


Pokemon breeding guide gen 3

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Details written by Hyouki Category: Library: Pokemon Comments, Guides, Stats and More Published: 20 September 2017 Hits: 1299 Breeding is a feature added to Generation II that requires you to have a female and male Pokemon (or gender and the same) and put them in a kindergarten made for two Pokemon. If your Pokemon are in the same group of eggs and have the opposite sex (or if one parent is ditto and the other is not open), they will eventually make an egg. The egg is obtained by breeding hatches into the kind of mother Pokemon and inherits any egg movements from father to Gen VI. In addition to egg moves and species, although, many other factors play into the offspring you get from breeding. These include: IVs were about with Gen I, but in I and II, they only went to 15, not 31. IVs used to determine everything in the first two generations, but have since become independent of these. The mechanics of breeding for them have changed a lot. Natures were introduced in Gen III, and the expansion of one statistic and diminished another, or did absolutely nothing. Before platinum, you could give a woman Pokemon Everstone, and eggs would have a 50% chance of inheriting the mother's nature. At HGSS, this has been changed so that you could do the same with your father. BW2 has changed to ensure that Everstone always moves to nature. Blue. Despite the brilliance being a purely aesthetic trait, shiny Pokemon are rare, and so many people try to breed for them. Initially, the brilliance was defined by IVs, so certain spreads were impossible to obtain. They are currently defined by a new mechanic called PID. From the beginning of breeding, there have been techniques to increase the chances of getting shiny in every generation except III. Hidden abilities, better known as Dream World Abilities, have been introduced in black and white, and additional abilities available from Dream World versions of Pokemon that normally could not be obtained in older generations. There are specific elements, most notably the Pikachu Light Ball. The light ball is the only way to breed a Volt Tackle on a pichu baby. Otherwise, there are incense that are only needed if you are looking for an egg to move specific to the baby Pokemon that the evolved shape is lacking. XY introduced a mechanic in which a Pokemon mother passes her type of Poke Ball to a child rather than a standard Poke Ball. Unfortunately, Cherish Balls and Master Balls cannot be passed. Egg Moves Be Brief with Egg Moves, just because it has two well-looking egg moves doesn't mean you can get both. Pokemon have specific fathers for each step. Chain breeding is also necessary for some moves, as well as certain combinations. My best example is Corphish. In Gen V, he can get Dragon Dance and Superpower through however, direct fathers are different. Dragon Dance Fathers Fathers and Horsea families, and superpowers from Totodile and Bidouf. But wait, don't Totodile get The Dragon Dance? Yes, actually, it's an egg move for Totodile, too. He learns superpowers by level up (or tutor) as well. So by breeding Dragon Dance for Totodile men and then aligning it to learn the superpowers, you can give Corphish both moves. However, chaining is usually more difficult. Egg movement combinations require extensive research, except, of course, if the Pokemon is in the egg field group. Why does it matter? Smear in this group. Smeargle learns literally every movement except the chatter. So it can convey any combination of the egg moving towards anything in that group. XY introduced several new mechanics for egg movement. First, now females can transmit egg movements (meaning all previously illegal combinations because of the different fathers are now legal). Second, egg movements can be retaught for heart weights; they are treated as basic movements. Finally, all the eggs moves Pokemon when entered kindergarten will take place, even if it forgets moves while in kindergarten. Once you take it, you will have to relearn it move to continue its passage. Individual IVs are inherited from parents in a certain way. A quote from Bulbapedia: In Pokemon Ruby, Sapphire, FireRed and LeafGreen, exactly three of the child's IVs are inherited from both parents (which should say that one parent can make a series of IVs that range from 0 to 3, and his mate will contribute the remaining number of resumes from other statistics). The other three are defined randomly, in a way that it is possible that more IVs of offspring will coincide with those of his parents. In Pokemon Emerald (and later) the process is similar, but more complicated. First, the random IV is passed from parent to child. After that, a random IV of any statistic other than HP is inherited from parent to child. If it is an IV from the same statistic as the first IV (not necessarily the same IV, depending on whether it was passed on by the same parent), it will override it. Finally, another random IV of any stat, except HP and defense, is passed from parent to child. This IV will override any of the previous two if it is from the same statistics. The remaining stats (number 3 to 5) are randomly determined, again with the possibility of one or more IVs coinciding with those of the parents. Lots of words, right? Yes, I don't quite get it. I just know that a child can inherit up to three IVs from both parents now. HGSS, however, has a new mechanic. Using Power elements, you can transfer a specific IV. However, it makes the other two inherited IVs random from both parents. Black and white don't IV breeding systems at all from HGSS. The power elements work with the exact stats they pick up in the EV EV Power weight: HP Power Bracer: Power Belt Attack: Defense Power Lens: Sp. Attack Power Band: Sp. Defense Power Anklet: Speed Again, with the advent of XY, IVs became easier to pass. With friend Safari Pokemon guaranteed to have two or more IVs 31, there is also a Destiny Knot. If a parent holds Destiny Knot, the child will be guaranteed to inherit 5 IVs of all from any parent. Nature nature is very useful because they give a 10% boost to one statistic. The downside is that they reduce another statistic by 10%. However, given that many Pokemon have one or two stats useless to them, it's not hard to decide what nature to get. 10% doesn't sound great, does it? Think about it, though. Pokemon with 300 in one statistic with a neutral character will get 30 additional points with a positive character. Added with EVs, this is a huge difference. Unfortunately, HP doesn't get any characters, but the rest of the stats do, at least. Nature is easier to reproduce using Everstone. This will make the wearer have a 50% chance of passing on their egg nature. This is especially useful when one parent has the character you want and the other has the ability or IV that you want. However, in the DPpt and earlier, Everstone did not work for men. As BW2, Everstone will always pass on nature. Shines Shines are in demand by many people. In every generation except III, there were many ways to get them easier. In Gen II, if you're lucky enough to get shiny Pokemon that could breed, you could lower your chances of hatching shiny Pokemon to 1/64. Basically, Shiny Ditto-Shines galore. This was removed from Gen III, where your chance of breeding was as good as finding one: 1/8192. In Gen IV, Junichi Masuda added special coding to the DP and later, which led to what we know as the Masuda method. If you grew two Pokemon with different countries of origin, your chances of breeding brilliant were quadrupled to 1/2048. It's still a small chance, but it's a hell of a lot easier. It rivaled the chain of wild Pokemon in Gen IV as it has been consistent. However, this has prevented you from breeding nature more easily until HGSS when they fixed it to allow you to breed nature using Everstone with foreign Pokemon. In addition, in black and white, the chances of breeding shiny using the Masood method were increased even more, to 1/1366. Black 2 and White 2 step it even further, with Shining Charm increasing Masood's chance method to 1/1024. Hidden Abilities As Most Will Relate to Them, Dream World Abilities are a new concept of Gen V. Many Pokemon now have three abilities (Baskulin even has four!) instead of their original two. Hidden abilities usually follow some logic on the real abilities of Pokemon (some of them for the fun of Troll Freak though). Hidden abilities can multiply, as long as the mother has the opportunity. This makes the egg 60% 60% hatching with ability. However, you can't use the same thing in breeding. This is to prevent the impostor Ditto from being able to transmit hidden abilities. Hidden abilities are incompatible with previous movements of the gene tutor, the TM of the past generation, etc., unless it gets them from Dream World. Even better, some Pokemon get moves from Dream World that they can't get otherwise (Spinda gets superpowers Contrary to this path, it can't get superpowers from tutors). In XY, men can now pass on their hidden abilities, given that they reproduce with Ditto (perhaps gendered with Ditto as well). Breeding in advanced generations is pretty much the same as breeding in gold, silver and crystal, but there are a few changes. So let's learn how to breed in Ruby, Sapphire and Emerald, and FireRed and LeafGreen! Basics If you play Pokemon Ruby, Sapphire or Emerald, the Breeding Center can be found on Route 117. If you play Pokemon FireRed or LeafGreen, the Breeding Center can be found on #4 Island. You will need to give your Pokemon lady inside. As with GSC, you need two compatible Pokemon. First, you need a man and a woman with one group of eggs in general (Check Pokedex). After a certain number of steps the egg will be produced - it depends on the number of trainers and types of Pokemon. After an even bigger step he finally hatched. It will be Level 5 and it will be in the same family as FEMALE Pokemon, in the lowest evolutionary stage. There are four exceptions to this: - A child hatched from a Nidorana F egg will either Nidoran M or Nidoran F. - a child hatched from an Illumise egg will be either Illumise or Volbeat. - The child hatched from the egg Azumarill or Marill, usually Marill. For more information, see it below. - The child hatched from the Wobbuffet egg, usually Wobbuffet. For more information, see it below. While two Pokemon are in kindergarten, you can check the chances of getting an egg. Talk to the old man outside and he will tell you one of four things: - They seem to get along very well There is a 70% chance of producing eggs. - They seem to get along there is a 50% chance of egg production. - They don't seem to like each other There is a 20% chance of producing eggs. - They prefer to play with other Pokemon than each other There is a 0% chance of producing eggs. The trigger to get the egg occurs every 256 steps, so after you have taken that many steps, check back to the kindergarten to see if the egg has been produced. Azurelle and Vainout Breeding two Marills or Azumarills will produce Marill. Similarly breeding two Wobbuffets will produce more Wobbuffets! In order to produce Azurill, one of the must hold a sea of incense in a similar way, in order to get Wynaut, one of the parents must hold Laxa incense egg groups Here is a table of egg groups for all Pokemon. In addition, From Pokedex. Members of the DragonAltaria group, Arbok, Bagon, Charizard, Charmander, Charmeleon, Dragonair, Dragonite, Dratini, Ekans, Feebas, Grovyle, Gyarados, Horsea, Kingdra, Magikarp, Milotic, Salamence, Sceptile, Seadra, Seviper, Shelgon, Swablu Blastoise, Bulbasa, Charm Cubone, Exploud, Togetic, Wingull, Xatu, zubatoubBanette, Castform Gengar, Grimer, Gulpin, Haunter, Kirlia, Kofing, Magkargo, Misdreavus, Mook, Ralz, Shuppet, Sludiyanka, Svalat, Weezing, WobbuffetBugAri Residents, Beautifly, Beedrill, Batefiri, Casco, , Gligar, Heracross, Illumiz, Kakuna, Ladyan, Machop, Magmar, Makuhita, Medicham, Medidit, Mr. Mime, Soblely, Spinda, SpardsGender Skiplum, Skittler, Snorunt, Snoubul, Togetic, Wigley Human-LikeAbra, Alacasaam : Kaknea, Kakturn, Droughs, Electrabuz, Hariyama, Hitmonchan, Heatmonli, Heathmontop, Hypno, Illumiz, Jinx, , Kadabra, Maham, Machok, McHop, Magmar, Makuhita, Medicham, Medidit, Mr. Mime, Soblely, Spinda, Wolbitmine Onyx, Snorunt, Steelers, Subuddo UndiskArtico, Azuril, Celebi, Kleffa, Desisis, Desisis (Attack), Desisis (Defense), Desisi (Speed), Elequid, Entei, Grudon, Ho Latias, Moltres, Nidokin, Nidorina, Pichu, Raiku, Raikoz, Regis, Rejirock, Registol, Smoochum, Suicune, Togepe, Tyrogue, Unown, Wynaut, SpardsGender UnknownBaltoy, Beldum, Kleidol, Electrode, Lunaton, Magnemite, Magnem, Magnem , Porygon2, Shand, Solrock, Starmie, Staryu, VoltorbDitto First, establish abilities. If he belongs to a family that always has only one ability, then the child will also have this ability. Secondly, if he belongs to a family that has two abilities, then the child's ability is random. Third, if it belongs to a family of Pokemon that changes abilities as it develops, it will simply change its abilities at every evolutionary stage, which is normal in this family. The baby will not get the ability of its mother if the mother has evolved and she normally will not have the ability. Attacks received by a child use the same principles as in GSC. - The child knows all the moves he usually has from levels 1-5. - If both parents know the movement by aligning up, and the baby might learn the LEVELLING UP movement, not evolving, the baby will be born knowing this stroke. If knows the movement the baby can learn TM then the baby will be born with this movement. - If the father knows that one of the baby's eggs is moving, the child will be born with the move. Nature When an egg is produced, nature is chosen at random for it. This is for the modification of the stat. For more information on nature check out the Nature Guide. Hatching Different Pokemon require a different number of steps to hatch. Below is a table showing how many steps it takes to hatch each Pokemon. # of Steps Pokemon in Egg 1280Magikarp2560Azurill, Cleffa, Iggybuff, Pichu, Togepe3840Caterpie, Corphish, Geodude, Hoothoot, Illumise, Ledyba, Lotad, Nincada, Pidgey, Poochyena, Rattata, Seedot, Sentret, Shroomish, Skitty, Slackoth, Spearow, Spinarak, Spinda, Surskit, Tailow, Volbeat, Weedle, Wurmple, Zigzagoon, Zubat5120Abra, Aipom, Baltoy, Barboach, Bellsprout, Bulbasaur, Cacnea, Carvanha, Charmander, Chikorita, Chinchou, Clamperl, Corsola, Cubone, Cyndaquil, Delibird, Diglett, Doduo, Drowzee, Ekans, Electrice, Exeggcute, Farfetch'd, Feebas, Gastly, Gligar, Goldeen, Grimer, Growlithe, Gulpin, Hoppip, Horsea, Houndour, Kangaskhan, Koffing, Krabby, Lickitung, Machop, Magnemite, Makuhita, Mankey, Mareep, Mawile, Meditite, Meowth, Mudkip, Murkrow, Natu, Nidoran F, Nidoran M, Nosepass, Numel, Oddish, Paras, Phanpy, Pineco, Poliwhg, Ponyta, Porygon, Psyduck, Ralts, Remoraid, Rhyhorn, Seel, Seviper, Shellder, Slowpoke, Slugma, Sneasel, Snorunt, Snubbull, Spheal, Spoink, Squirrel, Staryu, Sunken, Swablu, Swinub, Tangela, Teddiursa, Tentacool, Torchic, Totodile, Trapinch, Treecko , Voltorb, Vulpix, Wismoor, Wingall, Wooper, Vainout, Yanma6400Absol, Castform, Castform (Rain), Castform (Snow-Cloud), Castform (Sunny), Duskull, Elekid, Heracross, Magby, Misdrevas, Onix, Pinsir, Soblely, Sandshrew, Skeeter, Shuppet, Smuhmum, Tropius, Tirog, Venonat7680Oni, Kabuto, Lilip, Omani8960Aerodactil, Aron, Eevi10240Bagon, Beldum,

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