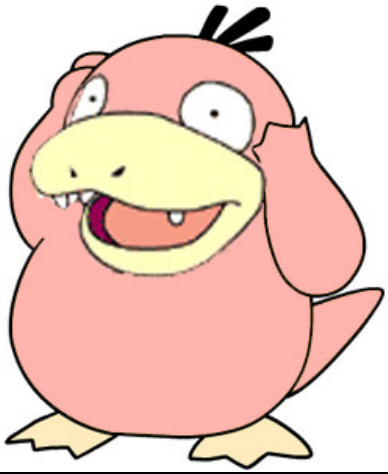


"guys, have you heard about this red and blue version? its crazy!"

pokemon rpg

Character and Pokemon Generation

Creating a Trainer:

First, determine your character concept. Are you an up-and-coming pokemon trainer, seeking induction to the Elite Four, an electric-specializing son of a Power Plant worker, or an introverted Psychic, making his way in the world? A good way of making a character concept is to just come up with a few word descriptions then, throughout the campaign, develop the character over time.

A beginning character has 10 points to spend on himself. These points are used on Merits, defining traits of your character that comes into play in different ways. Below are a list of different Merits and their effects, but feel free to cook up some on your own.

Merits

Type Specialty – Your character feels a particular connection to pokemon of a certain type. He may be a trainer under a certain gym leader or just someone with connections to that element. Brock, a Rock specialist, and Misty, a water specialist, are examples of these kinds of characters. When using a pokemon that shares the same type as your Specialty, that pokemon gains a +10 to Atk/Def or S.Atk/S.Def, which is chosen when this Merit is selected. This Merit costs 10 Character Points and is repeatable. When selected more than once, select a different type. You cannot pick the same Type twice.

Species Specialty – Ever since the day you got him, you share a certain friendship with one of your captured pokemon. This pokemon may be the first one you got or one you got while on the road. Ash, with his Pikachu, is a great example of a Species specialist. When using your Specialized pokemon, that pokemon gains a +10 to all stats. This Merit costs 5 Character Points and is repeatable. When you select this Merit a second time, pick a different Species. This merit does not carry on through evolutions unless 2 Merit points are spent. Example: Ash's Pikachu gives in and evolves into a Raichu. Unless Ash spends two Character Points to upgrade his Species Specialty (Pikachu) to a Species Specialty (Raichu), the Raichu will not benefit from Species Specialty.

Psychic – Your character has a secret, yet terrifying power – being a psychic. You have the ability to perform psychokinesis, telekinesis, telepathy, and other psychic powers. You can also communicate with certain pokemon. Sabrina, the psychic gym leader of Saffron City, is the paragon for psychic characters. This Merit costs 20 Character Points and is not repeatable. The

Gamemaster should be open to the idea of Psychic characters in the game but by no means allow the character to break his game. For example, don't let your psychic characters just control gym leader's minds into giving him badges. Non-Psychic NPCs can withstand attacks from Psychics through determination and an iron will.

Survival – Survival is the knowledge of surviving outside of civilization and away from the cities' influence. Brock, a wonderful cook and well-to-do outdoorsman, would be an expert in this Merit, investing more points into it. Ash, though living outside for most of his life, would have a few points invested in Survival, but no where near Brock's expertise. Survival is considered a Merit Skill. This Merit costs 2 Character Points and is repeatable. When this Merit is selected again, add a point to the skill. Example: Brock has invested 6 points into the Survival skill. He has a Survival Merit of 3.

Medical – The Medical skill is a broad categorization of know-hows around a Pokemon Center, improv First Aid, and curing ailments. Nurse Joy would be an example of a character based around the Medical skill. Medical is considered a Merit Skill. This Merit costs 2 Character Points and is repeatable. When this Merit is selected again, add a point to the skill. Example: Joy has invested 6 points into the Medical skill. She has a Medical Merit of 3.

Pokemon Study – Pokemon Study is also a broad categorization of a skill. It can represent Professor Oak's professional and formal knowledge of all things pokemon or perhaps Ash's nitty and gritty understanding out in the world. Oak is probably the definition of a Character with Pokemon Study but other characters qualify as well, such as Tracy Sketchum. While he does not have the professionalism of Professor Oak, he has a great understanding of Pokemon habits, skill, and habitats to further his career in Pokemon sketching. Same goes for Todd, a Pokemon photographer. Pokemon Study is considered a Merit Skill. This Merit costs 2 Character Points and is repeatable. When this Merit is selected again, add a point to the skill. Example: Professor Oak has invested 6 points into the Pokemon Study skill. He has a Pokemon Study Merit of 3.

Breeding – Pokemon Breeding is knowledge of when this Pokemon breeds with this Pokemon, this Pokemon is produced with these characteristics. Breeders strive to create perfect examples of Pokemon species. It is said that Pokemon professors contract Pokemon breeders for starters to give away. Brock is an example of a Pokemon Breeder. Breeding is considered a Merit Skill. This Merit costs 2 Character Points and is repeatable. When this Merit is selected again, add a point to the skill. Example: Brock has invested 6 points into the Breeding skill. He has a Breeding Merit of 3.

Coordination – Coordination is the act of competing and winning Pokemon Contests. A contest requires

synchronicity between a coordinator and a pokemon, achieving the best possible show for a panel of judges. Coordination is considered a Merit Skill. This Merit costs 2 Character Points and is repeatable. When this Merit is selected again, add a point to the skill. Example: May has invested 6 points into the Coordination skill. She has a Coordination Merit of 3.

Machines – The Machines merit deals with the operation, repair, and upkeep of the advanced technology of the Pokemon world. Team Rocket grunts, while stationed in many a lab, often gain Merit in Machines, just in case something goes wrong. Machines are considered a Merit Skill. This Merit costs 2 Character Points and is repeatable. When this Merit is selected again, add a point to the skill. Example: A Rocket grunt has invested 6 points into the Machine skill. He has a Machine Merit of 3.

With that, a Trainer is created and ready to play in the Pokemon RPG. Now all that's left is filling out the details: their name, their hometown, their personality, and the rest.

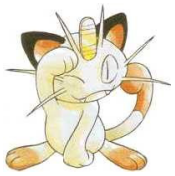
Creating a Pokemon:

Generally, the first pokemon generated will be a starting basic pokemon at level 5, so we'll use that as an example. (Baby and second stage and beyond evolved pokemon will be covered in the Advanced Ruling section.)

A pokemon is made up of 5 stats, 6 superlative stats, and a level. The first 5 stats of a pokemon are as follows: Attack (Atk), Defense (Def), Special Attack (S.Atk), Special Defense (S.Def), and Speed. The Attack stat represents the offensives capabilities of a pokemon. The Defense stat represents the physical hardiness of a pokemon. Special Attack represents the affinity for elemental and special attacks. The Special Defense represents a pokemon's resistance against Special Attacks. Speed represents both a Pokemon aim and evasiveness.

When a pokemon is generated, that pokemon gets a +10 to two stats to represent their uniqueness. These 2 bonuses should be relevant to the pokemon and represent their natural proficiency. It gets 10 per level to spend on stats otherwise.

Example:
Eugene, a starting trainer from Cerulean City, decides that he wants a Meowth as his first pokemon. Since it's his starter pokemon, it begins at level 5 with 50 points to spend. It is determined that Meowth is physically strong and quick, giving a +10 to the Attack and Speed stats. After distributing the 50 stats, Meowth looks like this:
Attack: 20
Defense: 10
Special Attack: 10
Special Defense: 10
Speed: 20



The six superlative stats: Hit Points, Power Pool, Accuracy, Special Accuracy, Evasion, and Special Evasion. These are generated using the first 5 stats. The formulas are:

Superlative	Formula
Hit Points	Atk + Def
Power Pool	S.Atk + S.Def + Spd
Accuracy	Atk + Spd
Special Accuracy	S.Atk + Spd
Evasion	Def + Spd
Special Evasion	S.Def + Spd

Example:
Meowth needs a Hit Point value, a Power Pool to draw attacks from, Accuracies, and Evasions. Eugene calculates it up like so:
20 (Atk) + 10 (Def) = 30. Meowth's HP is 30.
10 (S.Atk) + 10 (S.Def) + 20 (Spd) = 40. Mewoth's Power Pool is 40.
20 (Atk) + 20 (Spd) = 40. Meowth adds a 4 to all physical attack rolls for accuracy.
10 (S.Atk) + 20 (Spd) = 30. Meowth adds a 3 to all special attack rolls for accuracy.
10 (Def) + 20 (Spd) = 30. Meowth adds a 3 to all physical defense rolls for evasion.
10 (S.Def) + 20 (Spd) = 30. Meowth adds a 3 to all special defense rolls to evasion.

After that, choose your pokemon's attacks and special abilities. The move list for each pokemon is drawn directly from the games themselves (Generation IV). By using a website like Bulbapedia, you can easily look up the attacks each pokemon can learn and at what levels.

Example:
Looking up Meowth's move set, Eugene sees that he starts with Scratch and Growl. His GM stats those two moves up for him.

A pokemon can know up to 4 moves at any point in time.

And that's generating a pokemon!

Battling and Catching Pokemon

Battling Pokemon

More often than not, pokemon trainers are included in events called simply "battles" where two trainers pit their respective pokemon against each other one at a time. The object of the battle is to knock out the opponent's pokemon one at a time until said opponent runs out of pokemon to send out.

At the beginning of the battle, each trainer (usually in secret) decides which pokemon to call out. Then in the first turn, they decide on their attacks to use. The pokemon with the highest Speed stat goes first in the turn. This can change turn-by-turn through status afflicting attacks like String Shot.

When the attack is declared, a 1d10 is rolled. Then add your Speed stat ÷ 10 (using the example above, Meowth would add a 2 to his roll). Then add the respective Attack stat ÷ 10. (Attack for physical attacks, Special Attack for special attacks.)

If a 10 is rolled on the attack's accuracy roll, the attack rolls a critical. Both the attacker and the defender roll again just like a normal attack. If the attack hits, then the defending pokemon does not subtract defense from the damage that is dealt. If the defending pokemon beats the attacker's second roll, then the hit is a normal hit, with their defense subtracted as normal.

(In the rare occurrence that a second critical is rolled for the attack, it becomes a double critical. The power of the move is doubled and another attack and defense roll is made. If the defender

beats that, it's a normal critical attack. If a triple critical is achieved, it deals triple damage. If the defender beats the attacker, then it is just double damage and so on and so forth.)

The defending pokemon rolls a 1d10 in response and adds their Speed ÷ 10 and their respective Defense stat ÷ 10. The pokemon with the higher total succeeds in either attacking or evading/blocking.

If the defender rolls a 10 on their defense roll, a counter critical is announced. The defender can make a free attack against the pokemon that attacked him, just like a normal turn. After the counter critical is resolved, turns go as normal.

This free attack, as the result of a counter critical, can be used in other ways too. If the pokemon that is countering is asleep, it can attempt to wake up for free.

Example:
Eugene encounters Noah, a bug trainer that hails from Viridian City. Eugene chooses Meowth (with the stats above) and Noah chooses his Caterpie with the following stats:
Caterpie, level 5.
HP: 30 **PP:** 40
Attack: 10
Defense: 20
Special Attacks: 10
Special Defense: 10
Speed: 20
Move List:
Tackle - 5 power - 1 pp.
String Shot - 6 accu -5 Spd (in relation to defense rolls) - 5 pp.

(For this particular battle, Meowth and Caterpie have the same Speed stat. To determine turn order, Eugene and Noah roll a 1d10, saying that natural wins. Eugene wins with a 7, so Meowth goes first.

Eugene elects to use Meowth's Scratch attack against Caterpie. He rolls a 1d10 and gets a 9, adds his physical Accuracy (a +4), and gets 13. Noah responds and rolls a 1d10 and gets a 3 which, with Caterpie's physical evasion (a +4), equals 7. Meowth connects his scratch attack against Caterpie.

When an attack hits an enemy, the power of the attack comes into play. You take the power of the attack and add the respective attack stat (Attack for physical attacks, Special Attack for special attacks) ÷ 10 and add it together. The defending pokemon takes his respective defense stat ÷ 10 and subtracts it from the attacker's power.

Example:
Meowth's Scratch attack has a power of 5. Coupled with his Attack of 20 (so, +2), his attack's total power is 7! Caterpie's Defense of 20 (so, -2) dwindles Meowth's attack to a power of 5. Caterpie takes 5 damage.

If the attacking pokemon is using an attack that harbors the defending pokemon's weakness type, refer to the chart near the back page.

Occasionally, a type of attack called a Status attack is implemented in battle. These attacks attack a pokemon's stats or status, hindering them beyond practical use.

In a status attack, it is usually coupled with an Affliction number, which represents its accuracy and overall potency. If this is used, the attacker rolls

a 1d10. If he rolls equal to or below the Accuracy number, it connects and the defender suffers its effects. More on this later.

Example:
On his next turn, Noah orders Caterpie to use his String Shot attack. With an Accuracy number of 6, Noah must roll a 1, 2, 3, 4, 5, or 6. He rolls a 1d10 and rolls a 3! Meowth suffers a -5 to Speed in relation to dodging until the end of the battle.

After the attack is resolved, the defending pokemon deducts the damage dealt from its current Hit Point total. After both pokemon's turns have been resolved and completed, each pokemon deducts the PP used for each attack in their round from their Power Pool total.

Example:
Caterpie's HP drops from 30 to 25 due to Meowth's Scratch attack. After Caterpie's attack, each attack is accounted for in their Power Pool total. Meowth used a simple scratch so his PP drops from 40 to 39. Caterpie, having attempted a String Shot, deducts 5 from his PP, dropping it from 40 to 35. The next turn begins.

The battle continues until all of the pokemon on one side is knocked out.

Once a pokemon's Power Pool total drops to 0 (or otherwise unable to use attacks), it is reduced to using the move Flail. This move cannot be used until a pokemon has no PP.

Flail – Physical Attack
1 power – 0 pp
"Your pokemon flails about the battlefield in absolute frustration, desperate to sneak a shot in."

Afflictions and Status Attacks

Certain attacks do not deal direct damage to a pokemon's Hit Points. Some pokemon like to undermine and destroy a pokemon's defenses and attacks before commencing the real battle.

A Status attack does not work like a regular attack. A Status attack is coupled with an Accuracy number, usually noted by a number and "accu" next to it. When the Status attack is used, the attacker rolls a 1d10 and refers to his accuracy number. If he rolled equal to or lower than the number, the attack hits and the defender suffers the consequences.

There are many different status afflictions in the game that can be done to pokemon.

Burned: When a pokemon is burned, it is singed by a pokemon's vicious fire attack. At the end of each turn, the burnt pokemon takes damage equal to half of the attacker's Special Attack stat ÷ 10. They do not take damage at the end of a counter critical turn. A Burn can usually be healed by a Burn Heal Potion.

Example:
Growlithe successfully burns Jigglypuff with a flamethrower attack. If Growlithe has a Special Attack stat of 20, Jigglypuff would take 1 damage at the end of each of her turns.

Confusion: A confused pokemon is thrown about the battlefield, sometimes knocking itself around instead of the

opponent! At the beginning of the confused pokemon's turn, roll 1d100. 1-50 means that the pokemon acts normally. A 51-75 means the pokemon hits itself. A 76-100 means the pokemon is no longer under the effects of confusion. For a counter critical, they automatically pass confusion to make an attack.

Frozen: One of the more powerful afflictions in the game, freezing attacks are devastating. If a pokemon is frozen, it cannot act on its turn. If the frozen pokemon is attacked, it does not add its Speed stat to its defense rolls. If a frozen pokemon is hit with a Fire type attack, then it is automatically unfrozen. On its turn, the pokemon can roll a 1d10 and on a roll of 1 unthaws. Freezing can be healed by a Freeze Heal.

Paralysis: When a pokemon is paralyzed by some sort of electric or ghost, it can freeze up during certain attacks. At the beginning of the paralyzed pokemon's turn, roll 1d10. If a 1-7 is rolled, it can act normally. If an 8-10 is rolled, it sacrifices the rest of its turn. For a counter critical, they automatically pass paralysis to make an attack.

Poisoned: The injection of a pokemon's deadly venom can spell doom for opposing pokemon. At the end of each turn, the poisoned pokemon takes damage equal to half of the attacker's Special Attack stat ÷ 10. They do not take damage at the end of a counter critical turn. Poison can usually be healed by an Antidote.

Badly Poisoned: There's poisoned. Then there's REALLY poisoned. When a pokemon is badly poisoned, it takes damage equal to half of the attacker's Special Stat ÷ 10. They do not take damage at the end of a counter critical turn. Every subsequent turn, the damage increases like that in increments.

Example:
Arbok's poison fangs sunk deep into Scyther's shoulder, badly poisoning him. Arbok's Special Attack stat, 50, means that Scyther takes 2 damage at the end of each turn. That increases to 4 damage at the end of his next turn, then 6, then 8, then 10, etc.

Sleep: Sometimes you just want to take a nap. When a pokemon is asleep, roll a 1d10 at the beginning of its turn. On a 1-5, the sleeping pokemon wakes up and can use its turn. On a roll of 6-10, the sleeping pokemon stays asleep and sacrifices its turn. When being attacked, sleeping pokemon do not add their Speed stat to their defense roll.

Catching Pokemon

One aspect of the pokemon universe is the capture and acquisition of pokemon into your party.

Generally, weakening the pokemon with attacks and status afflictions makes it easier to catch. A Pokeball is a one-time use item, so if it is thrown, it is gone, regardless of the outcome.

When a Trainer decides to attempt capture, plug in the values in the following formula.

$$R = \frac{X + HP + Defense - Status}{Ball\ Value}$$

X represents the catch rate for a pokemon, which is predetermined. Catch rates usually vary from 1-100 with 100 being absolutely uncatchable. The lower the rate, the easier it is to catch. The average is usually 30.

The HP value is determined by the amount of Hit Points the defending pokemon has. If the pokemon is at or below the HP value on the right, use that number. Refer to the follow chart for the number to plug in:

HP	Value
Full	+20
¾	+10
½	-10
¼	-20

The Status affect on the defending pokemon also comes into play when determining the probability of capture. If the defending pokemon is under the effects of the following status effects, factor this into the formula.

Effect	Value
Burn	-10
Freeze	-20
Paralysis	-10
Poisoned	-10
Badly Poisoned	-15
Sleep	-20

The Ball Value is determined by the type of ball being used to capture the defending pokemon. A normal Pokeball has a Ball Value of 1.1. A GreatBall has a Ball Value of 1.3. An UltraBall has a Ball Value of 1.5.

After plugging in all of the numbers, you get what is called the Resistance Number. Take the resistance number that you end up with and subtract it from 100. You must roll that number (rounded down) or below on a 1d100 to confirm capture.

Example:
While exploring the fields west of Vermillion City, Eugene happens upon a Drowzee and seeing the fresh opportunity, releases Meowth. After a few moments of battling, Eugene pulls a Pokeball (a ball value of 1.1) and throws it at the Drowzee.

The math goes like this:
Drowzee has a catch rate of 15. Easy enough, but no piece of cake. Meowth has worn down this pokemon beyond all recognition, bringing it down to 1/4th of its Hit Point Total. Drowzee has a defense stat of 40 and no statuses. So it looks like this:

$$37 = \frac{15 + -20 + 40 - 0}{1.1}$$

Subtracting 37 from 100, we get 63. Eugene must roll a 63 or lower on a 1d100 to capture the Drowzee.

Character And Pokemon Advancement

As a pokemon travels and trains with a pokemon trainer, that pokemon grows and becomes much stronger, becoming more effective in battle. The knowledge and expertise of a pokemon is represented by experience points.

Experience Points

After a pokemon battle, the victors gain experience points.

Whenever a pokemon beats another pokemon of equal level, the experience points gain come to 3. This 3 is modified by a few variables within battle. If the victor had been a higher level than the defeated pokemon, subtract the difference from the experience point total. If the victor was of a lower level than the defeated pokemon, add the difference to the experience point total.

Example:
Meowth, now a level 15 pokemon, has just beaten a level 12 Krabby pokemon in battle. The difference in levels is 3 (15-12 = 3). Because Krabby was a lower level than Meowth, Meowth gains no experience points (3-3 = 0).

In the next battle, Meowth, still level 15, beats a level 20 Horsea in battle. The difference between the two is 5 (20-15 = 5). Since Meowth was a lower level than Horsea, Meowth gains 8 total experience points (3+5 = 8).

Whenever two pokemon contribute to defeating one pokemon, the experience points are divided up between them. Take the average level of the contributing pokemon and continue as normal. The experience points are divided up evenly between them. Round down when necessary.

Example:
Meowth, a level 15 pokemon, and Gastly, a level 10 pokemon, defeat Kadabra, a level 15 pokemon. Meowth and Gastly's average level is 12 (15+10 = 25. 25 ÷ 2 is 12.5. The difference between those two and Kadabra is 3 (15-12= 3.) Gastly and Meowth gain a total of 5 (2+3 = 5). Each pokemon gains 2 experience points.

Whenever a pokemon gains experience points, those points are spent directly on stats. However, the experience points are spent only after a battle has been concluded in its entirety: never in the middle of battle.

Leveling Up

When a pokemon gains 10 experience points, it is considered one level higher. When a pokemon goes through a level up, its superlative stats are refigured, reflecting the stats that were boosted throughout the level. Superlative stats are never refigured before a level up.

At every level, check to see if your pokemon learns a new move or possibly evolves.

The highest level a pokemon can achieve is 50.

Evolution

Evolution has a very special place in the Pokemon universe. It is the reflection of a pokemon's inner strength and the trainer's determination as well.

When a pokemon hits the prerequisite level for evolution, it advances to the next stage in its evolution chain by one stage.

Usually, when a pokemon evolves, it gains stat bonuses to reflect the uniqueness of that evolutionary stage (similar to a basic pokemon). It gets +20 to two stats and RARELY -20 to another for a second stage evolution. A third stage evolution would get a +30 to two stages and RARELY a -30 to another. A Charmander to a Charmeleon, for example, would get a +20 to Attack and Special Attack upon evolution. A

Charmelon to a Charizard, however, would get a +30 to Attack, Defense, and Special Attack, but a -30 to Speed.

(Note: When a baby evolution evolves into the basic stage of the evolutionary chain, it gets a +10 to two stats.)

A pokemon can never be de-evolved back to a previous stage (unless someone absolutely mystical happens). You can choose to not evolve a pokemon.

Character Merit

While a pokemon's advancement during a campaign is important to the game, it must also be reflected that the trainer himself also gains experience, learning new and different things along the way in his journey.

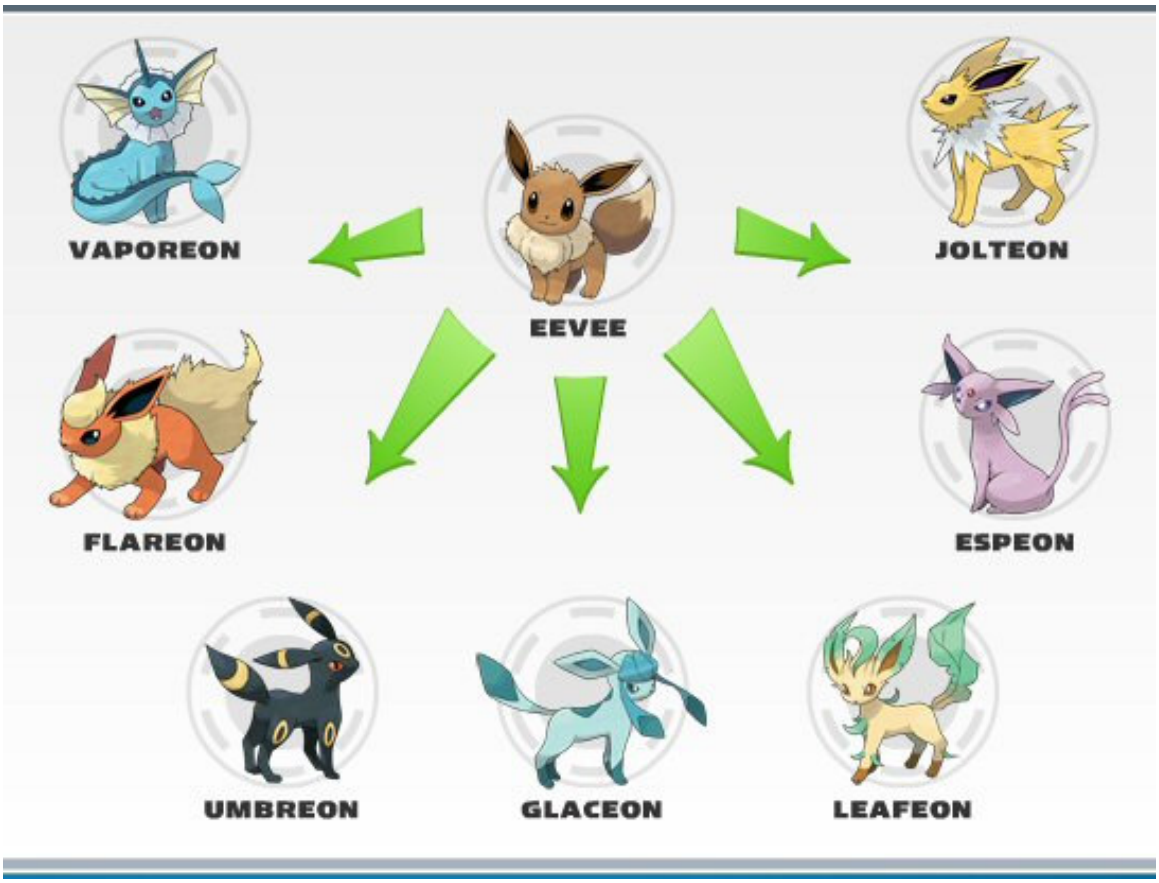
Every time a pokemon's level rises to a factor of 5 (5, 10, 15, 20, etc.), the owner that owns that pokemon gains 2 merit points to spend on skills, specialties, and anything else.

Adventuring in the Pokemon World

The world of Pokemon can be a very dangerous place, full of wonder and excitement. As a trainer travels through the world, obstacles may come up to impede your progression through the game.

Merit Skills

Merit Skills are the innate skills and education a trainer has. These skills can be utilized in a number of different ways.



A Merit Skill is used as so: a player declares that his Trainer is using a Merit Skill to overcome a challenge or find out information about a certain situation. The Gamemaster (typically referred to as a GM) decides whether or not that Merit Skill is appropriate (e.g., Pokemon Study would allow you to track a certain pokemon, but Medical would not help you bake a cake).

To execute a Merit Skill check, roll 1 ten-sided die (or a 1d10) and add your Merit Skill total to the result. This result competes directly with a secret number that result must beat in the GM's head.

Example:
Eugene has found his way into a Team Rocket base site and has found himself a door, preventing him from proceeding further. As this is a hard door to beat, the GM secretly decides that Eugene must beat a 10 to open it.

Eugene's player declares that Eugene will fiddle with the keypad next to the door, attempting to fudge the door open somehow. He's a little wary of this, as his Machines skill is only 4. He rolls a 1d10… and gets a 7! He adds his 4 to the roll and gets an 11 total, beating the GM's secret difficulty number. The GM describes the door opening smoothly, revealing the next corridor.

Pokemon can be used for more things than just battling. Pokemon can be called out to interact with the rest of the world.

While a Pokemon has no Merit Skills, their stats can be used to achieve certain things.

Example:
Using the above example, let's assume that Eugene did not beat the secret difficulty number needed to open the door himself. A little frustrated, the player declares that he will call out his Rhyhorn.

Rhyhorn emerges from his Pokeball. Eugene says that he has Rhyhorn smash into the door, attempting to break it down. The GM decides that the door has a Defense stat of 60: sturdy, but nothing spectacular.

Rhyhorn makes a simple tackle attack, rolling a 1d10 and adding his Attack stat (+8) and gets a total of 14. The GM makes an Evasion roll and gets a 12 total. The GM declares that the door has been destroyed as Rhyhorn tears through it.

Index of Pokemon Species

Listed below are the first 151 pokemon of the Kanto region (as this system of rules only deals with that region—at the moment). The numbers given are what the pokemon have as a bonus to their stats. The second and third stage evolutions' gives bonuses to the pokemon after evolving.

List of Pokemon

Bulbasaur – Grass/Poison - +10 SAT/SDF

Ivysaur – Grass/Poison - +20SAT/DEF

Venusaur – Grass/Poison - +30SAT/SDF/DEF –30SPD

Charmander – Fire - +10ATK/SAT

Charmeleon – Fire - +20SAT/SPD

Charizard – Fire/Flying - +30SAT/ATK/DEF –30 SPD

Squirtle – Water - +10DEF/SAT

Wartortle – Water - +20DEF/SAT

Blastoise – Water - +30SAT/DEF/SDF –30 SPD

Caterpie – Bug - +10DEF/SPD

Metapod – Bug - +20DEF/SDF

Butterfree – Bug/Flying - +30ATK/SPD

Weedle – Bug - +10 ATK/SPD

Kakuna – Bug - +20ATK/DEF

Beedrill – Bug/Flying - +30ATK/SPD

Pidgey – Flying - +10ATK/SPD

Pidgeotto – Flying - +20ATK/SPD

Pidgeot – Flying - +30ATK/SPD

Rattata – Normal - +10ATK/SPD

Raticate – Normal - +20ATK/SPD

Spearow – Flying - +10ATK/DEF

Fearow – Flying - +20ATK/SAT

Ekans – Poison - +10SAT/SPD

Arbok – Poison - +20ATK/SAT

Pikachu – Electric - +10SAT/SPD

Raichu – Electric - +20SAT/ATK

Sandshrew – Ground - +10ATK/DEF

Sandslash – Ground - +20ATK/DEF/SPD –20SDF

Nidoran (F) – Poison - +10DEF/SPD

Nidorina – Poison - +20DEF/SPD

Nidoqueen – Poison - +30DEF/SAT

Nidoran – Poison - +10ATK/SPD

Nidorino – Poison - +20ATK/SPD

Nidoking – Poison - +30ATK/DEF

Clefairy – Normal - +10SAT/SDF

Clefable – Normal - +20SAT/SDF

Vulpix – Fire - +10SAT/SPD

Ninetales – Fire - +20SAT/SPD

Jigglypuff – Normal - +10SAT/DEF

Wigglytuff – Normal - +20SAT/DEF

Zubat – Poison/Flying - +10ATK/SPD

Golbat – Poison/Flying - +20 ATK/SAT

Oddish – Grass/Poison - +10SAT/SPD

Gloom – Grass/Poison - +20SAT/DEF

Vileplume – Grass/Poison - +30SAT/SDF

Paras – Bug/Grass - +10ATK/DEF

Parasect – Bug/Grass - +20ATK/DEF/SDEF –20SPD

Venonat – Bug/Poison - +10SAT/SPD

Venomoth – Bug/Poison - +20SAT/SPD

Diglett – Ground - +10DEF/SPD

Dugtrio – Ground - +20ATK/DEF/SDF –20SPD

Meowth – Normal - +10ATK/SPD

Persian – Normal - +20ATK/SPD

Psyduck – Water/Psychic - +10SAT/SDF

Golduck – Water/Psychic - +20SAT/SPD

Mankey – Fighting - +10ATK/SPD

Primeape – Fighting - +40ATK/SPD – 20DEF

Growlithe – Fire - +10SAT/SPD

Arcanine –Fire - +20SAT/SPD

Poliwag – Water - +10SAT/SDF

Poliwhirl – Water - +20SAT/SPD

Poliwrath – Water/Fighting - +30SAT/ATK

Abra – Psychic - +10SAT/SPD

Kadabra – Psychic - +20SAT/SDF

Alakazam – Psychic - +60SAT +30SDF –30DEF

Machop – Fighting - +10ATK/DEF

Machoke – Fighting - +20ATK/DEF

Machamp – Fighting - +60ATK +30DEF –30 SDEF

Bellsprout – Grass/Poison - +10SAT/SPD

Weepinbell – Grass/Poison - +20SAT/SDF

Victreebel – Grass/Poison - +30SAT/ATK

Tentacool – Water/Poison - +10ATK/SPD

Tentacruel – Water/Poison - +30ATK/SDF

Geodude – Rock/Ground - +10ATK/DEF

Graveller – Rock/Ground - +20SAT/DEF

Golem – Rock/Ground - +30ATK/SPD

Ponyta – Fire - +10SAT/SPD

Rapidash – Fire - +20ATK/SAT/SPD –20SDF

Slowpoke – Water/Psychic - +10SAT/DEF/SDF –10SPD

Slowbro – Water/Psychic - +20SAT/SDF

Magnemite – Electric/Steel - +10SAT/DEF

Magneton – Electric/Steel - +20SAT/DEF

Farfetch'd – Normal/Flying - +20ATK/SPD

Doduo – Normal/Flying - +10ATK/SPD

Dodrio – Normal/Flying - +20ATK/SAT

Seel – Water - +10DEF/SDF

Dewgong – Water/Ice - +20SAT/DEF/SDF –20ATK

Grimer – Poison - +10SAT/DEF

Muk – Poison - +20SAT/DEF

Shelder – Water - +10DEF/SDF

Cloyster – Water/Ice - +20SAT/DEF/SDF -20SPD

Gastly – Ghost/Poison - +10SAT/SDF

Haunter – Ghost/Poison - +20SAT/SPD

Genegar – Ghost/Poison - +30ATK/SAT

Onix – Rock/Ground - +20ATK/DEF

Drowzee – Psychic - +10ATK/SAT

Hypno – Psychic - +30SAT/SDF

Krabby – Water - +10ATK/DEF

Kingler – Water - +20ATK/SAT

Voltorb – Electric - +10SAT/DEF

Electrode – Electric - +20SAT/DEF

Exeggcute – Grass/Psychic - +10SAT/ATK

Exeggcutor – Grass/Psychic - +20SAT/SPD

Cubone – Ground - +10ATK/DEF

Marowak – Ground - +20ATK/SAT/DEF –20SDF

Hitmonlee – Fighting - +20ATK/SPD

Hitmonchan – Fighting - +20ATK/DEF

Lickitung – Normal - +20ATK/SAT

Koffing – Poison - +10SAT/SDF

Weezing – Poison - +20SAT/DEF

Rhyhorn – Ground/Rock - +10ATK/DEF

Rhydon – Ground/Rock - +20ATK/DEF/SPD –20SDF

Chansey – Normal - +20DEF/SDF

Tangela – Grass - +20SAT/DEF

Kangaskhan – Normal - +20DEF/SAT

Horsea – Water - +10SAT/SPD

Seadra – Water - +20SAT/ATK

Goldeen – Water - +10ATK/SPD

Seaking – Water - +20ATK/DEF

Staryu – Water - +10ATK/DEF

Starmie – Water/Psychic - +20SAT/SDF

Mr. Mime – Psychic - +20SAT/SDF

Scyther – Bug/Flying - +30ATK/SAT

Jynx – Ice/Psychic - +20SAT/DEF

Electabuzz – Electric - +20ATK/SAT

Magmar – Fire - +20SAT/SDF

Pinsir – Bug - +20ATK/DEF

Tauros – Normal - +20ATK/DEF

Magikarp – Water - +10SPD/DEF

Gyarados – Water/Flying - +30ATK/SAT

Lapras – Water - +20SAT/DEF

Ditto – Normal - +10ATK/DEF/SAT/SDF/SPD

Eevee – Normal - +10ATK/SPD

Vaporeon – Water - +20SAT/SDF

Jolten – Electric - +20SAT/SPD

Flareon – Fire - +20SAT/ATK

Porygon – Normal - +20SAT/SDF

Omanyte – Rock/Water - +10SAT/DEF

Omastar – Rock/Water - +20SAT/DEF

Kabuto – Rock/Water - +10ATK/DEF

Kabutops – Rock/Water - +20ATK/DEF

Aerodactyl – Rock/Flying - +20ATK/SPD

Snorlax – Normal - +20ATK/DEF/SDF –20SPD

Articuno – Ice/Flying - +50SAT/SDF

Zapdos – Electric/Flying - +50SAT/SPD

Moltres – Fire/Flying - +50ATK/SAT

Dratini – Dragon - +10ATK/SDF

Dragonair – Dragon - +20ATK/SAT

Dragonite – Dragon/Flying - +30ATK/SPD

Mewtwo – Psychic - +50SAT/SPD

Mew – Psychic - +30ATK/DEF/SAT/SDF/SPD