**Locations** (**Region\_ID**, Region, Capital, Biome)

**Trainers** (**Trainer\_ID**, Name, Gym, Specialist\_Type, Type\_1, Type\_2, Gender, **Region\_ID(FK)**, Hometown)

**Pokedex**(**Pokedex\_ID**, Species, Type, Attack, Defense, Spec\_Attack, Spec\_Defense, XP, Health, **Location\_ID(FK)**, **Captured\_By(FK)**)

**Battles**(**Battles\_ID**, Timestamp, **Pokedex\_ID(FK)**, **Trainer\_ID(FK)**, **Region\_ID(FK)**, Home\_Adv, Result)

**Encounters**(**Encounters\_ID**, Timestamp, **Pokedex\_ID(FK)**, **Region\_ID(FK)**, Home\_Adv, Result)

**Training**(**Trainer\_ID**, **Pokedex\_ID**, Count\_Encounters, Count\_Battles, Attack, Defense, Spec\_Attack, Spec\_Defense, XP, Health)