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Pokemon showdown team builder generator

Marriland's Pokemon Team Builder is a tool you can use to check the weaknesses and resistances of your entire team at a glance to spot any shiny hole in your team's defensive coverage. It can be used for both casual and competitive purposes. Support for Pokemon Sword && amp; Shield team building is now available for all Pokemon! You can enter up to 6 Pokemon for your team below. Support for alternative skills and forms is available – writing Sky Shaymin or Shaymin Sky (or even Skymin) will work fine! Pokemon not available at Sword && Shield will have text indicating this by the input field. For more information about the new Pokemon in Pokemon Sword && Shield, see the site's new Pokédex: Finally, you can learn more about the Pokemon Team Builder, such as known bugs, FAQs, and upcoming features here. Team Input Options Which generation should be used for Team Builder. Usually 2–5, the type of fairy is omitted; in Gen. 1, Dark and Steel types are omitted, and weaknesses/resistances are slightly different. The English Español Français Deutsch Italiano 小山山語 português nederlands Ελληνικά Íslenska Dansk Norsk Svenska Suomi Polski Русский हिन्दी בבריל العربي山ة Which language to use for Team Builder. Your browser must be automatically detected, but you can choose manually. Primary languages are languages represented in major Pokemon games; Secondary languages will only change the team builder interface, but pokemon, types and skill names will be English or the nearest language. Normal firewater electric grass Gel fighting ground poison flying Psychic Bug Rock Ghost Dragon Fairy Normal Fire Water Electric Grass Ice Fighting Poison Ground Flying Psychic Bug Rock Ghost Dragon Dark Steel Fairy ©2000–2012, 2019 Marriland and his licensors. All rights reserved. Pokemon characters and names are rights to © The Pokemon Company and/or Nintendo. National Form Options Dex Kanto Dex Johto Dex Hoenn Dex Sinnoh Dex Unova Dex Kalos Dex Kalos Dex Alola Dex Any Electric Dark Dragon Bug Fairy Fighting Fire Flying Ghost Grass Ground Ice Normal Poison Psychic Rock Steel Water Year Bug Dark Dragon Electric Fairy Fighting Fire Flying Ghost Grass Ground Normal Poison Psychic Rock Steel Water Instruction Pokemon is undoubtedly one of the most popular games ever and until this day many people have spent a lot of time finding their own Pokemon. That's why PickRandom.com proudly presents our Pokédex (complete with 809 Pokemon and 7 Generations) with this tool that you can generate as many Pokemon as you want, as specific as you want it to be as you can even generate pokemon/random Pokemon type Pokemon/random a Pokemon team of your own. Hopefully this will help you remember all the Pokemon faster or Find the right strategies to play pokemon related games. So what are you waiting for, coach? Go catch them all!! Instruction: Enter values in the Pokemon Number select your Pokedex, as well as the Type of Pokemon (Leave them blank if you want the result to be completely random) Check the two boxes if you want to include Legendary Pokemons and NFE Click Random Generate and get the result There is no limitation with our tool so you can generate as much as you want. Based on the team's preferences, the result will be different. Once you're happy with the result, we've added a small feature, click the Save Results button to save your team result and share it with friends via the URL link created just for you. Questions and comments? Contact us via: About Us PickRandom.com is the most diverse, fun and useful random generator tool out there. We offer all kinds of generators for your needs and for your whole family to enjoy. *THERE IS NO COPYRIGHT INFRINGEMENT PROVIDED* Disclaimer: All material (Images, etc...)belongs to its appropriate owners. If you have any problems or want us to delete your content please let us know via: RSS | GitHub | Contact | Pokemon is © Nintendo. The website © Drew Mitchell. do you want to quickly test a level you've never played before and don't have time to build a team? Want to challenge yourself on a scale with a silly outfit? Want to play a Randbats match against your friend on a specific level? Then I think you can enjoy that. It is a random equipment generator. You choose a generation and a level, click shake!, and boom, you get a randomly generated equipment for this level using Smogon sets. Don't you like this team? Shake him again. If you like some of the sets, but not all of them, you can block the ones you like the most and keep hitting that Shake it up button until you're satisfied. Then click Export and you can copy + paste your computer directly into the PS Teambuilder! Right now it supports Ubers, OU, UU, RU, NU, PU and LC in all generations that exist. Enjoy! Q: Will you add <insert currently= unsupported= tier= here=>? A: If enough people ask for it, and have analysis lodged in Smogon, then yes, over time. Let me know what levels you want! Q: What kind of validation does this thing? Will I always get a legal team? A: Right now, check the spice clause, make sure you only have one Mega Evolution on your computer, and make sure you don't get the same move as listed twice in the same set. That's pretty much it. It is possible that the generator could give it an illegal set if Smogon's analysis has been reduced in such a way that an illegal combination is possible. For example, Roserade's DPP Life Orb set is reduced in such a way that Leaf Storm + Spikes looks like a valid combination even though it is illegal. The comments in the set explain it's illegal, but the generator can't read it, so you don't know it. As a result, it will sometimes generate an illegal set for roserade. I'd like to fix this over time, but it's a fairly low priority</insert> since most motion illegalities disappeared for XY so it just really matters for Generations. Q: I want to generate a set for Dunsparce on my egg computer, but when I type dunsparce's name and try to close it, it disappears! What's going on? A: Since the generator uses Smogon sets, the Pokemon must have an analysis for the level you selected. This means that only Pokemon who are good enough to get an egg analysis will be displayed when generating a computer for OU. This was an intentional choice to keep generated teams more relevant to a given level. If you want to use a random computer that is not level specific... Why wouldn't you play Randbats? Q: Which browsers do you support? A: Updated versions of the following browsers, in order of preference: Firefox, Chrome, Opera, Edge, IE11, Safari. Q: Hey! I have TVs that are not divisible by 4 / a misspelled move / a Pokemon without nature / etc. Your program is broken! A: This looks like it's actually a problem in the dex smogon strategy, since this gets all this data out of there. Check out the relevant analysis and fix any problems there first, and it will look at the generator the next time you update the sets. If you've checked the analysis and it looks good, but you're still seeing the problem, then let it know. Smarter lead options in older genes (especially RBY and DPP) Smarter resolution of different slash combinations (e.g. if a special attacker has the beamed explosion, use the nature that doesn't reduce the attack iff Blast is chosen) User controls for role constraints (e.g. the computer must have hazard removal) Legality checks for barred combinations (e.g. events or combos movement of old eggs) Option to generate sets from scratch (without smogon) Last edit: Jul 30, 2016 You can confirm that it does not work in Safari. You can confirm that it doesn't work in Safari. It took a quick stab at fixing the problems for IE11 and it was actually much easier than I expected. I think I may have fixed what broke in Safari too but I can't try it. You can take another look and tell me if it's working, and if not, tell me where safari dev tools say the problem is? Thank you! It took a quick stab at fixing the problems for IE11 and it was actually much easier than I expected. I think I may have fixed what broke in Safari too but I can't try it. You can take another look and tell me if it's working, and if not, tell me where safari dev tools say the problem is? Thank you! It works perfectly! Hey, good work man! I just want to point out something that bothered me when I used his program; when you generate an OU team, you can get a team with worlds from any level, such as shuckle and typhlosion, I think only the level of ubers should have this, you may want to change that, only OU/BL when you choose OU, UU/BL2 when you choose UU and so on. Hey, good work man! I just want to point out something that bothered me when I used his program; when you generate an OU team, you can bring a team with worlds from any level, such as shuckle and typhlosion, I think only the level of ubers should have this, you may want to change that, just OU/BL BL choose OU, only UU/ BL2 when you choose UU and so on. Shuckle has an OU analysis, so it is considered viable in OU. While a Pokemon has an analysis for the level, it will be displayed in the generator. If you think Shuckle isn't good enough to be on OU equipment, you could bring this up with OU C& C and see if they agree that the analysis should be removed. Typhlosion does not have an OU analysis so it should not appear in OU. Are you sure you saw Typhlosion in OU? I tried to force the generator to give me a set of Typhlosion (putting on his behalf manually and blocking it), and he's not giving me one, so I think he may have mixed it with another Pokemon. I guess you need a better way to choose Pokemon..... For example: spinner /defogger or any other scheme that might give you an idea. I randomized a team and I've seen meta-thick and pidgeot-m. Update: I've made some design changes that should make you look much better on mobile. Update: Change the layout again and add sprites! Last edited: April 14, 2016 This is really cool and I applaud you for that, but do you think it's possible to remove Kakuna from DPP OU? It also tends to be too pure garbage for my taste. I'd prefer if it was cut to (mainly) viable pokemons. Thanks again, it's a lot of fun update: ShakeItUp follows the rule of a mega-per-team now. This is really cool and I applaud you for that, but do you think it is possible to remove Kakuna from DPP OU? It also tends to be too pure garbage for my taste. I'd prefer if it was cut to (mainly) viable pokemons. Thanks again, it's a lot of fun Hah, I forgot this kakuna analysis. I removed it from the generator along with the other joke analyses I could find (Magikarp, Unown, pre-Imposter Ditto, etc). Let me know if there are others I missed. (Only those that are clearly jokes or truly useless, however, like those examples I've listed.) I plan to finally add a way to weigh the feasibility selections (probably based on feasibility sort threads). In the meantime, maybe you can look at getting some of Smogon's analysis for pure trash removed? I've never been a fan of us having analyses for Pokemon that I wouldn't really recommend using on the level. I'm glad you're enjoying it! Update: I added the ability to weigh the generator based on feasibility classification. Use the ++/+/=/ buttons to change the weighting. Take a coup! There are 4 options: ++ Weighs the generator heavily towards the top-ranked Pokemon selection and never chooses anything below range B. This should give you equipment that looks relatively standard (although there is no attempt at synergy). + Weighs the generator to favor Higher Rank Pokemon and never chooses anything below range C. This should most of the garbage and give you equipment with pokemon viable while it is still quite random. This is the default option. = Does not weigh. This is what the generator always did before this update. - Weighs the generator to favor And unclassified Pokemon and never choose anything above rank B. If you want to make terrible joke teams, that's the option for you. I have not been able to find any feasibility classifications for RBY UU, GSC UU or DPP LC, so these do not do any weighting. If anyone can point me to the rankings of these levels I would be happy to add them. If anyone is looking to help with this project, I would appreciate someone helping me keep my copy of the feasibility classification up to date. It's a semi-manual process that takes a lot longer for me than updating the sets (which I do programmatically). Let me know if you're interested. (BKC tagging since this update is relevant for publication.) That's pretty cool Honko A simple improvement you could make is make sure each team has 1 Stealth Rock Pokemon (maybe do it so the option – you don't have to follow that). Yes, there could be this computer using more or less than 1 Pokemon SR, but these are really rare. Yes good call, consistent danger control will probably be the next thing I add. No more than 1 setter per danger, no more than 1 hazard remover, and an option to force the team to have certain dangers or elimination of hazards. I think it makes sense by default to always have SR, but I'll make it an option that can be disabled (mainly in case you ever add levels where SR is less valuable, like doubles). I finally got around working on it again. I've added the restriction that each team (at all 4-6) will always have Stealth Rock. e: It also did so so that the following things will only appear at most once in any team: every danger, hazard removal and scarf of choice. Last editing: July 30, 2016 Great job in general man, this is an amazing tool. I know the goal is not to make excellent teams, but could you make DPP OU teams always have at least 1 ground immunity? And 1 terrestrial immunity and 1 dragon resistance (mandatory steel) for BW2 OU equipment. I think this would greatly improve the quality of the teams because these are needed in every competitive team. I could give more details about competitive BW2 OU teams if you would like to work around it, and I guess others can contribute for another level as well. Thank you for your attention. Great job in general man, this is an amazing tool. I know the goal is not to make excellent teams, but could you make DPP OU teams always have at least 1 ground immunity? And 1 terrestrial immunity and 1 dragon resistance (mandatory steel) for BW2 OU equipment. I think this would greatly improve the quality of the teams because these are needed in every competitive team. I could give more details about competitive BW2 OU teams if you would like to work around it, and I guess others can contribute for another level as well. Thank you for your attention. I'll do this kind of thing over time, but it will probably be a while. There are some more general things I want to add first (like being a little smarter about selecting leads in older genes) before you get into specific level things. I will also want to make it optional optional I do (which means I'll have to figure out a good way to add it as an option to the user interface, which is usually the hardest thing for me to do), and I'll want to get this kind of information for many levels before adding it to anyone. I'll get to it at some point, though. In the meantime, it will help me if you or anyone else posts more things that are mandatory (or very close to the mandatory cause) for each competitive team at any particular level. Each X-level equipment needs normal resistance, or a sleep inducer, or a Pokemon that exceeds Jolly Garchomp, or a T-Spikes shock absorber, or a Pokemon that can 2HKO Snorlax, or whatever. I would also appreciate any suggestion that someone has about a heuristic to choose decent leads in GSC and ADV. I have a pretty good idea for RBY (fast or fast dream T-Wave) and DPP (Focus Sash or Fake Out or fast hazards), but I don't know basically anything for GSC/ADV. My current plan is just to pick the world faster, but there's probably something a little better I could do. But I will label here conflict that knows better than I do. ADV leads are much more diverse, but the most important are: Tyranitar/Skarmory/Metagross/Zapdos/Salamence/Snorlax/Suicune/Forretress. Jolteon and Gengar are less common, but they are also seen. I'll tag McMeghan too so maybe I can help more. Looks really cool. Try to balance the types, took a turn and got three types of water (if possible, it might not be, I'm not coder). Other pokemons that (semi) commonly lead in ADV: Milotic, Aerodactyl, Celebi, Swampert. The least common that still exist /are viable, approximately in order of popularity/viability: Flygon, Heracross, Jirachi, Moltres, Starmie, Cloyster, Raikou, Jynx, Venusaur, Smeargle, Regice. Other things I've seen (Medicham, Slaking, Blaziken, Charizard, Bliss, P2, Claydol) could be added for lower ranks. You won't see them often, but the generator should have all options available, although not all should be available in the ++ option I think (I'd say cut it after Jirachi). I'll definitely do this kind of thing over time, but it's probably going to be a while. There are some more general things I want to add first (like being a little smarter about selecting leads in older genes) before you get into specific level things. I'll also want to make it optional when I do (which means I'll have to figure out a good way to add it as an option to the user interface, which is usually the hardest thing for me to do), and I'll want to get this kind of information for many levels before adding it to anyone. I'll get to it at some point, though. In the meantime, it will help me if you or anyone else posts more things that are compulsory (or very close to the mandatory cause) for each competitive at any particular level. Each X-level equipment needs normal resistance, or a sleep inducer, or a Pokemon that exceeds Jolly Garchomp, or a T-Spikes shock absorber, or a Pokemon that can 2HKO Snorlax, or or I would also appreciate any suggestion that someone has about a heuristic to choose decent leads in GSC and ADV. I have a pretty good idea for RBY (fast or fast dream T-Wave) and DPP (Focus Sash or Fake Out or fast hazards), but I don't know basically anything for GSC/ADV. My current plan is just to pick the world faster, but there's probably something a little better I could do. What about doing something like user-customizable conditions? Perhaps in text format, such as: Format: DPP OU Lead @ Focus Sash - Has Stealth Rock - (Optional) Has Taunt and Speed > 328 - (Optional) Has fake out - (Optional) has spikes or has toxic spikes - (Optional) has explosion - (Optional) It has U-Turn format: AG Pokemon - It has stealth rock or the ability is magic bounce - (optional) It has sleep movement - (optional) it's fire type or it's ground type - (optional) The ability is Moody (Not the best example - especially the second- but...) This way you shouldn't do what is mandatory for yourself. Of course, there is the problem of encoding an analyzer, but it shouldn't be harder than actually encoding the conditions, which can change over time (Who knows? Maybe it could happen). Siggu, this is a very cool idea, but not really the direction I want to take this yet. The main use case I'm building this for right now is a user who wants to quickly get a computer for a level they don't necessarily know anything about. Once I'm satisfied with that, then I'll start looking at giving the user options for more control over the computer they're getting (with responsive flaws so the user who knows nothing still gets usable computers). Mainly these options will be controlled through the user interface (i.e. buttons/drop-downs/etc),but adding a text form for users who really know what they're doing so they can specify things at that level of detail is a good idea too. The main reason I'm asking for more details about what people consider mandatory right now is to help me decide which user options are the top priority and what their defaults should be. Honko, this is really awesome. The only thing I would add at this point that seems relatively easy to program is to add a fence for diversity. It would probably be enough for a button to do No more than 2 Pokemon of the same type. Honko, this is really awesome. The only thing I would add at this point that seems relatively easy to program is to add a fence for diversity. It would probably be enough for a button to do No more than 2 Pokemon of the same type. Thank you! I want to be careful how I add limits that I'm not sure are true for all the goalies. No more than 2 of the same type is probably reasonable for 6th gen teams, but what about older genes? For example, it is usually for DPP OU teams to have 3 steels? (for example, Jirachi+Forretress+Heatran, or Scizor+Skarmory+Heatran) I'm asking honestly, I don't know DPP OU well enough to be sure. And for an extreme example, I'm pretty sure that's not true for RBY Ubers, where a good team probably has at least 3 or 4 4 maybe even 5. So that's why I haven't added something like what you suggested yet. Thank you! I want to be careful how I add limits that I'm not sure are true for all the goalies. No more than 2 of the same type is probably reasonable for 6th gen teams, but what about older genes? For example, it is usually bad for DPP OU teams to have 3 steels? (for example, Jirachi+Forretress+Heatran, or Scizor+Skarmory+Heatran) I'm asking honestly, I don't know DPP OU well enough to be sure. And for an extreme example, I'm pretty sure that's not true for RBY Ubers, where a good team probably has at least 3 or 4 Psychics, maybe even 5. So that's why I haven't added something like what you suggested yet. There are definitely teams that break these rules in almost every gene, but it's just an option that people can use if they value type diversity. I don't think it hurts to offer it as an option. Like, even though DragMag is a totally valid team style in some metagames, so you can spend even with 4 dragons... is basically you will never want 3 types of Fire. Anyway, if you're worried about the rule no more than 2, you might just offer a box for no more than 2, as well as a box for no more than 3 as a more conservative option. Page 2 Hi, I just discovered this tool and it's really awesome. Would there be a way to do so you don't have more than two weak Pokemons of the same type? I hope I have written it correctly This tool is sick, but was it abandoned? It's not abandoned, I'm busy. I'll keep making improvements when I have time. Please make it downloadable to work offline, that will be perfect. I've updated this to generate equipment for all official HM metagames. Most pokemon still doesn't have an on-site analysis, so I've used the moveset statistics of the last month to generate movesets. Expect these usage-based movesets to be bad, sometimes hilariously so. I'm not going to make a meaningful effort to make them better right now, as they will eventually be replaced by much better sets once again the analyses go up. When you get a terrible set, laugh and re-roll, or just fix yourself when you care. Enjoy! I really like this team generator; is there any chance of adding VGC '17 to the format list? I should add a check for item clause, but I think it might be fun to use. VGC17 Viability Rankings VGC17 Format Page (Banlist + Completed Analysis) I would also second the suggestion of a checkbox that eliminates the possibility of more than two Pokemon having a duplicate typing on the computer. Being able to massively improve the consistency of the generated equipment, at the cost of eliminating some marginal cases where type stacking is fine, seems a worthwhile compromise Penalty. Last edit: Feb 21, 2017 This looks great! It would be great to add an option for the playing teams. Honko wondering if he planned to do so? Yes, but realistically it probably won't be anytime soon. I will try to update correctly for this gene Nintendo launches the following ... Is there any way to access the randomization function from an external app? how to get api request for randomized computer? Team?

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