

1. Species – This is the species of the Pokémon, of course, complete with an image of what an average specimen of the species looks like.

2. Base Stats – A Pokémon's Base Stats help determine how their stats are allocated for battle.

3. Type – Each Pokémon has one or two elemental Types, chosen from the 18 Types in Pokémon. They are Bug, Dark, Dragon, Electric, Fairy, Fighting, Fire, Flying, Ghost, Grass, Ground, Ice, Normal, Poison, Psychic, Rock, Steel, and Water.

These Types determine what kinds of attacks are strong and weak against a Pokémon and have a general bearing on the Pokémon's traits – certain Types are more likely to have particular traits than others. Unlike Pokémon, Trainers do not have a Type.

4. Abilities – Abilities are special gifts separate from Moves that Pokémon can use.

5. Evolution – Many Pokémon undergo a process of rapid physical metamorphosis called Evolution. This usually occurs over a matter of a few minutes at most when certain conditions, listed here, are met.

6. Size Information – The average height and weight of a Pokémon of this species. This may vary between individual specimens and a GM could even change this average value in their campaign setting.

7. Breeding Information – This is all the information necessary to breed Pokémon.

8. Diet and Habitat – This information tells you where a Pokémon is found and what it needs to eat to survive.

9. Capability List – Capabilities denote both a Pokémon's basic traits such as how fast they can move or how high they can jump as well as more specialized traits such as being able to see in the dark or lift objects with telekinetic powers.

10. Skill List – Just like Trainers, Pokémon have Skills, but they are less malleable than a Trainer's.

11. Move List – Moves are the primary way a Pokémon fights in battle, and they can learn them in four ways – natural level up, inherited egg moves, from TMs and HMs, and from Move Tutors.

The next section will go into detail on how to manage each aspect of your Pokémon described above.

MANAGING POKÉMON

COMBAT STATS

Just like Trainers, Pokémon have Combat Stats, Skills, and Capabilities. While most of a Pokémon's traits are defined for an entire species in the Pokédex, their **Combat Stats** are determined by their Trainer's choices. While the GM usually assigns a Pokémon's Nature and Abilities when first caught, the Trainer assigns all of their Stat Points up to their current Level.

Start by checking the **Pokédex** to see the Pokémon's **Base Stats**. These are your starting point. For example, a Charmander has 4 HP, 5 Attack, 4 Defense, 6 Special Attack, 5 Special Defense, and 7 Speed.

Next, apply your Pokémon's **Nature**. This will simply raise one stat, and lower another; HP is only ever raised or lowered by 1, but all other stats are raised or lowered by 2, respectively, to a minimum of 1. See the following page for a list of Pokémon Natures.

Next, add **+X Stat Points**, where X is the **Pokémon's Level plus 10**. However, when adding Stat Points, you must understand the **Base Relations Rule**.

The Base Relations Rule puts a Pokémon's Base Stats in order from highest to lowest. This order must be maintained when adding Stat Points. For example, with a neutral nature, Charmander has Speed > Special Attack > Attack and Special Defense > HP and Defense. Here, Speed must always remain higher than other Stats.

Stats that are equal need not be kept equal, however. Charmander's HP and Defense do not need to be kept the same; they must merely both follow the rules of base relation, each staying under Attack and Special Defense.

Calculate your Pokémon's Hit Points when you're done. Pokémon have Hit Points according to the following formula:

Pokémon Hit Points = Pokémon Level + (HP x3) + 10

Note that this formula is different than a Trainer's!

Charmander 1				Charmander 2			
Stat	Base	Added	Total	Stat	Base	Added	Total
HP	4	2	6	HP	4	0	4
ATK	5	3	8	ATK	5	0	5
DEF	4	2	6	DEF	4	0	4
SPATK	6	3	9	SPATK	6	7	13
SPDEF	5	2	7	SPDEF	5	0	5
SPEED	7	3	10	SPEED	7	8	15

Because these Charmanders are Level 5, they each have a total of 15 added Stat Points. Both of these Charmanders are legal, as each stat follows the Base Relations rule, even though they have applied Stat Points differently.

Furthermore, there are several Features that allow trainers to break Stat Relations; when adding stats, you don't need to "correct" Stats due to the "violations" made due to these features. A Trainer with the "Enduring Soul" Feature for example, could raise their Charmander's HP to match or exceed any other stat, despite the fact that it's at the lowest priority for Base Stat Relations. Furthermore, this trainer would NOT be compelled to raise other Stats to "fix" the violations caused by this artificially raised high HP.

POKÉMON NATURE CHART

Value	Nature	Raise	Lower	Value	Nature	Raise	Lower
1	Cuddly	HP	Attack	19	Rash	Special Atk.	Special Def.
2	Distracted	HP	Defense	20	Quiet	Special Atk.	Speed
3	Proud	HP	Special Atk.	21	Dreamy	Special Def.	HP
4	Decisive	HP	Special Def.	22	Calm	Special Def.	Attack
5	Patient	HP	Speed	23	Gentle	Special Def.	Defense
6	Desperate	Attack	HP	24	Careful	Special Def.	Special Atk.
7	Lonely	Attack	Defense	25	Sassy	Special Def.	Speed
8	Adamant	Attack	Special Atk.	26	Skittish	Speed	HP
9	Naughty	Attack	Special Def.	27	Timid	Speed	Attack
10	Brave	Attack	Speed	28	Hasty	Speed	Defense
11	Stark	Defense	HP	29	Jolly	Speed	Special Atk.
12	Bold	Defense	Attack	30	Naive	Speed	Special Def.
13	Impish	Defense	Special Atk.	31	Composed*	HP	HP
14	Lax	Defense	Special Def.	32	Hardy*	Attack	Attack
15	Relaxed	Defense	Speed	33	Docile*	Defense	Defense
16	Curious	Special Atk.	HP	34	Bashful*	Special Atk.	Special Atk.
17	Modest	Special Atk.	Attack	35	Quirky*	Special Def.	Special Def.
18	Mild	Special Atk.	Defense	36	Serious*	Speed	Speed

*These Natures are **neutral**; they simply do not affect Base Stats, since they cancel themselves out.

Doxy's Tip: To generate natures quickly, roll 2d6! The first result determines which Stat is raised, the second determines which is lowered. This goes in order; 1 = HP, 2 = Attack, 3 = Defense, 4 = Special Attack, 5 = Special Defense, 6 = Speed. You can also make rolls "semi-random" by setting one dice roll or the other ahead of time, or even limiting options.

