

I'm not a bot























## Pokemon natures guide

Rather than just being a superficial trait, Natures in Pokémon have a significant impact on a Pokémon's growth. Each Nature increases one stat by 10% and decreases another by 10%. There are some Natures that don't affect the stats at all, but most of them will increase or decrease two stats as a Pokémon levels up. It's often beneficial to use a Nature that decreases Attack or Special Attack for Pokémon that rely on the opposite type of attack. For example, Espeon is stronger with Special moves, so it's better to use a Nature that decreases its Attack. Berries are also influenced by a Pokémon's Nature, which determines its favorite and disliked flavors. Each flavor is linked to one stat: Spicy for Attack, Sour for Defense, Sweet for Speed, Dry for Special Attack, and Bitter for Special Defense. A Pokémon will like the flavor associated with its raised stat and dislike the flavor associated with its lowered stat. Find a Nature that corresponds to your preferred stat boosts or drops. Mint Effect on Nature in Pokémon The Synchronize ability's effects vary across Pokémon games. In some versions, it forces wild or gift Pokémon to have the same Nature as the leading Pokémon. This can be influenced by Madam Celadon in Pokémon: Let's Go, Pikachu! and Let's Go, Eevee!, who allows players to select a specific Nature for all wild or gift Pokémon encountered until midnight. In Generation III-V, Synchronize has a 50% chance of forcing a wild Pokémon to have the same Nature as the lead Pokémon. However, this does not apply to certain types of Pokémon, such as those in the Entree Forest. From Generation VI onward, if a Pokémon with Synchronize is leading the party, gift Pokémon will always have the same Nature as the Pokémon with this Ability. In Generation VIII, wild Pokémon are guaranteed to have the same Nature as the leading Pokémon. The table below lists each of the 25 Natures and their effects on a Pokémon's stats and flavor preferences. Sp. Attack Spicy Dry 4 Naughty やんちゃ Attack Sp. Defense Spicy Bitter 5 Bold Defense Attack Sour Spicy 6 Docile すなお Defense Defense Sour Sour 7 Relaxed のんき Defense Speed Sour Sweet 8 Impish わんぱく Defense Sp. Attack Sour Dry 9 Lax のうてんき Defense Sp. Defense Sour Bitter 10 Timid おくびょう Speed Attack Sweet Spicy 11 Hasty せっかち Speed Defense Sweet Sour 12 Serious まじめ Speed Speed Sweet Sweet 13 Jolly ようき Speed Sp. Attack Sweet Dry 14 Naive ぶじゃき Sp. Attack Attack Dry Spicy 16 Mild おっとり Sp. Attack Defense Dry Sour 17 Quiet れいせい Sp. Attack Speed Dry Sweet 18 Bashful てれや Sp. Attack Sp. Attack Dry Dry 19 Rash うっかりや Sp. Defense Attack Bitter Spicy 21 Gentle おとなしい Sp. Defense Defense Bitter Sour 22 Sassy なまいき Sp. Defense Sp. Attack Bitter Dry 24 Quirky きまぐれ The player's Pokémon in the main series games can have different Natures, which influence their behavior and interactions with the environment. The Hyper Mode frequency is also partially determined by the Pokémon's Nature. In some spin-off games, such as Pokémon Mystery Dungeon, a personality quiz at the beginning assigns the player a Nature, which affects the Pokémon they transform into. Table Natures can be organized into a table to show how they affect different attributes. Each Nature has a unique combination of boosted and hindered attributes. For example, the Adamant Nature boosts HP but hinders EV gains, while the Timid Nature boosts EXP but hinders Attack speed.

The 25 Natures in Pokémon can be arranged into a table based on their effects on various attributes. The table shows that some Natures have a ▼ or ▲ symbol next to an attribute, indicating that it is decreased or increased respectively. For instance, the Timid Nature has a ▼ next to Speed of help and a ▲ next to EXP gains. Natures were first mentioned in Pokémon Horizons: The Series, where Nidothing discussed them in an animation. In the manga Pokémon Adventures, Ruby can tell a Pokémon's Nature by observing its moves and body language, allowing him to choose the correct Pokéblock flavor for them. Additionally, the animation speed of Pokémon when exiting their Poké Ball is determined by their Nature. In specific languages, Nature names have different lengths. English Natures can be up to 7 characters long, while Japanese and Korean ones can only be 5 characters long. When exploring the world of Pokémon, players are often drawn in by its cute and endearing creatures. However, beneath the surface lies a complex system of natures that greatly impact a Pokémon's stats. Each Pokémon captured has a random nature attached to it, which influences its performance in battle. These personality traits may not directly affect a Pokémon's behavior, but they do provide specific stat boosts or reductions. There are 25 different natures that can be applied to a Pokémon, with five being neutral and the remaining 20 increasing one stat by 10% while decreasing another. Understanding which nature suits a particular Pokémon is crucial for optimizing its performance in battle. For example, if you're considering adding a Pokémon to your team, it's essential to choose the right nature to boost its strengths and compensate for its weaknesses. By selecting the most suitable nature, players can unlock the full potential of their Pokémon and gain an edge in battles. This complex system is often overlooked by new players, but mastering natures is a key aspect of becoming a skilled Pokémon trainer. Here's a list of the 25 Pokémon natures mentioned in the article: 1. Bold 2. Brave 3. Adamant 4. Naughty 5. Docile (neutral) 6. Gentle 7. Quirky 8. Timid 9. Hasty 10. Serene 11. Jolly 12. Naive 13. Lax 14. Relaxed 15. Impish 16. Lonely 17. Brashy 18. Sandvein 19. Careful 20. Boldly (increases Attack stat) 21. Adamant (increases Defense stat) 22. Naughty (decreases Special Attack stat) 23. Docile (neutral, no stat boost or reduction) 24. Gentle (increases Special Defense stat) 25. Quirky (decreases Speed stat) Note that some natures may have additional effects or interactions with other Pokémon abilities, which are not mentioned in the article. When it comes to building a Pokémon team, you'll want to focus on Special Attacks over standard Attack stats. This means looking for Pokémon with a Modest nature, which increases Special Attack but reduces standard Attack. If you're new to the world of Pokémon natures, here's a rundown of what each one does: \*\*Pokémon Natures:\*\* \* Adamant - boosts Attack and Special Attack \* Bashful - no effect on stats \* Bold - raises Defense and Attack \* Brave - increases Attack and Speed \* Calm - boosts Special Defense and Attack \* Careful - raises Special Defense and Special Attack \* Docile - no effect on stats \* Gentle - increases Special Defense and Defense \* Hardy - no effect on stats \* Hasty - raises Speed and Defense \* Impish - boosts Defense and Special Attack \* Jolly - increases Speed and Special Attack \* Lax - lowers Defense and Special Defense \* Lonely - reduces Attack and Defense \* Mild - boosts Special Attack and Defense \* Modest - increases Special Attack but reduces standard Attack \* Naive - raises Speed and Special Defense \* Naughty - decreases Defense and Special Defense \* Quiet - boosts Special Attack and Speed \* Quirky - no effect on stats \* Rash - raises Special Attack and Special Defense \* Relaxed - lowers Defense and Speed \* Sassy - increases Special Defense and Speed \* Serious - no effect on stats \* Timid - raises Speed and Attack By understanding how each nature affects your Pokémon's stats, you can build a team that dominates the competition. ---

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