

Example Json

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1
2 "name": "Torterra", #Name of Pokemon Here
3 "dex": 389, #Dex Number of Pokemon Here, can find in the file name
4 "defaultForms": [
5     ""
6 ],
7 "forms": [
8     {
9         "name": "",
10        "experienceGroup": "MEDIUM_SLOW",
11        "dimensions": {
12            "height": 2.2, #Remember these values
13            "width": 2.2,
14            "length": 1,
15            "eyeHeight": 2.2,
16            "hoverHeight": 2.2
17        },
18        "moves": {
19            "levelUpMoves": [
20                {
21                    "level": 0,
22                    "attacks": [
23                        "Absorb",
24                        "Earthquake",
25                        "Razor Leaf",
26                        "Tackle",
27                        "Withdraw",
28                        "Wood Hammer"
29                    ]
30                },
31                {
32                    "level": 5, #Example of how to add a move
33                    "attacks": [
34                        "Withdraw"
35                    ]
36                },
37            ]
38        }
39    }
40 ]
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38         "level": 9,
39         "attacks": [
40             "Absorb"
41         ]
42     },
43     {
44         "level": 13,
45         "attacks": [
46             "Razor Leaf"
47         ]
48     },
49     {
50         "level": 17,
51         "attacks": [
52             "Curse"
53         ]
54     },
55     {
56         "level": 22,
57         "attacks": [
58             "Bite"
59         ]
60     },
61     {
62         "level": 27,
63         "attacks": [
64             "Mega Drain"
65         ]
66     },
67     {
68         "level": 33,
69         "attacks": [
70             "Leech Seed"
71         ]
72     },
73     {
74         "level": 35,
75         "attacks": [
76             "Shell Smash"

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77         ]
78     },
79     {
80         "level": 39,
81         "attacks": [
82             "Synthesis"
83         ]
84     },
85     {
86         "level": 45,
87         "attacks": [
88             "Crunch"
89         ]
90     },
91     {
92         "level": 51,
93         "attacks": [
94             "Giga Drain"
95         ]
96     },
97     {
98         "level": 55,
99         "attacks": [
100             "Head Smash"
101         ]
102     },
103     {
104         "level": 57,
105         "attacks": [
106             "Leaf Storm"
107         ]
108     }
109 ],
110 "tutorMoves": [
111     "Block",
112     "Earth Power",
113     "Frenzy Plant",
114     "Giga Drain",
115     "Grass Pledge",

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116     "Iron Head",
117     "Iron Tail",
118     "Outrage",
119     "Seed Bomb",
120     "Snore",
121     "Stealth Rock",
122     "Stomping Tantrum",
123     "Superpower",
124     "Synthesis",
125     "Worry Seed"
126 ],
127 "eggMoves": [
128     "Amnesia",
129     "Body Slam",
130     "Double-Edge",
131     "Earth Power",
132     "Grassy Terrain",
133     "Growth",
134     "Heavy Slam",
135     "Sand Tomb",
136     "Seed Bomb",
137     "Spit Up",
138     "Stockpile",
139     "Superpower",
140     "Swallow",
141     "Thrash",
142     "Tickle",
143     "Wide Guard",
144     "Worry Seed"
145 ],
146 "tmMoves8": [],
147 "trMoves": [],
148 "hmMoves": [],
149 "transferMoves": [
150     "Bullet Seed",
151     "Captivate",
152     "Cut",
153     "Endure",
154     "Flash",

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155     "Headbutt",
156     "Mud-Slap",
157     "Natural Gift",
158     "Rock Smash",
159     "Secret Power",
160     "Strength"
161 ],
162 "tmMoves7": [
163     "Work Up",
164     "Roar",
165     "Toxic",
166     "Hidden Power",
167     "Sunny Day",
168     "Hyper Beam",
169     "Light Screen",
170     "Protect",
171     "Safeguard",
172     "Frustration",
173     "Solar Beam",
174     "Earthquake",
175     "Return",
176     "Double Team",
177     "Reflect",
178     "Sandstorm",
179     "Rock Tomb",
180     "Facade",
181     "Rest",
182     "Attract",
183     "Round",
184     "Energy Ball",
185     "Giga Impact",
186     "Rock Polish",
187     "Stone Edge",
188     "Swords Dance",
189     "Bulldoze",
190     "Rock Slide",
191     "Grass Knot",
192     "Swagger",
193     "Sleep Talk",

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194         "Substitute",
195         "Nature Power",
196         "Confide"
197     ],
198     "tmMoves6": [
199         "Roar",
200         "Toxic",
201         "Hidden Power",
202         "Sunny Day",
203         "Hyper Beam",
204         "Light Screen",
205         "Protect",
206         "Safeguard",
207         "Frustration",
208         "Solar Beam",
209         "Earthquake",
210         "Return",
211         "Double Team",
212         "Reflect",
213         "Sandstorm",
214         "Rock Tomb",
215         "Facade",
216         "Rest",
217         "Attract",
218         "Round",
219         "Energy Ball",
220         "Giga Impact",
221         "Rock Polish",
222         "Flash",
223         "Stone Edge",
224         "Swords Dance",
225         "Bulldoze",
226         "Rock Slide",
227         "Grass Knot",
228         "Swagger",
229         "Sleep Talk",
230         "Substitute",
231         "Secret Power",
232         "Nature Power",

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233         "Confide"
234     ],
235     "tmMoves5": [
236         "Roar",
237         "Toxic",
238         "Hidden Power",
239         "Sunny Day",
240         "Hyper Beam",
241         "Light Screen",
242         "Protect",
243         "Safeguard",
244         "Frustration",
245         "Solar Beam",
246         "Earthquake",
247         "Return",
248         "Double Team",
249         "Reflect",
250         "Sandstorm",
251         "Rock Tomb",
252         "Facade",
253         "Rest",
254         "Attract",
255         "Round",
256         "Energy Ball",
257         "Giga Impact",
258         "Rock Polish",
259         "Flash",
260         "Stone Edge",
261         "Swords Dance",
262         "Bulldoze",
263         "Rock Slide",
264         "Grass Knot",
265         "Swagger",
266         "Substitute",
267         "Rock Smash"
268     ],
269     "tmMoves4": [
270         "Roar",
271         "Toxic",

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272     "Bullet Seed",
273     "Hidden Power",
274     "Sunny Day",
275     "Hyper Beam",
276     "Light Screen",
277     "Protect",
278     "Giga Drain",
279     "Safeguard",
280     "Frustration",
281     "Solar Beam",
282     "Iron Tail",
283     "Earthquake",
284     "Return",
285     "Double Team",
286     "Reflect",
287     "Sandstorm",
288     "Rock Tomb",
289     "Facade",
290     "Secret Power",
291     "Rest",
292     "Attract",
293     "Energy Ball",
294     "Endure",
295     "Giga Impact",
296     "Rock Polish",
297     "Flash",
298     "Stone Edge",
299     "Swords Dance",
300     "Stealth Rock",
301     "Captivate",
302     "Rock Slide",
303     "Sleep Talk",
304     "Natural Gift",
305     "Grass Knot",
306     "Swagger",
307     "Substitute"
308 ],
309 "tmMoves3": [],
310 "tmMoves2": [],

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311     "tmMoves1": [],
312     "tmMoves": []
313 },
314 "abilities": { #Change the abilities of a pokemon
315     "abilities": [
316         "Overgrow"
317     ],
318     "hiddenAbilities": [ #Change the hidden abilities of a pokemon
319         "MoldBreaker"
320     ]
321 },
322 "movement": {
323     "rideable": true,
324     "canFly": false,
325     "canSurf": false,
326     "canRideShoulder": false,
327     "ridingOffsets": {
328         "standing": {
329             "x": 0.0,
330             "y": -1.2,
331             "z": 1.1
332         },
333         "moving": {
334             "x": 0,
335             "y": 0,
336             "z": 0
337         }
338     }
339 },
340 "aggression": {
341     "timid": 80,
342     "passive": 0,
343     "aggressive": 20
344 },
345 "battleStats": { #Change the stats of a pokemon
346     "hp": 95,
347     "attack": 118,
348     "defense": 105,
349     "specialAttack": 75,

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350     "specialDefense": 85,
351     "speed": 56
352 },
353 "tags": [
354     "day_care_selectable"
355 ],
356 "spawn": {
357     "baseExp": 208,
358     "baseFriendship": 70,
359     "spawnLevel": 36,
360     "spawnLevelRange": 9,
361     "spawnLocations": [
362         "LAND"
363     ]
364 },
365 "possibleGenders": [
366     "MALE",
367     "FEMALE"
368 ],
369 "genderProperties": [
370     {
371         "gender": "ALL",
372         "palettes": [
373             {
374                 "name": "none", #Remember this path below
375                 "texture": "pixelmon:pokemon/389_torterra/all/base/none/texture.png",
376                 "sprite": "pixelmon:pokemon/389_torterra/all/base/none/sprite.png",
377                 "particle": "",
378                 "modelLocator": {
379                     "factoryType": "NORMAL",
380                     "pqc": [ #Remember this path below
381                         "pixelmon:pokemon/389_torterra/all/base/none/model.pqc"
382                     ]
383                 },
384                 "sounds": [
385                     "pixelmon.mob.torterra"
386                 ]
387             },
388             {

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389         "name": "shiny",
390         "texture": "pixelmon:pokemon/389_torterra/all/base/shiny/texture.png",
391         "sprite": "pixelmon:pokemon/389_torterra/all/base/shiny/sprite.png",
392         "particle": "arcanery:shiny"
393     },
394     {
395         "name": "zombie",
396         "texture": "pixelmon:pokemon/389_torterra/all/base/zombie/texture.png",
397         "sprite": "pixelmon:pokemon/389_torterra/all/base/zombie/sprite.png",
398         "particle": ""
399     }
400 ]
401 }
402 ],
403 "eggGroups": [
404     "MONSTER",
405     "GRASS"
406 ],
407 "types": [ #Change the type of a pokemon
408     "GRASS",
409     "GROUND"
410 ],
411 "preEvolutions": [
412     "Grotle",
413     "Turtwig"
414 ],
415 "defaultBaseForm": "",
416 "megaItems": [ #Keep the mega item pokemail_orange for everything
417     "pixelmon:pokemail_orange"
418 ], #Assign Pointer for mega, keep it as "mega"
419 "megas": [
420     "mega"
421 ],
422 "gigantamax": {
423     "canHaveFactor": false,
424     "canGigantamax": false
425 },
426 "eggCycles": 21,
427 "weight": 310.0, #Remember this number

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428     "catchRate": 45,
429     "malePercentage": 87,
430     "evolutions": [],
431     "evYields": {
432         "attack": 2,
433         "defense": 1
434     }
435 }, #Adding a mega, IMPORTANT
436 {
437     "name": "mega", #Pointer created above
438     "tags": [
439         "temp" #Keep temp
440     ],
441     "dimensions": { #Use the same size numbers at the top of the json
442         "height": 2.2,
443         "width": 2.2,
444         "length": 1
445     },
446     "abilities": { #change ability
447         "abilities": [
448             "RockHead"
449         ]
450     },
451     "battleStats": { #change stats
452         "hp": 95,
453         "attack": 158,
454         "defense": 145,
455         "specialAttack": 75,
456         "specialDefense": 105,
457         "speed": 56
458     },
459     "weight": 310.0, #Use the same weight as the base pokemon found above
460     "genderProperties": [
461         {
462             "gender": "ALL", #Make all megas unisex "ALL"
463             "palettes": [
464                 {
465                     "name": "none", #Keep "none" , point all files below to their base paths
466                     "texture": "pixelmon:pokemon/389_torterra/all/mega/none/texture.png",

```

```

467     "sprite": "pixelmon:pokemon/389_torterra/all/mega/none/sprite.png",
468     "particle": "",
469     "modelLocator": {
470         "factoryType": "NORMAL",
471         "pqc": [
472             "pixelmon:pokemon/389_torterra/all/mega/none/model.pqc"
473         ]
474     }
475 },
476 { #point all files below to their base paths
477     "name": "shiny",
478     "texture": "pixelmon:pokemon/389_torterra/all/mega/shiny/texture.png",
479     "sprite": "pixelmon:pokemon/389_torterra/all/mega/shiny/sprite.png",
480     "particle": "arcanery:shiny"
481 }
482 ]
483 }
484 ]
485 }
486 ],
487 "generation": 4
488

```
