**Copyright notice: these ideas were discussed when I (Josiah) worked on a Pokemon fangame: Phoenix Rising. These ideas were never implemented. I attempt to give credit to Gavin Marshall and “Derk” (I’ve forgotten his real name, but he did the balancing), but the root of the ideas are mine.**

**(Adjustments on page 5-7)**

**Breeder**

*A Pokémon Breeder is primarily a Pokémon Trainer who raises and mates carefully selected Pokémon to reproduce specific improvements in future generations of Pokémon, such as moves, individual values, or Natures. In the anime, Pokémon Breeders typically concern themselves with raising Pokémon for health and friendship rather than for Pokémon battles.*

**SUPERIOR PEDIGREE 1:** Your Pokémon are of a noble lineage! Increase number of IVs passed on by breeding by 1.

**SUPERIOR GENES 1:** Your Pokémon carry unique recessive genes! Increase the chance to breed a shiny Pokémon by 400%.

**WARM ENVIRONMENT:** Place your eggs in Breeder’s Insulation, reducing hatch time by 50%.

**COOL ENVIRONMENT:** You tinker with the thermostat at the Daycare, reducing breeding time by 50%.

**BREEDER’S ADVANTAGE:** Your tutelage has made your Pokémon more intelligent, allowing move relearners to also teach egg moves.

**BREEDER’S INSIGHT:** Your Breeder’s insight allows you to see which wild Pokémon are the strongest! Newly-acquired Pokémon have a minimum IV of 4.

* (i.e. the range of IVs is 4-31 instead of 0-31).

**HEREDITARY VISION:** Your chain-breeding has produced 20/20 vision, increasing the accuracy of all moves by 20%.

**HEREDITARY MUTATION:** Your breeding has mutated the way your Pokémon execute moves, reducing all two-turn moves to one-turn moves.

**SUPERIOR PEDIGREE 2:** Your Pokémon are of a noble lineage! Increase number of IVs passed on by breeding by 1.

**SUPERIOR GENES 2:** Your Pokémon carry unique recessive genes! Increase the chance to breed a shiny Pokémon by 400%.

**THE MEEK SHALL RISE:** Your research has bolstered the neutral natures! Increase all stats of neutral-natured Pokémon by 5%.

**THE GREEDY BREEDER:** Your research is successful, but it comes with a price! Increase positive-nature stats to +15%, but decreases negative-nature stat by -20%.

**Battler**

*The competitive battler is more concerned with winning Pokémon battles than any other aspect of Pokémon. They typically want the best IVs, strategically placed EVs, synergistic held-items, and a team with a win condition.*

**TRINITA UNIVERSITY VITALITY:** Trinita University's healthy atmosphere permanently increases your Pokémon's HP by 5%.

**TRINITA UNIVERSITY PRIDE:** Your Pokémon feel the pride of Trinita University, permanently increasing their ATK by 3%.

**TRINITA UNIVERSITY SPIRIT:** Your Pokémon adopt Trinita University's fighting spirit, permanently increasing their SPA by 3%.

**BERRY MASTER:** All consumed berries are refunded at the end of battle.

**WEAPONS MASTER:** All non-berry held consumables are refunded at the end of battle.

**TRINITA UNIVERSITY ALUMNUS:** Your Pokémon received the best speed training in the world at Trinita University, permanently increases your Pokémon's SPE by 3%.

**TRINITA UNIVERSITY TRADITION:** Your Pokémon carry Trinita University's strong traditions, permanently increasing their DEF by 5%.

**TRINITA UNIVERSITY LOYALTY:** Fiercely loyal to Trinita University, your Pokémon permanently increase their SPD by 5%.

**JUNGLE SPECIALIST:** Increase the base power of all Bug, Flying, and Poison moves by 3%.

**POWERHOUSE SPECIALIST:** Increase the base power of all Fighting, Normal, and Electric moves by 3%.

**SPELUNKING SPECIALIST:** Increase the base power of all Rock, Ground, and Steel moves by 3%.

**PARANORMAL SPECIALIST:** Increase the base power of all Dark, Psychic, and Ghost moves by 3%.

**MYTHICAL SPECIALIST:** Increase the base power of all Fairy, Ice, and Dragon moves by 3%.

**ELEMENTAL SPECIALIST:** Increase the base power of all Fire, Water, and Grass moves by 3%.

**ULTIMATE BALANCE:** Your Pokémon find an ultimate balance, raising their IV cap to 33 (from 31).

**ULTIMATE FOCUS:** Your Pokémon put extra effort into their battles, raising the single EV cap to 264 (from 252) and the total EV cap to 540 (from 510).

**Explorer**

*Explorers are patient and curious, always wanting to know what’s in the deepest and most obscure corners of the region. These trainers are more likely to invest in the storyline and side-quests, collecting items, and ‘catching them all’.*

**CATCH ‘EM ALL!:** Your iron will to catch them all increases the base catch rate of all Poké Balls by 5%.

**DUNGEON EXPLORER:** Your classes at Trinita University have taught you how to reuse escape ropes (escape ropes are no longer consumed).

**HEALTH SPECIALIST:** Your classes in first aid let you heal the party by 5% after each trainer battle.

**WELLNESS SPECIALIST:** Your classes in herbology let you cure all statuses and restore all PP after each trainer battle.

**CYCLE ENTHUSIAST:** Biking around has made your muscles strong, increasing bike movement speed by 5%.

**THE SCENIC ROUTE:** Taking the scenic route has boosted your endurance, increasing walking and surfing speed by 5%.

**EXPERT KNOWLEDGE:** You focus on filling your Pokédex, helping your Pokémon’s vitality grow in the process! Increases your Pokémon’s HP stat by 0.05% for each different Pokémon species that you have seen.

**EXPERT EXPERIENCE:** You focus on catching every species of Pokémon, helping your Pokémon’s vitality greatly grow in the process! Increases your Pokémon’s HP stat by 0.10% for each different Pokémon species that you have caught.

**SPELUNKING MASTER:** Your days of deep cave exploring increases the base power of all Rock, Ground, and Steel moves by 15%.

**JUNGLE MASTER:** Your time spent searching the wilds increases the base power of all Bug, Flying, and Poison moves by 15%.

**ATTRACTIVE SCENT:** Your travels help you perfect your own Repel additive! Using a Repel increases rare encounter rate by 50% in addition to its current effect.

**THE LOTUS BLOOMS:** Your worldly travels has strengthened the bond between you and your Nocturne Town Pokémon, increasing all stats of starter Pokémon by 15%.

Other ideas:

It would be fun if talent choices came with cosmetic benefits as well. For example, if a Battler chose PARANORMAL SPECIALIST they could get a unique shirt with a skull on it or something. This reinforces the player’s role as someone who really likes to use Dark, Psychic, and Ghost types; it adds depth and personality to an otherwise boring choice, since stat boosts aren’t very evident.

TRAVEL FUNDS: Increase prize money by 5%.

TRAVEL EXPERIENCE: Increase the EXP gain of all pkmn by 5%.

CRITICAL THINKING: Increases the critical strike of all pkmn by 1 stage.

WELL-PREPARED: Automatically maximize the PP of any newly learned move.

QUICK STUDY: Increase EV gain by 400%.

[possible Battler talents, depending on what type of team they want]

TAKING THE LEAD: Increase your lead Pokémon’s speed stat by 5%, but only the first time that it appears.

ROCK SOLID: Increase the DEF of all Pokémon whose highest stat is SPD by 5%, and increase the SPD of all Pokémon whose highest stat is DEF by 5% (does neither in the event of a tie).

FIERCE ATTACKER: Increase the ATK of all Pokémon whose highest stat is SPA by 5%, and increase the SPA of all Pokémon whose highest stat is ATK by 5% (does neither in the event of a tie).

**Derk’s Adjustments:** Breeders focus on natures, Battlers focus on attacks, and Explorers focus on held items. I balanced all 3 around various styles of play and all 3 have different stat boosts.

**Breeder**

*A Pokémon Breeder is primarily a Pokémon Trainer who raises and mates carefully selected Pokémon to reproduce specific improvements in future generations of Pokémon, such as moves, individual values, or Natures. In the anime, Pokémon Breeders typically concern themselves with raising Pokémon for health and friendship rather than for Pokémon battles.*

**GENTLE HEART:** Happiness is gained 50% faster. This effect stacks with the item "Soothe Bell".

**BREEDER’S SECRET 1:** Increase number of IVs passed on by breeding by 1.

**SUPERIOR GENES 1:** Increase the chance to breed a shiny Pokémon by 400%.

**PERFECT ENVIRONMENT:** Reduces breeding time and hatching time by 50%. This effect stacks with “Flame Body” and “Magma Armor”.

**HIDDEN EXPERT:** Hatched Pokémon will occasionally have their hidden ability, even if neither parent has it. 20% chance to have a hidden ability.

**BERRY MASTER:** All consumed berries are refunded at the end of battle. The amount of berries acquired from a berry tree are doubled and the time to grow a berry tree is halved.

**BREEDER’S ADVANTAGE:** Your tutelage has made your Pokémon more intelligent, allowing move relearners to also teach egg moves.

**INSIGHT:** Your Breeder’s insight allows you to see which wild Pokémon are the strongest! Newly-acquired Pokémon have a minimum IV of 15.

* (i.e. the range of IVs is 15-31 instead of 0-31).

**HEREDITARY VISION:** Your chain-breeding has produced 20/20 vision, increasing the accuracy of all moves by 20%.

**BREEDER’S SECRET 2:** Increase number of IVs passed on by breeding by 1.

**SUPERIOR GENES 2:** Increase the chance to breed a shiny Pokémon by 400%.

**UNTAPPED POTENTIAL:** Your research has bolstered the natures of Pokémon! Increase all the stats of neutral-natured Pokémon by 5%. Increase positive-nature stats by 10%, but decreases negative-nature stat by 10%.

Stat benefits:

-All stats +5% for neutral natures

-Positive nature +10%/Negative nature -10%

-Accuracy +20%

Unique player bonuses:

-Happiness is gained at a faster rate.

-Increased IV passed during breeding by 2 (5 without the item “destiny knot”, 6 with)

-Eggs are found 50% faster and hatch 50% faster. Chance to breed a shiny increased by 800%

-Berries are returned at the end of a battle. Berry trees grow faster and give more berries.

-Move Relearner can teach egg moves even if a Pokémon was born without them.

**Battler**

*The competitive battler is more concerned with winning Pokémon battles than any other aspect of Pokémon. They typically want the best IVs, strategically placed EVs, synergistic held-items, and a team with a win condition.*

**POCKET CHANGE:** Increase prize money by 20%.

**CLOSE STUDY:** Increase the EXP gain of all Pokemon by 20%.

**TRINITA UNIVERSITY PRIDE:** Your Pokémon feel the pride of Trinita University, permanently increasing their Attack by 5%.

**TRINITA UNIVERSITY SPIRIT:** Your Pokémon adopt Trinita University's fighting spirit, permanently increasing their Special Attack by 5%.

**BATTLE MASTER:** All “battle effect” items are refunded at the end of battle.

* X Attack, X Defend, X Sp.Def, X Special, X Speed, Guard Spec, and Dire Hit.

**TRINITA UNIVERSITY VITALITY:** Trinita University's healthy atmosphere permanently increases your Pokémon's HP by 5%.

**TRINITA UNIVERSITY ALUMNUS:** Your Pokémon received the best speed training in the world at Trinita University, permanently increases your Pokémon's Speed by 5%.

**BATTLER’S SECRET 1:** Increases the base damage of all attacks by 15

**TRINITA UNIVERSITY TRADITION:** Your Pokémon carry Trinita University's strong traditions, permanently increasing their Defense by 5%.

**TRINITA UNIVERSITY LOYALTY:** Fiercely loyal to Trinita University, your Pokémon permanently increase their Special Defense by 5%.

**SPECIAL TRAINING:** The effect of vitamins are increased by 2.5 and the cap of 100 EV per stat is removed. 10 EVs → 25 EVs per vitamin.

**BATTLER’S SECRET 2:** Increases the damage of super effective attacks by 10%

Stat benefits:

-All stats +5%

-Attack base damage increased by 15

-Super effective attacks increased by 10%

-Unique player bonuses:

-Money and Exp +20%

-Vitamin effects increased and EV limit removed.

-Battle Items returned at the end of battle.

**Explorer**

*Explorers are patient and curious, always wanting to know what’s in the deepest and most obscure corners of the region. These trainers are more likely to invest in the storyline and side-quests, collecting items, and ‘catching them all’.*

**CATCH ‘EM ALL!:** Your iron will to catch them all increases the base catch rate of all Poké Balls by 10%.

**DUNGEON EXPLORER 1:** Your classes at Trinita University have taught you how to reuse escape ropes.

**HEALTH SPECIALIST:** Your classes in first aid let you heal the party by 10% after each battle.

**WELLNESS SPECIALIST:** Your classes in herbology let you cure all statuses and restore all PP after each battle.

**EXPLORER’S SECRET 1:** Increases the effect of held Items that boost damage by 10%

**ITEM MASTER:** All non-berry held consumables are refunded at the end of battle.

**EXPLORER’S SOUL:** Taking the scenic route boosted your endurance, increasing running, biking, and surfing speed by 10%.

**DUNGEON EXPLORER 2:** Your classes at Trinita University have taught you how to reuse repels.

**EXPLORER’S SECRET 2:** Increases the effect of held Items that boost defenses by 10%

**ATTRACTIVE SCENT:** Your travels help you perfect your own Repel additive! Using a Repel increases rare encounter rate by 50% in addition to its current effect.

**EXPLORER’S SECRET 3:** Doubles the effect of held Items that recover HP.

**FULL BLOOM:** Your worldly travels has strengthened the bond between you and your Pokémon, increasing their HP stat by 20%.

Stat benefits:

-HP stat +20%

Unique player bonuses:

-Damage boosting and defensive held items boosted by 10%. Recovery held items are doubled.

-Movement speed increased by 10%

-10% HP recovery and all PP restored after battles.

-Repel and escape ropes can be used infinitely.

-Repels increase rare encounters by 50%