Everything You Need to Know About Breeding in Pokemon Uranium

Written by Youko

Guide version 1.2.11
-Added Lavent suggestion

If you notice any typos, mistakes, or have something to add, just leave it as a reply to this Thread. Thanks!

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[I000]

Section 0: Intro

You may or may not know me, but my name is Youko. I run a modest pokemon hatchery over at this thread:

<p align="center">Youko's Hatchery</p>

I specialize in high IV pokemon trading as well as free 4 and under IV pokemon giveaways! Having pokemon that already have IVs makes breeding dramatically easier so check out my thread and any other breeder's thread for a headstart pokemon (assuming you don't have a perfect 6IV event pokemon or are breeding for another egg group. Don't know what that means? Keep reading this guide.)!

Disclaimer: I'm no expert in breeding. Actually, if anything, I've just barely gotten into it myself. However, seeing that I've been met with some mild success, I wanted to put this together for everyone who is interested but has no idea how to start. If you are familiar with breeding in the official pokemon games, I suggest you google for a more in depth guide on all the finer workings.

Before we start...

<p align="center">A WORD OF CAUTION</p>

Breeding is time consuming. **Do not walk into this expecting you'll be able to produce 5/6IV pokemon within 2-3 hours.** Depending on your set up, luck, and what you're breeding for, **it can literally take days**. If you're not willing to put in that time, please speak to me or any of the other generous breeders in the trade and battle forum for headstart pokemon or just trade us for a complete pokemon (usually for other high IV or shinies).

As an example: I was only able to produce my first 5IV pokemon after 7 hours of breeding with a mostly female ratio pokemon. (Keep in mind I started from nothing). Stick to it! You'll get there eventually!

If you're determined to stick to this, then proceed away!

[G0001]

Section 1: Starting Out

[G0011]

-Breeding Terminology-

Make sure you are familiar with all these words before starting, because we'll be referencing them a lot! They also act as quick explanations of things covered in more detail later on.

Actual Stats - The actual number that's used to calculate damage done, taken, turn order, hp, etc. The first number of 3 in each attribute on a pokemon's stat page.

Ability - All pokemon have natural abilities that have some sort of function in (and sometimes out of) battle. You can find a pokemon's ability in its summary on the bottom of its stat page. Female pokemon will often pass down their ability.

Base stats: The innate stats a pokemon of that species has. All IVs and EVs add to the base stats in the final calculation of the pokemon's actual stats.

Base stat total: The result of adding all of a pokemon species' base stat values together. A good gauge of how strong pokemon are on a very basic level.

Breeding Chain - The act of breeding a pokemon of two egg groups with an already complete pokemon of one of its egg groups so one can pass IVs to a pokemon of the second egg group of the new pokemon (more on this below).

Effort Values/ EV - A stat that ranges from 0 to 252. Pokemon gain EV from defeating other

pokemon or playing the punching bag minigame offered by the EV training ninjas. A pokemon can have a maximum of 510 EVs total (when you add all its EVs together). You can see a pokemon's EVs on its stat page as the 3rd stat number of each attribute. More information on Bulbapedia here.

Egg Group - Determines what Pokemon the pokemon is able to breed with. Pokemon of the same egg group will be able to breed, while pokemon of different egg groups will not be able to. The exception to this rule is the "Ditto" egg group.

Hidden Ability - An ability a pokemon may have. They are extremely rare and SHOULD be accessible via. Pokeradar chains. How effective it is, is up for debate. The only way to get pokemon with their hidden ability is to breed a female said ability with a male pokemon (60% chance) or breed a male pokemon with it with a ditto egg group (untested, but theoretically 20% chance).

Individual Values/ IV - A stat that ranges from 0 to 31 that each pokemon has in each of their stats. The IV dramatically impacts the calculation of a pokemon's actual stats. The higher IV, the higher the actual stat will be when you don't factor in level, nature, and EVs. The second value in a pokemon's stats for every attribute. **IVs CANNOT BE CHANGED AFTER THE POKEMON HAS BEEN GENERATED!** This what we mainly breed for. More information on Bulbapedia here.

Nature - The pokemon's personality. A pokemon's nature will either impact two of its stats or none of them (in this case, it is a neutral nature). Non-neutral natures will always increase one stat and decrease another by about 10%! You can find a pokemon's nature on the second page of their summary. More information on Bulbapedia here.

Original Trainer/ OT - The name of the trainer that originally generated the pokemon. Any eggs you hatch or pokemon you catch will have your trainer name as the OT.

[G0021]

-Requirements-
-Absolute requirements-

Do not even consider breeding if you do not fulfill the following requirements:

1. Access to Route 9 Pokemon Daycare (Complete the story until you get here)
2. Destiny Knot (Mystery Gift. You can get this on the screen after you boot up the game. Just scroll down down from your save file)
3. Pokemon Uranium Wiki Link (Click here)
4. The pokemon you want to breed

5. At least ₽ 20 000
6. At least 3 Open storage boxes
7. A lot of patience

<p style="text-align: center; color: purple;">-Important requirements-</p>

<p style="text-align: center; color: red;">Being able to fulfill these requirements will dramatically speed up breeding:</p>

1. A bicycle (Please look this up on the Pokemon Uranium wiki)
2. A pokemon with the "Flame Body" or "Magma Armor" ability (Raptorch evolutions, Hidden ability Pahar are both popular picks. A Lavent is alright as well.).
3. Over ₽ 50 000 (pokeballs, everstones, everything else)
4. Completed the "Ninja Reunion" sidequest (Located in Tsukinami Village, North from the Pokemart in the dojo. For more Information visit the Pokemon Uranium wiki)
5. Oval Charm (Passively raises chances for an egg, prize from Prof. Bamb'o for 175 pokemon caught)
6. A female of the pokemon you want to breed
7. Ability to take detailed notes and keep track of a large amount of data in a fast way (I recommend excel if you know how to use it)

<p style="text-align: center; color: purple;">-Loose Requirements-</p>

<p style="text-align: center; color: red;">Being able to fulfill these requirements will help with breeding speed and independence, but are not COMPLETELY necessary(but recommend).</p>

1. Access to Route 13 (Complete the story until you get here.)
2. Access to Everstones (Bealbeach City Pokemart, 3rd floor, ₽ 200 each)
3. False Swipe TM/Pokemon with False Swipe (BealBeach City Pokemart, 3rd floor, ₽ 20 000)

[E0002]

Section 2: How to Produce an Egg

-The Pokemon Daycare-

Before I explain the details of breeding, and how it all works, you need to learn how to actually breed first! On Route 9, just before the route 6 entrance, there's a path that heads north to the following building:
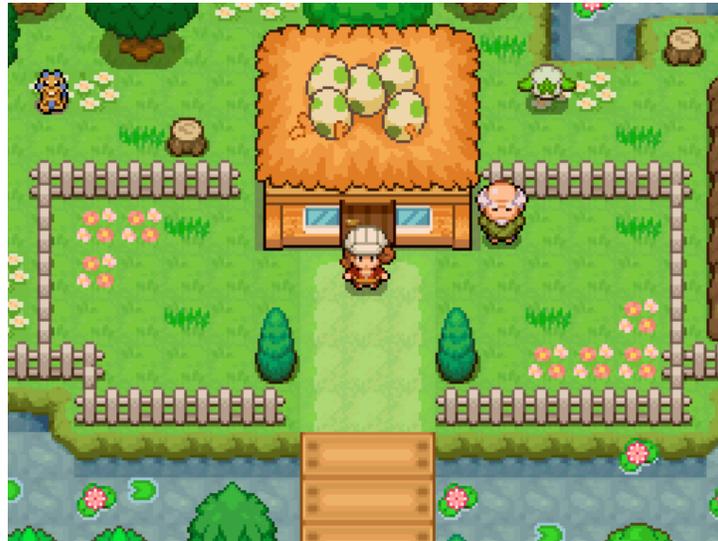
This is known as the Pokemon Daycare.
As a breeder, this place is your second home.

When you go inside, you'll find a PC where you can access your storage boxes as well as an old woman and nurse. The nurse will heal your pokemon and speaking to the old lady will prompt her to ask you to deposit at most two pokemon for her to take care of.
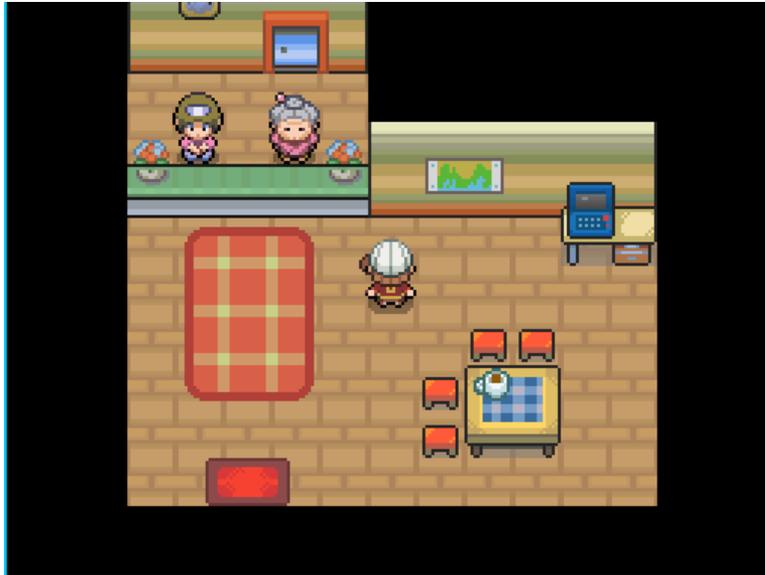
For every step you take, your submitted pokemon will gain exp and level. Keep in mind: If pokemon are supposed to learn a move, that move will overwrite the first move the pokemon has. If pokemon is supposed to evolve at a level, it will not until you level it once yourself. To take a pokemon out of the daycare, the old lady will charge you a base price of ₽ 100 and an addition ₽ 100 for each level the pokemon has gained.

> **Quote:Example:**
>
> You put in an Eevee and it gained **3 levels** in the pokemon daycare.
>
> It will cost ₽ **400** to withdraw it.

There is a very high chance you will be constantly changing pokemon to move items around and switch out individuals so be ready to front these costs even if they aren't all that high!

While the leveling functions of the daycare can be nice, what we're actually here for are the eggs! For every step you take, the pokemon you submitted into the daycare have a chance of producing an egg (assuming they can). Talking to the old man outside will give you a gauge of how quickly you'll be able to receive and egg.

Followed by one of these:

"The two prefer to play with other Pokemon than each other"
(The pokemon will never produce an egg)

"The two don't seem to like each other"
(Low chance of an egg)

"The two seem to get along."
(Moderate chance of an egg)

"The two seem to get along very well"
(High chance of an egg)

Quote:The chance for an egg is increased if:

1. **Both pokemon are of the same species**
2. **The pokemon have different OTs**
3. **You have the oval charm (prize from Prof. Bamb'o for 175 pokemon caught)(This is a passive buff and will not change the dialogue of the old man)**

However, this only applies if both are opposite genders and of the same egg group! For an in depth explanation on this, go to section 3 of this guide.

If an egg was generated while you were not on the map, when you re-enter it, he will appear to have "stepped up". Talking to him again will prompt him to offer you the egg.

Old man stepping up.
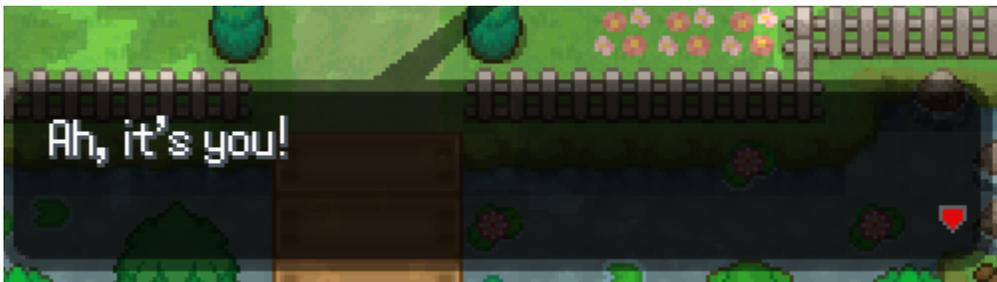
Message indicating an egg.

Note: The old man will only step up if the egg was generated while you were not on the map. If you have already claimed your egg, he will not return to his original position until you re-enter the map!

Because of this fact, if you are following this guide's method of hatching eggs, it's recommended that you speak to him periodically based on how likely you are to spawn an egg.

THE EGG WILL ALWAYS BE THE SPECIES OF THE FEMALE POKEMON!

This is pretty much why Female pokemon are more valuable than male ones.

The only exception to this is when breeding with the Ditto egg group. That will be exampled in the section below this one.

[E0022]

-Hatching Eggs-

All you need to hatch your eggs is to move while having them in party. Different pokemon require differing amount of steps to hatch, but it usually requires at least 5000 steps to hatch a single egg.

By equipping a pokemon with the ability "Flame Body", however, the required amount is cut by half, but that's still at least 2500 steps!

Quote:**Suggested Flame Body/Magma Armour Pokemon:**

Raptorch and All its evolutions: Raptorch is one of the starter pokemon you can pick at the start of your journey. Many are floating around on Wondertrade and given away as freebees from kind breeders so try asking around the forums.

Hidden Ability Pahar: Very tough to get in the wild. Like the Raptorch, a breeder may be willing to supply one to you.

Lavent: Found on route 14. If for some reason you have this and not the others, it's fine too.

How the heck are you going to get 2500 steps easily? Simple! Did you notice how straight and long route 9 was? Get on your bicycle and position yourself like so:

Hatching eggs: The easy way.

By keeping yourself on the tile just under the top of the stairs, you are able to keep going from one side of the map to the other (without accidentally exiting into route 6) by simply alternating the left and right. This is the best way to hatch eggs since you can absentmindedly keep alternating between the two buttons while you do something else with the game as the active window.

It is recommended that you empty your party and switch to your "Flame body" pokemon with five eggs so you are able to add steps to each and every egg you have with you. With the easily accessible PC in the actual daycare, it's very easy to drop off pokemon that you've already hatched so you have room to pick up another egg.

[M0003]

Section 3: Understanding the Mechanics of Breeding

[M0013]

-Egg Groups-

As explained in the terminology section, every pokemon has at least one egg group. The egg group of a pokemon determines what it is able to breed with. To find a pokemon's egg group, simply go to the Pokemon Uranium wiki and search the pokemon's name.

Quote:Example 1:

Eevees belong in the **Field** egg group.

Baashauns belong in the **Field** and **Monster** egg groups.

Because both **Baashauns** and **Eevees** belong to the **Field** egg group, **they are able to breed successfully**.

Quote:Example 2:

Eevees belong in the **Field** egg group.

Volchiks belong in the **Dragon** and **Flying** egg groups.

Because they do not share an egg group, **they are unable to breed.**

In total there are 14 egg groups that pokemon may belong to.

From Bulbapedia:

Quote: This is a list of Egg Groups by their index number in the games:

1. Monster Group: Pokémon in this group are saurian/kaiju-like in appearance and nature.
2. Water 1 Group: Pokémon in this group are amphibious in nature.
3. Bug Group: Pokémon in this group are insectoid (bug-like) in appearance.
4. Flying Group: Pokémon in this group are avian (bird-like) in appearance.
5. Field Group: The largest group, Pokémon here are terrestrial in nature. In Stadium 2, this Egg Group was known as "Ground".
6. Fairy Group: Pokémon in this group are petite and considered very cute.
7. Grass Group: Pokémon in this group are plant-like in appearance. In Stadium 2, this Egg Group was known as "Plant".
8. Human-Like Group: Pokémon in this group are fully bipedal. In Stadium 2, this Egg Group was known as "Humanshape".
9. Water 3 Group: Pokémon in this group resemble aquatic invertebrates.
10. Mineral Group: Pokémon in this group are inorganic in nature.
11. Amorphous Group: Pokémon in this group are amorphous, having no definite form. In Stadium 2, this Egg Group was known as "Indeterminate".
12. Water 2 Group: Pokémon in this group are piscine (fish-like) in appearance.
13. Ditto Group: As the name implies, Ditto is the only Pokémon in this group, and is capable of breeding with all others (regardless of gender) aside from those in the Undiscovered and the Ditto group.
14. Dragon Group: Pokémon in this group are draconic in appearance.

15. Undiscovered Group: Pokémon in this group are unable to breed. In Stadium 2, this Egg Group was known as "No eggs".

To discover which egg group your pokemon is from, please take a visit to the Pokemon Uranium wiki. I cannot stress how great of a tool it is! This is the last time I will give you a link, so please keep it open!

Your lord and saviour:

Pokemon Uranium Wiki

[M0023]

-Ditto Duplicat, the Exception-

Unlike the official games, Pokemon Uranium features a pokemon called "Duplicat" that, for all intensive purposes, functions as this game's ditto. The ditto egg group is special in the sense that it is able to breed with any pokemon outside of the undiscovered group and produce an egg, no matter the gender of the original pokemon. As such, Duplicats are an easy way to transfer IVs without producing a breeding chain (more on this later) and a useful tool in every breeder's belt.

The resulting pokemon will always be the same species as non-Duplicat, no matter the gender of said pokemon!

Duplicat, the smuggest 4-eyed cat ever.

Important note: If you already have a 3+ IV pokemon of any species, I urge you to finish reading this guide before duplicat hunting.

This also applies to the 6IV jerbolta from mystery gift or breeder freebies (even if it's female).

Welcome to your first official hurdle! While I'll get into the specifics of what you're supposed to do with a duplicat once we get into the nitty gritty of IV breeding, let me tell to where you actually catch one!

They are more or less exclusive to route 13 (just outside of Venesi town) and the labyrinth (a cave connected to route 13). The spawn rate is an extremely low 5% and you're expected to literally catch something like 60 of these guys (no seriously). The goal is to try to get one duplicat for each stat that has a perfect IV in it.

In other words:

You need a Duplicat with a Perfect HP IV, another with perfect Atk IV... etc.

The rate of catching one of these is somewhere around encountering a female eevee in the wild... and that's not even saying anything about it being a perfect IV in the stat you want!

You are going to hate this patch of grass in a few hours.

How painful this step is completely determined by your personal standards for what a "good enough" IV is and how good your starting pokemon's IVs are.

Think of it like this: For each IV you're okay with keeping from your starting pokemon, that's one less duplicat to catch.

- How To Actually Catch the Damn Thing!-

Remember how I asked you to get a "False Swipe" TM? Well, it's time to put that to some good use! Chances are, at this point in the game you are so over powered that you'll destroy the poor little guys in literally on hit with even your weakest move from pokemon on your team. Getting a random pokemon of its level to fight with it is a pain and slow as hell, so how do we try to remedy this problem?

Take a look at False Swipes' move description:

Quote:False Swipe inflicts damage, but will leave the target with 1 HP if it would otherwise cause it to faint. If the target has 1 HP remaining, False Swipe will hit and leave the target at 1 HP.

In other words: This is the perfect move to almost 1-hit-KO the duplicat ripe for the catching!

That said, duplicats have really annoying skills like confuse ray (confuse your pokemon) and substitute (Take no damage for one attack at the cost of some HP) that can prevent you from lowering their HP. Because of this, it's recommended that you get a pokemon with an extremely

high speed stat so you almost always go first (except for when the duplicat has the Prankster skill) so you can throw down your move before it can act.

Don't worry, if the Duplicat doesn't have enough HP for a substitute, the move will simply fail.

"But, Youko, I don't want to teach a pokemon False Swipe!"

...I'm not sure why you won't save yourself the trouble, but if you're that against false swipe, you can throw quick balls. Why? Take a look at the description for them:
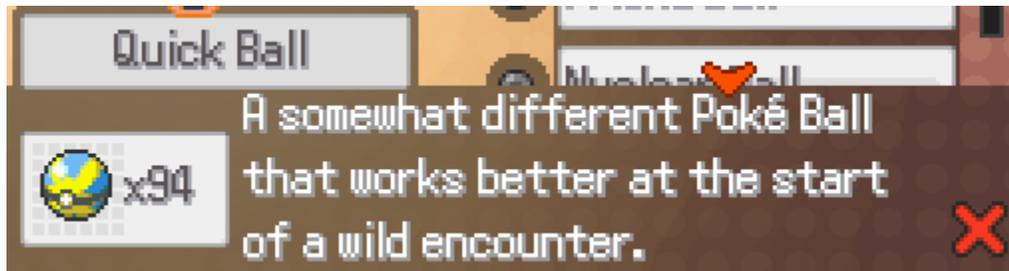
Basically, the Quick Ball has a x4(x5?) catch rate compared to a normal pokeball at the start of a battle. There's a fairly good chance you'll be able to.

You can find them on the 2nd floor of the Bealbeach PokeMart for ₽ 1000 each.

Considering how many duplicats you will have to hunt, I'm not sure why you would go for this option, but here you are....

[M0033]

-Inheriting IVs-

Here comes the main crux of what you need to understand to be a successful breeder. Honestly, I'm considering just bolding this whole damn section, but that would defeat the point. You better focus, because I'm about to explain all this crazy stuff to you!

-How the Game Handles IVs from Eggs-

When a pokemon is generated from the wild or hatched from an egg, the game rolls IVs for each of its stats for a value between 0 and 31. Usually you end up with completely random IVs like this:

However, with breeding, the game then takes into account the IV of the parent pokemon and selects three random values between both pokemon and overwrite the original IV of the baby with them.

It is entirely possible that only the IVs from one parent is inherited.

Quote: All IVs are listed in this order in the following examples:

Hp Atk Def Sp.Atk Sp.Def Spd

Example 1:

Before Adjusting for Breeding:

Parent 1: 12 18 30 04 31 00
Parent 2: 00 08 28 07 03 19

Child   : 15 31 05 27 23 01

After Adjusting for Breeding:
The bold numbers were inherited.

Parent 1: 12 18 30 04 31 00
Parent 2: 00 08 **28** 07 03 **19**

Child   : **12** 31 **28** 27 23 **19**

Example 2:

Before Adjusting for Breeding:

Parent 1: 21 09 31 06 14 10
Parent 2: 10 28 13 17 24 29

Child   : 28 11 15 00 17 03

After Adjusting for Breeding:
The bold numbers were inherited.

**Parent 1:** 21 09 **31 06 14** 10
Parent 2: 10 28 13 17 24 29

Child   : 28 11 **31 06 14** 03

Right now you may be asking yourself:

If a pokemon only inherits 3 IVs, how can you reliably produce 5 IV pokemon?

Allow me to introduce you to the magical item that is called the DESTINY KNOT(from Mystery Gift. For details look at my requirements for breeding in section 1)!
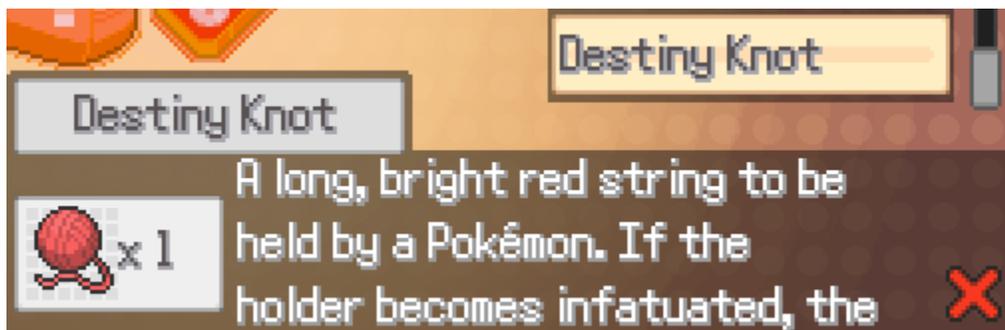
Now, the description may be cut off, but to sum up what this item does:

IF ONE OF THE TWO POKEMON IN THE DAYCARE ARE HOLDING THE DESTINY KNOT, 5 IVS WILL BE PASSED INSTEAD OF 3!

I cannot stress enough HOW IMPORTANT this item is. Without it, even if you literally breed 6IV pokemon together, you will almost always get 3IV pokemon!

Do NOT. I REPEAT. DO NOT LOSE THIS ITEM.

Okay, now that we can ensure that we can pass 5IVs, how do we make sure we pass the five we WANT?

Allow me to introduce you to your next six most important items: The Power Items! (Received as rewards for the Ninja Reunion sidequest. Go up to my breeding requirements for a link to the wiki article.)
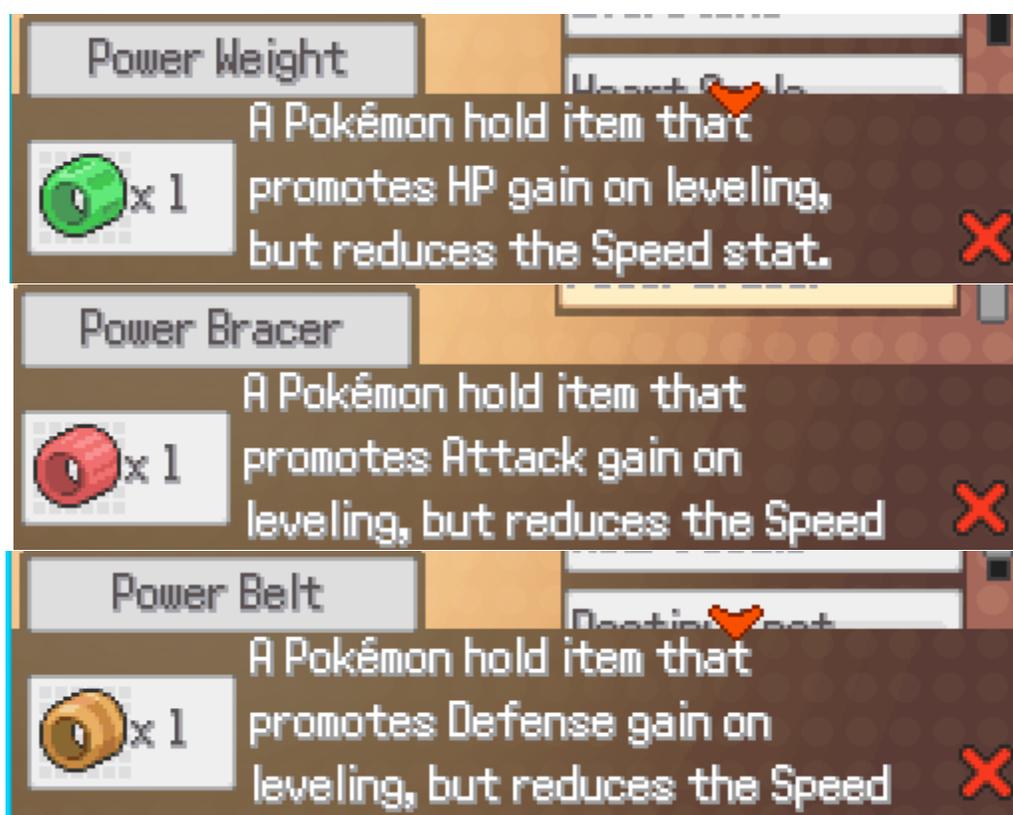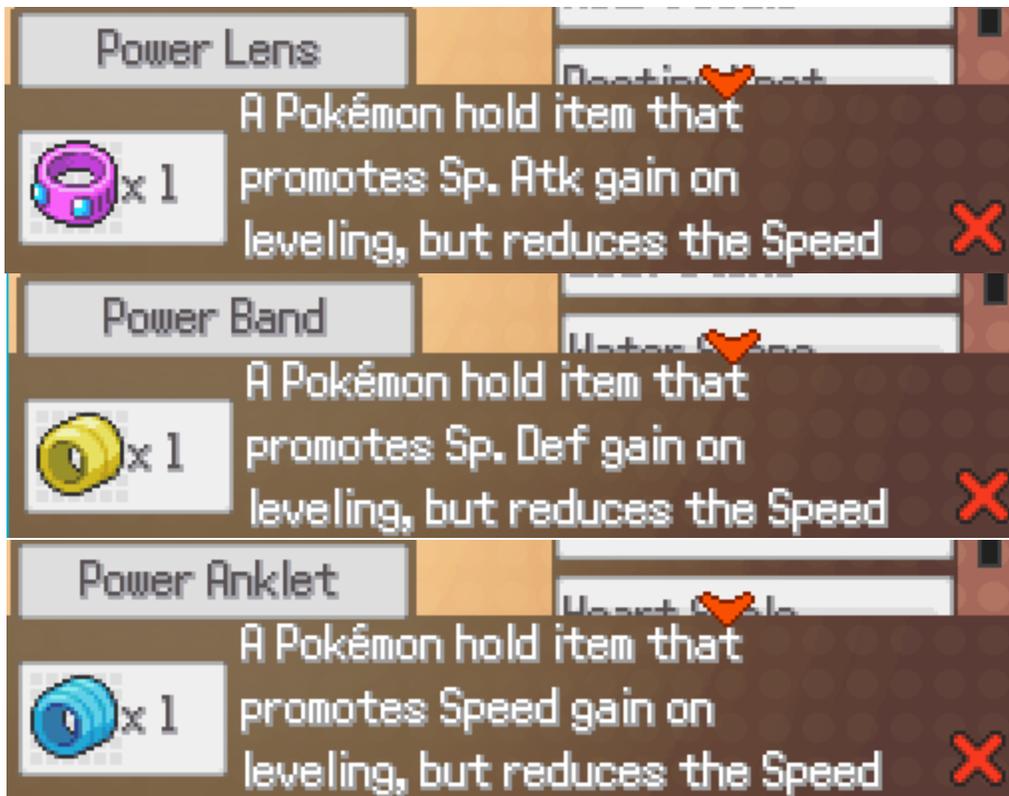
At this point I suspect you'll be looking at me and going:

"But Youko, aren't we breeding for IVs? What the heck does EV training items have to do with it this?"

Well let me tell you:

If a pokemon is holding one of the power items, its IV of the corresponding stat that the item helps train will be guaranteed to transfer the baby!

Since the effects of the Destiny Knot and Power Items stack, you can use them together to push for your target IVs!

Keep in mind that this does not mean that the baby will get 6IV, just that one of the 5IVs (or 3 if you're not using the destiny knot for SOME reason) will be the IV of the parent holding the power item.

> **Quote:Example 1:**
>
> **No items:**
>
> **Parent 1 (no items): 31** 31 31 31 31 31
> **Parent 2 (no items):** 00 18 24 **17** 09 **27**
>
> **Child   : 31** 14 28 **17** 01 **27**
>
>
> **With the use of Destiny Knot and a Power Item together:**
>
> **Parent 1 (Power Bracer): 31 31** 31 31 **31** 31
> **Parent 2 (Destiny Knot) :** 00 18 24 **17** 09 **27**
>
> **Child: : 31 31** 28 **17 31 27**

I hope all this makes sense to you, because if it doesn't you should read over it until or do give up right now!

[M0043]

-Inheriting Everything Else-

Since everything else is very simple, I'll just list them off one by one.

Gender: Completely random. Please refer to your gender ratio for the pokemon on the wiki to get an idea of what to expect.

Ability: The pokemon will inherit the Female pokemon's ability 60% of time automatically. Otherwise, it is randomly picked between any of the pokemon's normal abilities.

THIS MEANS YOU CANNOT GET A HIDDEN ABILITY POKEMON FROM NORMAL ABILITY PARENTS!

Nature: The pokemon will inherit the nature of the parent holding the everstone. If neither is holding one, then the nature is completely random.
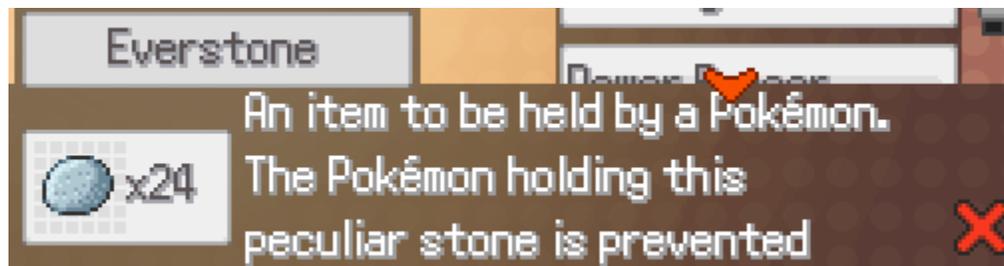
(Bealbeach City Pokemart, 3rd floor, ₽ 200 each)

Egg Moves: Egg moves will be inherited from the father only. If you would like more information on egg moves, please look them up yourself. Sorry.

Pokeball: I- what? For those of you who care:

Here's the bulbapedia description for it...

> **Quote:**Starting in Generation VI, the Poké Ball of the female Pokémon (other than a Master Ball and Cherish Ball, which result in the default standard Poké Ball) will be passed down to its offspring. Male and genderless Pokémon (including Ditto) have no impact on the type of Poké Ball inherited; as such, when breeding a male or genderless Pokémon with Ditto (which is the only way to breed certain species), the offspring is always obtained in a standard Poké Ball.

[P0004]

Section 4: Planning Your Pokemon

[P0014]

-Picking a Pokemon-

While I assume a lot of you are looking into getting perfect IV pokemon, the truth of the matter is that without headstart pokemon (read: pokemon with at least 3IVs), it will be very hard to actually get to the point where you reach that goal. Because of this, I urge you to take a look at the final evolution of the pokemon up on the wiki and see its base stat distribution before deciding to actually breed something.

-Base Stat Totals-

Now, if you're on the wiki, you'll notice that every pokemon has a **base stat total**. The base stat total is exactly what it sounds like: the total of all the base stats of the pokemon added together. The BSTl is a good way to gauge a pokemon's overall strength. The base stat totals between a pokemon's evolutions are different. This is the reason why you feel like you get a massive strength boost when you evolve a pokemon!.

In general, a higher BST will usually result in a stronger pokemon overall.

Due to this principle, even if you really like a pokemon, please realise that there is a very good chance it will not be worth IV breeding for due to its base stat total.

If you don't care about raw potential (which a lot of people clearly don't based off the love for eevees despite their sub-500 base stat total) and just want to make your weaker pokemon viable, IV training can actually push said weaker pokemon to the level of non-IV trained strong pokemon. If you are willing to invest the hours for it (or just beg one of us breeders who decided to invest the hours into it), I won't stop you.

-Picking a Suitable Role in Battle-

Different pokemon have different base stats, and thus, are far easier to fight into different roles.

Yes, I know, you want cool looking pokemon, but the thing is a lot of the time, some really cool-looking pokemon have really mediocre or ill-fitting stats for current purposes!

A prime example of this would be the final evolution of Orchynx, Metalynx. Yes, it's a super cool metal cat, but you take a look at is base stats, you'll see that it's actually designed to be a tank. Because of this, it has an extremely mediocre speed!

Stat		Range	
		At Lv. 50	At Lv. 100
HP:	85	145 - 192	280 - 374
Attack:	95	90 - 161	175 - 317
Defense:	115	108 - 183	211 - 361
Sp.Atk:	70	67 - 134	130 - 262
Sp.Def:	100	94 - 167	184 - 328
Speed:	65	63 - 128	121 - 251
Total:	530	Other Pokémon with this total	

- Minimum stats are calculated with 0 EVs, IVs of 0, and a hindering nature, if applicable.
- Maximum stats are calculated with 252 EVs, IVs of 31, and a helpful nature, if applicable.

Metalynx's base stats Via. Pokemon Uranium Wiki

This is only further emphasized more when you consider pokemon like Inflagetah who are known for their speed:

Stat		Range	
		At Lv. 50	At Lv. 100
HP:	85	145 - 192	280 - 374
Attack:	100	94 - 167	184 - 328
Defense:	60	58 - 123	112 - 240
Sp.Atk:	80	76 - 145	148 - 284
Sp.Def:	80	76 - 145	148 - 284
Speed:	150	139 - 222	274 - 438
Total:	555	Other Pokémon with this total	

- Minimum stats are calculated with 0 EVs, IVs of 0, and a hindering nature, if applicable.
- Maximum stats are calculated with 252 EVs, IVs of 31, and a helpful nature, if applicable.

Inflagetah's base stats Via. Pokemon Uranium Wiki

What does all this mean? It means that even if you had a Metalynx with a perfect IV in speed, had a nature that boosted speed and trained for 252 EV(maximum amount) in speed:

METALYNX WOULD STILL BE SLOWER THAN A INFLAGETAH OF THE SAME LEVEL AT ITS WORST POSSIBLE SPEED!

Does this mean a perfectly built speed Metalynx is worthless? No, it does not. It does however mean, that you will almost always been out-sped by anyone who decided to actually pick a proper pokemon for the role, so please think carefully about everything to do with a specific species of pokemon before committing to breeding!

If you're not careful, you may be investing things like nature and EVs in a dump stat for that pokemon!

This same principle applies to move set! If you give a pokemon with high sp.atk all physical moves, the moves will do damage off the atk stat instead of the sp. atk stat!

Symbol for Physical moves:

Symbol for Sp. Atk moves:

[P0024]

-Picking a Suitable Nature-

Now that you actually have some idea about where to go with your planned pokemon, it's time to actually decide a nature. **This step is completely optional if you don't want the added difficulty.** As I mentioned in the terminology section, **a pokemon's nature will give you an addition 10% in one stat and decrease 10% from another stat.** Which stats are increased/decreased are completely determined by the actual nature itself.

Since you know what stats you want to now focus on, it's time to take a look at the chart to decide which nature you're going to try to aim for.

Remember: A nature is normally determined randomly upon generation, but can be inherited if the parent with the nature holds an everstone.

To save you some time, I've copied the chart from Bulbapedia for you to look at:

Nature ⇕	Japanese ⇕	Increased stat ⇕	Decreased stat ⇕
Hardy	がんばりや	—	—
Lonely	さみしがり	Attack	Defense
Brave	ゆうかん	Attack	Speed
Adamant	いじっぱり	Attack	Sp. Attack
Naughty	やんちゃ	Attack	Sp. Defense
Bold	ずぶとい	Defense	Attack
Docile	すなお	—	—
Relaxed	のんき	Defense	Speed
Impish	わんぱく	Defense	Sp. Attack
Lax	のうてんき	Defense	Sp. Defense
Timid	おくびょう	Speed	Attack
Hasty	せっかち	Speed	Defense
Serious	まじめ	—	—
Jolly	ようき	Speed	Sp. Attack
Naive	むじゃき	Speed	Sp. Defense
Modest	ひかえめ	Sp. Attack	Attack
Mild	おっとり	Sp. Attack	Defense
Quiet	れいせい	Sp. Attack	Speed
Bashful	てれや	—	—
Rash	うっかりや	Sp. Attack	Sp. Defense
Calm	おだやか	Sp. Defense	Attack
Gentle	おとなしい	Sp. Defense	Defense
Sassy	なまいき	Sp. Defense	Speed
Careful	しんちょう	Sp. Defense	Sp. Attack
Quirky	きまぐれ	—	—

[P0034]

-Picking a Starting Egg Group-

THIS STEP IS SMALL, BUT VERY IMPORTANT!

Now, say you want to breed a bunch of pokemon, which one do you start with first? Believe it or not, your choice will dramatically increase or decrease the amount of time required to actually make what you're aiming for! It is important to look through your pokemon and try to identify the most common egg group between them.

In general, I recommend breeding in the **Field** egg group first, since a great number of pokemon belong to it.

I assume some of you have already figured out why, but I'll explain this in more detail in the next sections.

[S0005]

Section 5: Starting from Scratch

You better be paying attention, because things are about to get real technical here!
Important note: If you already have a 3+ IV pokemon of any species, I urge you to down to the breeding chain section and take a look there before decide to catch duplicats.

Assuming you've actually followed all my instructions so far, you are finally ready to start breeding your pokemon!

You should have the following ready:

1. **A duplicat with a perfect IV for each stat you want perfect**
2. **A pokemon that is from the same evolution line as your target pokemon**
3. **An empty party with only a pokemon that has the "Flame body" ability in it.**

4. **A bike**
5. **Destiny Knot and Power Items**
6. **Everstones**
7. **A lot of free time**
8. **The breeding probability tool here.**
9. **Something to take notes on**
10. **Organized boxes to place things**
11. **A clear idea of what your end goal is**

Quote:**How to use the breeding probability tool:**

Check all the IVs parent A and B have in the tool and what you're trying to reach. Pick the percentage the gender you are aiming for has in the pokemon's gender ratio (ignore if no preference). Pick the ability modifier based off the concepts I've already outlined. Since it does not offer this game's shiny ratio, I suggest you leave that alone.

The tool will then give you an estimate of when you'll get your target pokemon.

I will be giving you step-by-step instructions about how to breed for a perfect IV pokemon (with and without the target nature) starting from HP and going all the way down its stats to speed. You do not have to pass IVs down in this order. I am simply demonstrating it for simplicity.

Let's get started!

Step 1: Passing IVs from Duplicats to your TP. [S0015]

The first thing you need to do is to actually pass a stat from the duplicat to your target pokemon species (called PKM S from now on)

Start by take PKM S and HP Duplicat out of their boxes.

If you're **focusing on Nature and the PKM S matches your target nature**, give it an everstone to hold.
If you're **not focusing on nature, or want to put it off until later** (recommended), don't give your TP anything to hold.
Give your duplicat the Power Weight to hold.

Insert both pokemon into the daycare and ride around until you get an egg.

Once you have an egg, proceed to hatch it (while possibly picking up more eggs along the way).

You should eventually end up with a pokemon like with the following IVs we'll call PKM A:

Once you get this, pull both duplicat and your TP out of the daycare and take off their items. After you've deposited them safely into your boxes, take out your Atk Duplicat.

If focusing on nature:
Give the pokemon with the nature you want the Everstone and give the other pokemon the Destiny Knot.

If focusing on IV/No pokemon are the nature you want:
Give PKM A the Destiny Knot.
Give Duplicat the Power Bracer.

Keep hatching eggs until you end up with IVs like this:

Once you reach this point, repeat the steps you did for PKM B, only swapping out PKM A with PKM B and the duplicat for your def duplicat.

Their items should be as such:

If focusing on nature:
Nature holder: Everstone
Other pokemon: Destiny Knot

If focusing on IV/No pokemon are the nature you want:
PKM B: Destiny Knot.
Duplicat: the Power Belt.

Now put those two in the damn daycare and keep riding until you get a pokemon (PKM C) with IVs like this:

> **Quote:PKM C: 31 31 31 xx xx xx**
> **(Can be female or male)**

At this point, if you are breeding Genderless pokemon, keep following this method until you reach your Target Pokemon! Good Luck!

If you are not breeding genderless pokemon, please keep reading.

Step 2: ...Now do it all over again [S0025]

Right now you're probably saying:

All over again? What the heck is that supposed to mean!? I worked my butt off for 3IVs!

This is where the handy tool I linked to earlier comes into play. You see, the chance to get a 4IV pokemon with a 3IV and 1IV parent are extremely small compared and only gets smaller as you progress up to 6IVs. As such, instead we will breed 3IV parents together so we have a very high chance of producing a 4IV pokemon.

...This however means that you will have to make a whole other 3IV pokemon, only with the opposite IVs that your first one had. (Eg, if PKM C has perfect Hp, Atk, Def, PKM D has to have perfect Sp.Atk, Sp.Def, Spd) while being the opposite gender. (If PKM C is female, PKM needs to be male).

It's a tough bill to fill, but completely necessary if you want to lower the amount of eggs total you need to hatch.

Note: If you already focused on the nature before, you do not need to do it again.

Step 3: Aiming for 5IV [S0035]

Once you have two pokemon that are the opposite gender and have opposing IVs, you can start breeding them together.

For my example, I'm going to assume PKM C is female and PKM D is male. It's fine to have it reversed, but remember to read it like it's reversed when you're actually applying this guide.

If focusing on Natures:
Nature Holder: Everstone
Other: Destiny Knot

If no nature present/Don't care:
Here, the item really does not matter. As long as one has the destiny knot and the other has a power item to pass an IV the other does not have, that should be sufficient. However, to increase the number of viable pokemon, I urge to look the base stats of your pokemon species and pick to try to pass down its highest stat instead of, say, a dump stat.

For example purposes, I'm going to assume Atk. is the most important stat for this pokemon.

PKM C: Power Weight
PKM D: Destiny Knot

Once you've moved the items, drop them off in the daycare and prepare to hatch a ton of eggs.

NOW. THIS PART IS THE MOST IMPORTANT STEP OF BREEDING SO MAKE SURE YOU UNDERSTAND WHAT IS HAPPENING.

As you can tell via playing around the probability tool and common sense, breeding high IV pokemon together will have a higher chance of resulting in higher IV pokemon. Because of this, we

want to replace our parent pokemon as soon as another pokemon with a great number of IVs INCLUDING the original parent IVs is hatched. We only replace under this circumstance specifically because there's no guarantee that a pokemon with more IVs will fill every single flaw of the other parent. Since we want as little variables as possible to increase out chance of producing what we want, we try to compensate for all IV flaws!

This is where your note keeping skills come into play. It is important to keep track of the full stock of possible breeders you have in the chance that a pokemon that will fill its holes appears.

[/size]
This is sort of confusing so here is an example:

Quote: Example 1:

Parents:

PKM C (F): 31 31 31 xx xx xx
PKM D (M):xx xx xx 31 31 31

Child:
PKM E (M): xx xx 31 31   31 31

Since PKM E has more IVs than PKM D and covers all the flaws of PKM C, we replace PKM D with PKM E.

Example 2:

Parents:
PKM C (F): 31 31 31 xx xx xx
PKM D (M):xx xx xx 31 31 31

Child:
PKM E (M): xx 31 31 xx   31 31

PKM E is missing the sp. atk IV. Since PKM C is also missing the Sp.atk IV, replacing PKM D with PKM E will result in all pokemon we hatch from then would be missing its Sp. Atk stat.

In this case, PKM E should not replace PKM D even if it has more IVs.

Example 3:

Suppose we hatch another pokemon with the following stats after we hatched PKM E(M).

PKM F (F): 31 31 xx 31 31 xx

If we compare PKM E and PKM F as a couple:
PKM F (F): 31 31 xx 31 31 xx
PKM E (M):xx 31 31 xx 31 31

Since PKM E and PKM F both have more IVs than their parent counterparts and cover each other's IV flaws, we should replace both parents with PKM E and PKM F.

Basically you keep doing this until you reach 5IV pokemon who can cover each other's flaw IV.

Step 4: What to do once you have 5IV Parents [S0045]

Now, there are several things you can do.

The first and most obvious is to keep breeding them until you get a 6IV pokemon. Since the last IV is not passed, you will have to keep breeding until the game decides to let you inherit the right IV (you can decrease this possibility via breeding 6IV pokemon) and decides to roll a 31 in the last random IV spot.

Make no mistake. This will take a long time, however, you will end up amassing a huge number of 5IV and 4IV pokemon, (actually, at the end of this you could very well have over 3 boxes of pokemon). My recommendation is to normal trade them, wondertrade them or give them away like many breeders have decided to do.

Since you'll be continuously breeding for 6IV pokemon anyway, here is a perfect time to try to get the correct nature if you haven't been keeping up with it.

If you decided to put nature off until now:
Look through you massive box of 5IV pokemon and look for one that has your target nature and covers the IV flaw of the opposite gendered parent. If you find such a pokemon, slap an everstone on it (move destiny knot to the staying parent if necessary) and keep breeding. From now on all pokemon will be that nature.

Congratulations! You should now have your first completed pokemon!

Section 6: Breeding Chains

Feel free to skip this section if you only want to breed one pokemon, otherwise pay attention, because this is going to save you a lot of time.

While I'm sure some of you have already figured it out via me describing everything above, some of you are probably asking:

Wait, Youko, you just told us how to breed pokemon to 6IVs, what else is there to learn?

Say you want to breed a whole bunch of pokemon, but don't want to go through that mess of the duplicats again. What do we do? Simple!

We create something called a "breeding chain".

A breeding chain is basically where you breed one (near)perfect male pokemon with a female pokemon of the same egg group and the egg group of the pokemon you're targeting next to produce 2-4IV pokemon. After you've produced a (near)perfect male pokemon of the second species, since it can breed with your target pokemon, you then pair it up with a female of your target and breed it until you reach your goal.

Since that description is probably pretty confusing, take a look at this example:

> **Quote:Example:**
>
> You want to breed **Volchik**(**Flying**, **Dragon**) and **Eevee**(**Field**).
>
> **Volchik** and **Eevee** cannot breed because they do not belong to a common egg group.
>
> Notice, however, **Dunsparce**(**Dragon**, **[b]Field**) belongs to one of each of their groups, therefore, **Dunsparce** can breed with both **Volchik** AND **Eevee**.

Since it is much easier to get great IVs from 5IV/6IV pokemon by breeding with 6/5IV pokemon (literally shortens the time by 300% at least) than to start all over again with duplicats, it would make more sense to breed a perfect Eevee or Volchik until you produce a perfect Dunsparce to breed with the other.

This means that, by applying the principle I covered in step 2 of how to breed from scratch, we can quickly produce a 5-6IV pokemon to act as our conduit to pass IVs around!

The following is a list of "link" pokemon I have personally used to breed:

> **Quote:**Dunsparce (Dragon, Field)
> Baashuan (Monster Field)
> Volchik (Dragon, Flying)
> # Jerbolta (Fairy, Field) (Yes, the event one from mystery box is perfect for this!)
> Jackdeary (Fairy, Human-like)
> Eletux (Monster, Water 1)
> Cassnail (Amorphous, Water 1)

More can be found on this chart here (along with

all the egg groups of all pokemon). (Thanks Pokespecial!)

Egg Group Chart

This list is not complete, but a starting point. Please take a look at the wiki to try to establish your own links to reach what you want to breed!

[T0007]

Section 7: Misc. Information

[T0017]

-Breeding for Shiny-

So, you want to breed for shiny? Honestly, nothing past section 3 has anything to do with you if you don't care about IVs, but how do you breed for shiny?

In this game, the shiny rate is something like:

1/1024

This means that in general, you will encounter or hatch a shiny pokemon ever 1024 you encounter! That's 4 times higher than in the normal games, but holy crap, that' still obscenely low! How do we raise it?

Method 1: The Masuda Method (Somewhat unconfirmed)

From Bulbapedia:

Quote:

1. The Masuda method involves breeding two Pokémon created in games of different languages. An Egg resulting from such a pairing will have a higher likelihood of being Shiny.

Now, you may have noticed a small problem:

Pokemon Uranium is only available in one language!

So how does the game count regions? According to Iron (A moderator), it's like this (Source)

Quote: It does work, based on the language your computer is set to (that's the region you're in).

I'm not sure what the reduced rate is.

Keep this in mind when trading for this method!

Method 2: Shiny Charm (Currently impossible)

A shiny charm is an item you get as a prize from Prof. Bamb'o for reaching 200 pokemon in the pokedex. It passively increases any chance for encounters and hatching of shinies.

...That's about it. Simple right?

Not really. Why? Because there are only 197 entires in the pokedex and he asks for 200 pokemon.

Woops?

[F0008]

Section 8: FAQ

Does the event pokemon with 6IVs work for this guide?
Absolutely! Any pokemon you get from breeders will also help you reduce the time you need for your starting pokemon. That said, you still need either duplicats or another pokemon to fill any IV

holes you may be left with when breeding with non-6IV pokemon.

How can you tell if a pokemon is from another region?
The only way to tell is to ask the person who traded you the pokemon what region they're from. For now there's no actual way to see from the pokemon itself.

Does all this apply to the main games?
Yes. Pokemon Uranium is based off gen 6 (X, Y, Omega ruby, Alpha Sapphire) breeding mechanics. Unless Game Freak decides to change it in later gens, all non-specific uranium concepts apply(eg, replace duplicat with ditto). In the main games, you have the added bonus of friend safari which guarantees a 2IV pokemon from friend safari. I suggest going on reddit and trying to find a person with ditto in their friend safari and catching them from there. A word of caution though, in the main games, IV and EVs are not displayed, meaning you will have to find the npc that tells you your IVs instead of just looking at them on the summary page.

[W000]
Credits:
Written and put together by Youko.

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kerners for the proability tool.
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Bulbapedia
Pokemon Uranium Wiki
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