Pokemon DV Calculator

Created by tewky
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What is the DV Calculator?

It helps you find the hidden attributes of a Pokemon. These are called diversification values and determine the Pokemon's training potential compared to others of its species. They are the generation 1 and 2 equivalent of individual values. For each stat of a Pokemon, a random number from 0 to 15 is chosen and assigned. They are fixed values and do not change once you have encountered the Pokemon for the first time.

Why do I need this tool?

There is no way to directly find the DVs of a Pokemon unless you view the game memory using an emulator or save file editor. They must be reverse-calculated from a Pokemon's stats. The calculation used to determine a Pokemon's stats uses a rounding operation that is non-reversible, so it is possible that a given value for a stat might correspond to more than one DV using the calculation. *This is only an issue for Pokemon below level 50; after this level, every value of DV corresponds to a unique stat value.* This calculator has an experience tracker to help with calculating DVs across multiple levels of a Pokemon so you can quickly find its DVs to a high accuracy.

How do I run it?

Download the zip file from https://github.com/tewky/dvcalculator and open dvcalculator.html with Mozilla Firefox or Google Chrome. It has not been tested on other browsers but it might still function.

Alternatively, use the online version at https://tewky.github.io/dvcalculator/

How do I use it?

1. Catch a Pokemon in the wild or by encounter.

   This won't work for Pokemon that have been previously battled.

2. Enter its stats and press calculate

   The "Last" row shows the possible range of DVs for the previous calculation. The DV row shows the most-probable DV based on saved records. When this is gray the result is inaccurate because not enough records exist. When they appear yellow the result is 50% accurate, and when red it's 100%. You will typically only need 50% accuracy before you know if a Pokemon is worth training further.

3. Battle with the Pokemon. After each knockout it participates in track the KO in the experience tracker. If you have to swap the Pokemon out of battle, first check the "Share" option, then switch to a different Pokemon using the dropdown menu, then track the KO.

4. After the Pokemon levels up, enter its new stats and press calculate.

   Repeat this process until the DV row shows the accuracy you want.

5. If the Pokemon evolves, press the Evolve button (the upward arrow Pokeball) before doing the calculation with its new stats.

6. If the Pokemon has been battled before and doesn't have maximum stat experience

   Click the "Veteran" button in the tracker. Save first. Buy 10 of each vitamin and record how many you were able to use on your Pokemon until you received the message "it won't have any effect". Enter the Pokemon's stats from before you used the vitamins, the number of vitamins used, and press calculate. Because vitamins are an imprecise way of measuring stat experience the best accuracy that can be had is 50%.

   If you can't use at least 1 vitamin for a stat your only option is to level the Pokemon until it has maximum stat experience. Enter its stats, check the "Max Exp" checkbox, then press save, then calculate. You can find out if the Pokemon has maximum stat experience by using it in battle and occasionally depositing it and withdrawing it from Bill's PC; if there is no change in stat value from before the deposit and after the withdrawal, the stat experience is maxed – it might take 30 knockouts before this value will change, so this is a slow way of finding DVs.

Credits

Phil Erwin's DV Calculator

Bulbapedia Bulbapedia

Cave of Dragonflies Cave of Dragonflies

Pokedream Pokedream

Psypokes Psypokes

Smogon University Smogon University