


SAMPLE POKÉMON BUILDS

Pokémon Tabletop United allows a great deal of flexibility when it comes to building your Pokémon. Even with the restrictions of the Base Relations rule, you can often build wildly different Pokémon of the same species given the proper Nature or customization through Vitamins, Poké Edges, and Trainer Features. However, all of this may seem rather daunting to a new player, so we're providing a few examples here for common cookie-cutter builds that have proven to be effective in the system.

We'll be using **Venusaur** for all of the examples here, partly to help demonstrate the versatility possible within just one species and partly to make build comparison easier. We will also be restricting the Pokémon customization to distributing Stat Points, choosing Moves (including Egg, TM, and Tutor Move options), and choosing Poké Edges. While there are many more options available to Trainers for customizing their Pokémon, we're trying to keep it simple and restricted to what everyone can easily access, no matter their choice of Trainer Classes.

First, let's take a look at Venusaur's relevant basic traits from the Pokédex. You'll want to have your Pokédex document open as well now to follow along, and you'll want to refer to the Indices in Chapter 9 as well. All of these builds will be made at **Level 30**, which allows for quite a few options!



Type: Grass / Poison

Basic Abilities: Confidence / Photosynthesis

Advanced Abilities: Chlorophyll / Aroma Veil

High Abilities: Courage

Base Stats

HP	8
Attack	8
Defense	8
Special Attack	10
Special Defense	10
Speed	8

THE OFFENSIVE TANK BUILD

This common build is designed for reliable offense combined with staying power. It makes compromises on its speed in order to better take hits while maintaining offensive power. Generally, with this build you want to emphasize HP, your choice of Attack Stat, and Defenses. Often, Offensive Tanks carry a balance in their Defensive Stats, but for this example, we're going to show you a version that emphasizes Special Defense just a little bit more in order to better deal with the Special Fire and Ice Type Moves that are Venusaur's most common weaknesses.

Nature: Composed (Neutral)

A neutral Nature does fine for this build and allows Venusaur to focus on its special attacks and bulk.

Hit Points: 97			
Stat	Base	Added	Total
HP	8	11	19
ATK	8	0	8
DEF	8	7	15
SPATK	10	10	20
SPDEF	10	10	20
SPEED	8	2	10

This stat spread gives Venusaur decent attacking power with 20 Special Attack while letting it take hits very well. HP is also kept as high as possible within Base Relations for survivability. Note that Speed is raised by 2 points to reach 10. This is to gain a second point of Speed Evasion and not really for the Initiative boost. In general, it's a good idea to set Defensive stats or Speed at a multiple of 5 when it doesn't take much investment, in order to benefit from increased Evasion values.

Ability Choices: Photosynthesis, Confidence

Photosynthesis gives this build more staying power over the course of multiple battles in one day.

Confidence is a handy Ability to use to aid allies, and because of this Venusaur's bulk with the Tank build, you can generally be fine giving up a turn to activate it.

Moves: Sludge, Leech Seed, Giga Drain, Sleep Powder, Hidden Power, Energy Ball

This Venusaur has learned Sludge from its Egg Moves and Giga Drain, Energy Ball, and Hidden Power from TMs. Sludge and Energy Ball together are a pair of reliable STAB Moves that this Venusaur can keep using throughout a battle. Giga Drain and Leech Seed help it last longer in battle, and Sleep Powder can disable pesky foes that might hit its weaknesses.

THE SWEEPER BUILD

This build is intended to quickly dish out a lot of damage and isn't as concerned about survivability. It only takes a few hits from a Sweeper to take down all but the sturdiest of foes. Sweepers will want to emphasize Speed and their choice of an Attack Stat, though HP shouldn't be neglected either. A Sweeper isn't intended to last for a long time in battle, but making a Pokémon too fragile will simply cripple it. Here, we'll show you a physical Sweeper Venusaur that takes advantage of its better physical type coverage for lots of upfront damage.

Nature: Naive (+Speed / -Special Defense)

Having such a high Special Attack stat after Nature is applied isn't ideal, but Poké Edges can allow us to ignore it for the purposes of Base Relation, thankfully. Otherwise, this nature puts nothing in the way of raising Venusaur's Speed, which is crucial for the Sweeper build.

Poké Edges: Attack Conflict (Special Attack)

This simply allows the Venusaur to ignore Special Attack when applying the Base Relation rule.

Hit Points: 91			
Stat	Base	Added	Total
HP	8	9	17
ATK	8	16	24
DEF	8	0	8
SPATK	10	0	10
SPDEF	8	0	8
SPEED	10	15	25

This stat spread brings Venusaur up to a whopping 25 Speed, allowing it to outspeed many Pokémon around its Level. Its 24 Attack could be higher, but it is respectable given Venusaur's Base Stats. Something you might note here is we didn't follow our own advice with bringing the Defensive Stats up to 10 for the Evasion boost. The reason is mainly that 5 Speed Evasion will cover Venusaur in nearly every situation, barring those where Speed Evasion is negated. Also, the additional points were better spent in HP to ensure it can set up.

Ability Choices: Photosynthesis, Chlorophyll

To be honest, neither of Venusaur's Basic Abilities are great for a Sweeper build, but Photosynthesis is better than Confidence. At least it can allow Venusaur recover more quickly between battles.

Chlorophyll is great for making this speedy Sweeper even faster, though we won't be putting Sunny Day on its Move List. Another Pokémon could support it though.

Moves: Razor Leaf, Earthquake, Outrage, Take Down, Power Whip, Swords Dance

This Venusaur has learned Power Whip from its Egg Moves, Earthquake and Swords Dance from TMs, and Outrage from a Tutor. A single Swords Dance will bring its Attack up to 36, which will let its many low frequency, high damage Moves hit that much harder. If Venusaur somehow lasts through unleashing all of its low frequency attacks, Razor Leaf is there as an option.

THE DISABLER BUILD

This build focuses not on direct damage but instead on inflicting Status Afflictions and wearing down opponents over time or playing crowd control. A “Cleric” variant of this kind of build can focus purely on buffing and supporting allies, such as with Moves like Aromatherapy and Heal Pulse. Venusaur, however, is more suited to debuff its foes, and that is the direction this build will focus on, though it will dip into support as well. Use a Meganium if you want a Grass Type Cleric.

Nature: Impish (+Defense / -Special Attack)

The aim of this Nature is simple: allow Defensive Stats to be raised without limit.

Hit Points: 100			
Stat	Base	Added	Total
HP	8	12	20
ATK	8	0	8
DEF	10	11	21
SPATK	8	0	8
SPDEF	10	15	25
SPEED	8	2	10

Ability Choices: Confidence, Aroma Veil

Confidence allows this Venusaur to take a break from disabling and buff its allies.

Calming Scent is a great Cleric Ability and adds to this Venusaur’s support role.

THE MIXED ATTACKER BUILD

This build is like the Sweeper but focuses on both Attacking Stats. Usually, Mixed Attackers give up lasting power for versatility. Pokémon with Twisted Power do this build better, but Venusaur can manage it with Poké Edges.

Nature: Naughty (+Attack / -Special Defense)

The aim of this Nature is simple: allow Attacking Stats to be raised without limit.

Hit Points: 82			
Stat	Base	Added	Total
HP	8	6	14
ATK	10	14	24
DEF	8	0	8
SPATK	10	14	24
SPDEF	8	0	8
SPEED	8	12	20

Ability Choices: Photosynthesis, Chlorophyll

These Ability choices were made for much the same reason as the choices for the Sweeper. Again, another Pokémon will have to provide Sunny Day for it.

With 100 Hit Points and 21/25 in its Defensive Stats, this Venusaur is not going down easy. As with the Offensive Tank, this Venusaur adds 2 to its Speed to gain an additional Speed Evasion. Without any investment in either Attacking Stat, this Venusaur won’t do much damage if it’s forced to use Struggle Attacks, but its role is to lock down foes with its wide arsenal of Status Moves anyhow. Just watch out for Taunt and other effects that inflict the Enrage Status.

Moves: Poison Powder, Sleep Powder, Leech Seed, Substitute, Synthesis, Attract

This Venusaur has picked up Attract and Substitute from TMs and Synthesis from a Tutor. Poison Powder and Leech Seed can wear down foes over time, while Sleep Powder can disable foes. Synthesis and Substitute round off the build with more survivability.

Poké Edges: Mixed Sweeper Rank 1 and 2

Even with this much investment into Attacking Stats, notice that this build still takes care to put points into HP. No matter what the build is, HP is always important, and it’s an easy mistake to make to ignore it entirely. While this build isn’t as fast as the Sweeper or as survivable, it can hit just as hard with both Attacking Stats, allowing it to more easily take down foes that are committed to one Defensive Stat over the other.

Moves: Leaf Storm, Sludge Bomb, Earthquake, Outrage, Growth, Double-Edge

This Move List is similar to a Sweeper’s but can add Leaf Storm without worrying about the self debuff.