GENERAL

list of pokemon by national pokedex

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Introduction

In the world of Pokémon, the National Pokédex is more than just a database—it's the definitive guide that links trainers, researchers, and fans together. Whether you're a veteran battling in the Pokémon League, a newcomer exploring the first generation, or a collector assembling a complete set of cards, a clear understanding of the **list of Pokémon by national Pokédex**is essential. This article offers a thorough exploration of the Pokédex, breaking down its structure, how to navigate its entries, and the best ways to use the information to enhance your Pokémon experience.

What is the National Pokédex?

The National Pokédex is a comprehensive index that catalogs every Pokémon species discovered across all regions. Unlike regional Pokédexes, which focus on local species, the national version includes every creature from Bulbasaur (001) to the most recent additions from Generation /IX.

History

Introduced in the original *Pokémon Red and Blue*games, the National Pokédex was a dream of the developers: to create a universal reference that could grow with the franchise. Over the years, as new regions and species were added, the Pokédex evolved from a simple list of numbers to a rich source of lore, evolutionary lines, and battle statistics.

Purpose

- Provide a consistent numbering system for all Pokémon.
- Serve as a reference for game mechanics, such as move compatibility and breeding.
- Help trainers track their progress and plan strategies.
- Offer fans a way to catalog their collections and compare notes.

Format

Each entry typically includes:

- National Pokédex Number (e.g., 001, 025, 150)
- Name (English, Japanese, and sometimes other languages)
- Type(s) (e.g., Grass/Poison)
- Height and Weight
- Base Stats (HP, Attack, Defense, etc.)
- Evolutionary Line (pre evolution, evolution, and post evolution)
- Legendary/Mythical Status (if applicable)

How to Read a List of Pokémon by National Pokédex Number

When you look at a list of Pokémon sorted by national number, you're essentially seeing a chronological map of the franchise's growth. Here's how to interpret the data:

Sorting and Grouping

Entries are usually grouped by generation, with each group starting at the first Pokémon introduced in that generation. For instance:

1. Bulbasaur (001) – 151
2. Chikorita (152) – 251
3. Treecko (252) – 386

Understanding Evolutionary Relationships

Evolutionary lines are often indicated by arrows or symbols. For example, “Bulbasaur !’ Ivysaur !’ Venusaur” shows the progression. In a list, you’ll see all three entries separately, but the relationships are clear through numbering and naming patterns.

Noting Special Categories

Legendary and Mythical Pokémon often carry special markers such as asterisks or bold formatting. Their numbers are usually not consecutive, reflecting their unique status.

Generational Breakdown

Below is a concise overview of each generation, highlighting the number of Pokémon, key features, and notable entries. This section helps you understand the context behind each group in the national list.

Generation /I – Kanto (1996)

– 151 Pokémon (001–151)
– Introduced the core mechanics: types, moves, and the battle system.
– Legendary trio: Articuno, Zapdos, Moltres.
– The original 151 still form the backbone of many competitive strategies.

Generation /II – Johto (2000)

– 100 new Pokémon (152–251)
– Added dual types and the concept of Mega Evolutions (later).
– Featured the first region outside Kanto, expanding lore and gameplay depth.

Generation /III – Hoenn (2002)

– 135 Pokémon (252–386)
– Introduced weather conditions and new evolutionary mechanics like the "Eevee" line.
– The region’s unique aquatic and volcanic environments influenced design.

Generation /IV – Sinnoh (2006)

– 107 Pokémon (387–493)
– Introduced the Pokémon Bank and the concept of "regional forms" (e.g., Alolan).
– The first true "legendary trio" (Ursaring, etc.) and the introduction of "Mega Evolutions" in later games.

Generation /V – Unova (2010)

– 156 Pokémon (494–649)
– Added the "New Generation" of moves and the concept of "Shiny" variations.
– Featured the "Unova Pokédex" with a unique, futuristic design.

Generation /VI – Kalos (2013)

– 72 Pokémon (650–721)

– Introduced "Mega Evolutions" in the main series.
– The region’s French-inspired aesthetics influenced Pokémon design.

Generation /VII – Alola (2016)

– 88 Pokémon (722–809)
– Added "Alolan" forms, providing regional variants for existing Pokémon.
– The region’s tropical setting influenced new species and design choices.

Generation /VIII – Galar (2019)

– 89 Pokémon (810–898)
– Introduced "Gigantamax" forms and the "Galar Pokédex."
– The region’s industrial and rural themes shaped many new designs.

Generation /IX – Paldea (2023)

– 89 Pokémon (899–987)
– Continued the trend of regional forms and introduced the "Paldea Pokédex."
– The region’s Mediterranean-inspired landscape offers fresh design inspirations.

Complete List Overview

Below is a representative sample of the national Pokédex, showing how the list is structured. While the full list contains 987 entries, this snapshot demonstrates the format and diversity across generations.

Generation /I (001–151)

1. 001 – Bulbasaur (Grass/Poison)
2. 002 – Ivysaur (Grass/Poison)
3. 003 – Venusaur (Grass/Poison)
4. 004 – Charmander (Fire)
5. 005 – Charmeleon (Fire)
6. 006 – Charizard (Fire/Flying)
7. 007 – Squirtle (Water)
8. 008 – Wartortle (Water)
9. 009 – Blastoise (Water)
10. 025 – Pikachu (Electric)
11. 026 – Raichu (Electric)
12. 150 – Mewtwo (Psychic)
13. 151 – Mew (Psychic)

Generation /II (152–251)

1. 152 – Chikorita (Grass)
2. 153 – Bayleef (Grass)
3. 154 – Meganium (Grass)
4. 155 – Cyndaquil (Fire)
5. 156 – Quilava (Fire)
6. 157 – Typhlosion (Fire)
7. 158 – Totodile (Water)
8. 159 – Croconaw (Water)
9. 160 – Feraligatr (Water)

10. 251 – Celebi (Psychic/Grass)

Generation /III (252–386)

1. 252 – Treecko (Grass)
2. 253 – Grovyle (Grass)
3. 254 – Sceptile (Grass)
4. 255 – Torchic (Fire)
5. 256 – Combusken (Fire/Fighting)
6. 257 – Blaziken (Fire/Fighting)
7. 386 – Deoxys (Psychic)

Generation /IV (387–493)

1. 387 – Turtwig (Grass)
2. 388 – Grotle (Grass)
3. 389 – Torterra (Grass/Ground)
4. 390 – Chimchar (Fire)
5. 391 – Monferno (Fire/Fighting)
6. 392 – Infernape (Fire/Fighting)
7. 493 – Dialga (Steel/Dragon)

Generation /V (494–649)

1. 494 – Victini (Psychic/Fire)
2. 495 – Snivy (Grass)
3. 496 – Servine (Grass)
4. 497 – Serperior (Grass)
5. 498 – Tepig (Fire)
6. 499 – Pignite (Fire/Fighting)
7. 500 – Emboar (Fire/Fighting)
8. 649 – Zygarde (Dragon/Ground)

Generation /VI (650–721)

1. 650 – Chespin (Grass)
2. 651 – Quilladin (Grass)
3. 652 – Chesnaught (Grass/Fighting)
4. 653 – Fennekin (Fire)
5. 654 – Braixen (Fire)

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