2, inc, sc, inc, sc 2, inc, sc 2, inc, sc 2 (32)

```
-Sc around x5 (32)

-Sc 7, inc, sc 6, inc, sc 2, inc, sc 6, inc, sc 7 (36)

-Sc around 2 times (36)

-4, dec, sc 4, dec, sc 3, dec, sc 2, dec, sc 3, dec, sc 4, dec, sc 4 (30)

-Sc around 4 times (30)

-Sc 4, dec, sc 4, dec, sc 2, dec, sc 2, dec, sc 4, dec, sc 4 (25)

-Sc around (25)

-FO
```

(The FO point should be approximately in the midline of the underside of his body)

Arms:

-Magic ring: 6 -Inc around (12) -Sc around (12) -Sc 3, inc, sc 4, inc, sc 3 (14) -Sc around (14) -Sc 4, inc, sc 4, inc, sc 4 (16) -Sc 4, inc, sc 6, inc, sc 4 (18) -Sc around (18) -Sc 5, inc, sc 6, inc, sc 5 (20) -FO

(The FO point should be in the midline of the underside of the arm.)

Feet:

```
-Magic ring: 6

-Inc around (12)

-[Sc, inc] around (18)

-[Sc 5, inc] around (21)

-Sc 5, dec, sc 2, dec, sc 3, dec, sc 5 (18)

-[Sc 4, dec] around (15)

-Sc 13, dec (14)

-Sc 3, inc, sc 2, inc, sc 2, inc, sc 4 (17)

-Inc, sc 4, inc, sc 3, inc, sc 2, inc, sc 4 (21)

-[Sc 6, inc] around (24)

-Sc 8

-FO
```

(His feet should be feet shaped so make sure to keep that in mind when attaching and stuffing!)

Ears:

```
-Magic ring: 4

-[Sc, inc] around (6)

-[Sc, inc] around (9)

-[Sc 2, inc] around (12)

-[Sc 3, inc] around (15)

-Sc 4, incx2, sc 6, inc, sc 2 (18)

-Sc around (18)

-FO
```

Bulb: (requires 2 steps) Step 1: -Magic ring: 6 -Inc around (12) -[Sc, inc] around (18) -[Sc 2, inc] around (24) -Sc around (24) -[Sc 3, inc] around (30) -[Sc 4, inc] around (36) -Sc around 3 times (36) -[Sc 5, inc] around (42) -[Sc 6, inc] around (48) -[Sc 7, inc] around (54) -Sc around 2 times (54) -[Sc 7, dec] around (48) -[Sc 6, dec] around (42) -[Sc 5, dec] around (36) -[Sc 4, dec] around (30) -[Sc 3, dec] around (24) -[Sc 6, dec] around (21) -[Sc 5, dec] around (18) -[Sc 4, dec] around (15) -[Sc 3, dec] around (12)<--This round is used in step 2 -Dec around in inner loops only (6) -FO (Sew opening shut but avoid touching the outer loops that will be used in Step 2) Step 2: (This step is for the leaves at the top of the bulb. Holding the bulb upside down, work in the outer loops of the second to last row from Step 1)

-Sc around (12) -[SI st, hdc inc] around (18) <--This step makes the leaves at the top of the bulb wavy -FO