Leveling Up

Whenever your Pokémon gains Experience, add its Experience to its previous Experience total. If the new total reaches the next Level's "Exp Needed", the Pokémon Levels up. Pokémon have a maximum Level of 100. See the next page for the Pokémon Experience Chart.

Whenever your Pokémon Levels up, follow this list:
» First, it gains +1 Stat Point. As always, added Stat points must adhere to the Base Relations Rule.
» Next, there is the possibility your Pokémon may learn a Move or Evolve. Check its Pokédex Entry to see if either of these happens. If a Pokémon evolves, make sure to then check its new form's Move List to see if it learned any Moves that Level. You may choose not to Evolve your Pokémon if you wish.
» Finally, your Pokémon may gain a new Ability. This happens at Level 20 and Level 40, as detailed in the Managing Pokémon: Abilities section (page 200).

Tutor Points

Many Features which permanently change an aspect of a Pokémon require a Pokémon to spend "Tutor Points".

Each Pokémon, upon hatching, starts with a single precious Tutor Point. Upon gaining Level 5, and every other level evenly divisible by 5 (10, 15, 20, etc.), Pokémon gain another Tutor Point.

Tutor Points are stored until used by a TM, Feature, or Poké Edge. Once used, Tutor Points are lost forever. Most often, these Features teach Moves, but may alter other aspects of a Pokémon. Features which apply to "your Pokémon" have all effects removed and the Tutor Points refunded if those Pokémon are given to another Trainer. You can also gain Tutor Points is through Heart Boosters, which are vitamins that grant 2 Tutor Points.

Evolution

Upon Evolving, several changes occur in a Pokémon. Take the new form's Base Stats, apply the Pokémon's Nature again, reapply any Vitamins that were used, and then re-Stat the Pokémon, spreading the Stats as you wish. Again, Pokémon add +X Stat Points to their Base Stats, where X is the Pokémon's Level plus 10. You must of course, still follow the Base Relations Rule.

Then, check Abilities and Moves. Abilities change to match the Ability in the same spot in the Evolution's Ability List. When Pokémon Evolve, they can immediately learn any Moves that their new form learns at a Level lower than their minimum Level for Evolution but that their previous form could not learn. For example, Snorlax could learn Yawn and Belly Drum.

Finally, check the Pokémon's Skills and Capabilities and update them for its Evolved form.

Training Pokémon

Sometimes Trainers may wish to train their Pokémon in a safe environment. By spending an hour Training with their Pokemon, Trainers may apply [Training] Features, teach their Pokemon Poke-Edges, trigger Class Features such as Ace Trainer, or even grant bonus Experience based on their Command Rank. A Trainer can train up to 6 Pokémon at a time.

Each day, a Trainer can also apply Experience Training to a number of Pokémon equal to their Command Rank. A Pokémon may have Experience Training applied to them only once per day. Pokémon that have Experience Training applied to them gain Experience equal to half their own Level, plus a bonus based on their Trainer's Command Rank.

» **Pathetic or Untrained**: 0
» **Novice or Adept**: +5
» **Expert or Master**: +10
» **Virtuoso**: +15

Example: Sylvana is an Ace Trainer with Adept Command. She has eight Pokémon - six in her party, and 2 in reserve. She can train all the Pokémon in her party during the same hour-long training session, but she can only give the attention needed to gain EXP to four of them. During this time, she can also trigger Ace Trainer, apply her Agility Training to her entire party, and work with her Pokémon spend Tutor Points to help them learn Poké Edges. Since Sylvana is also an Athlete, she can use this hour to Train her own Stats too! Training can be a very productive hour!

POKÉMON EXPERIENCE CHART

Level	Exp Needed	Level	Exp Needed	Level	Exp Needed	Level	Exp Needed	Level	Exp Needed
1	0	21	460	41	2,355	61	6,110	81	11,910
2	10	22	530	42	2,480	62	6,360	82	12,320
3	20	23	600	43	2,610	63	6,610	83	12,735
4	30	24	670	44	2,740	64	6,865	84	13,155
5	40	25	745	45	2,875	65	7,125	85	13,580
6	50	26	820	46	3,015	66	7,390	86	14,010
7	60	27	900	47	3,155	67	7,660	87	14,445
8	70	28	990	48	3,300	68	7,925	88	14,885
9	80	29	1,075	49	3,445	69	8,205	89	15,330
10	90	30	1,165	50	3,645	70	8,485	90	15,780
11	110	31	1,260	51	3,850	71	8,770	91	16,235
12	135	32	1,355	52	4,060	72	9,060	92	16,695
13	160	33	1,455	53	4,270	73	9,350	93	17,160
14	190	34	1,555	54	4,485	74	9,645	94	17,630
15	220	35	1,660	55	4,705	75	9,945	95	18,105
16	250	36	1,770	56	4,930	76	10,250	96	18,585
17	285	37	1,880	57	5,160	77	10,560	97	19,070
18	320	38	1,995	58	5,390	78	10,870	98	19,560
19	360	39	2,110	59	5,625	79	11,185	99	20,055
20	400	40	2,230	60	5,865	80	11,505	100	20,555

There's a standalone copy of this chart in the same .zip file you got this pdf in! Print it out and keep it on hand. It'll come in handy and speed up the Pokémon statting process immensely.