Breeding Pokémon

When prompted by a Trainer with the **Breeder** Edge, or perhaps due to divine (GM) intervention, your Pokémon may decide to breed and produce an egg.

When an egg is produced, roll 1d20 to determine the species of the egg. If the roll is 5 or higher, the egg is of the female's species. If the roll is 4 or lower, the egg is of the male's species.

Consult the **Egg Move List** of the Child's Pokémon Species. Note down any Moves on the Egg Move List known by either Parent, or any Moves known by either parent that the Child can learn via TM. This is the Pokémon's **Inheritance Move List**.

At Level 20 and every 10 Levels thereafter, the Child Pokémon can learn a Move from its Inheritance Move List, as if it was learning it via Level-Up.

Nature, Ability , and **Gender** are decided based on the Breeder's Pokémon Education Rank. If their Rank is high enough, they are allowed to choose. If it's not, these are decided by the GM, or randomly generated – as your GM prefers.

Nature may be determined at random easily by rolling 2d6; the first d6 represents the Stat raised, the second represents the Stat lowered. If the same Stat is lowered and raised, this results in a Neutral Nature. May be picked by Breeders with a Pokémon Education Rank of Adept or higher.

Ability is decided from the species' basic Abilities. May be decided by Breeders with a Pokémon Education Rank of Expert or higher.

Gender may be determined at random by rolling 100 and checking its Gender Balance; see what percent of the Pokémon are female. If the number rolled is lower than or matches that number, the Pokémon is Female; otherwise, it is Male. May be picked by Breeders with a Pokémon Education Rank of Master.

When the egg hatches, roll 1d100 to see if the Pokémon is **Shiny**; on a roll of either 1 or 100, the Pokémon is special in some way, determined by your GM. See Chapter 10: Running the Game for more details on 'Shiny' Pokémon (page 467).

GM Tip: Though eggs have explicit in-game hatch rates, consider cutting down these hatch rates a bit occasionally, especially if you often spend a very long time on every day. Unless an egg is particularly mysterious, 3 sessions is probably long enough of a wait no matter how much time has passed in-character. Exceptions apply, of course.

Optional Rule: Baby Template

You may wish to roleplay baby Pokémon has having a small handicap, due to their newborn status.

If so, simply subtract 2, 3, or even 4 from each of the Pokémon's Base Stats, lower each of their Skills one Rank, and lower their Capabilities by 2. Weight and height are lowered accordingly, by up to 50%.

Pokémon tend to grow quickly; every 5 levels, they gain +1 to each of their Base Stats, and they grow in size a little. When they have finally regained all of their Base Stats, remove the penalties to skills and capabilities.

This template isn't necessary for Pokémon that are already quite weak; a baby Sentret probably doesn't need this applied, for example, and don't even consider it on a Weedle. If your Trainers somehow gain a baby Pinsir or Tauros early on, you may wish to dampen those Stats however.

You can also use this Template to make Legendary Pokémon usable by PCs! You could even make it permanent or partly permanent, especially on Pokémon with a Base Stat Total of over 60 or so.