# The Light-type

## Singularities of a sacred Pokémon

### Type and affinity

The Pokémon gains the Light-type when it becomes sacred. If it has a dual-type, the Light-type replaces the second type, unless its dual-type includes the Fairy-type, in which case it is replaced first.

The Light-type has its own strengths and weaknesses. The Pokémon's affinities are therefore altered.

### Reversibility

Just as a Light Pokémon can lose its blessing (ritual of Sacred Renunciation), a normal Pokémon can become Sacred through the Light Communion. It is possible to switch back and forth between the two states as long as the eligibility requirements are met.

A Pokémon that has received the Gift of Arceus will automatically lose its blessing if its friendship drops below 800. (Checked out of battle every 15 minutes in the player's team).

Luxeon can't lose this type because it is naturally sacred.

## Move access

*(Shadow moves follow exactly the same rules.)*

### Unlocking light moves

The access to the sacred movepool is unlocked when the Pokémon acquired the Light-type at least once with the adequate ritual.

Natural learning only occurs if the Pokémon is Light-type at the time it levels up.

A Light Pokémon will learn naturally between 4 and 9 moves of this type, and these moves will most of the time replace another one (most of the time those corresponding to the type replaced with Light).

Up to 3 moves can be unlocked, but they will require to use the Move Tutor (see down below.).

*Exceptions:*

Ho-Oh is a special case: it can learn naturally a small number of Light moves without acquiring the type, as its Mega Evolution grants it. This aspect keeps it from performing the ritual of light.

Luxeon has its sacred movepool constantly unlocked being of Light-type.

Arceus being the original being, it has access to a small number of Light moves, even though it can acquire this type through the usual ritual.

### Moves conservation

If the Pokémon were to lose the Light-type (renunciation), moves of this type are kept, but they will most certainly suffer from an “anti-STAB” unless the Pokémon has the Light-type as one of its secondary affinities. (Generally, it corresponds to those of Fairy type and all magical creatures having a vigilante background or linked with the sacred.)

### Move Reminder

Every Light move that has been learnt at least once can be relearned anytime thanks to the Move Reminder, even if the Pokémon has lost this type.

If a Pokémon has the Light-type:

• If it obtained it at a high level, it can learn the ones it would have learned at a lower level thanks to the move reminder.

• It can always learn by move reminder the innates moves that have not been learned due to its type alteration.

### Move Tutor

There is in Collia an NPC capable of teaching every Light moves in exchange of a Light Gem.

To be able to learn the chosen move, the Pokémon must:

• Have this move in its movepool (this include innates moves and those acquired).

• Having acquired at least once the Light-type (even if it lost it) or learn in an innate way the move despite the lack of this type.

• Having reached a minimum level (this level matches the one of natural moves, or else it correlates with the power of the move).

If this last criterion is not filled, the party menu will indicate “*Too early*” on the Pokémon. Else “*Not able*” will be notified.

## Moves List

### Sacred Bind

• Description: The Pokémon traps the opponent in binds of light for four to five turns.
• Type: Light
• Power: 35
• Accuracy: 85 %
• Category: Physical
• Range: Melee, 1 adjacent target
• Secondary effects: Traps the opponent for 4 to 5 turns (7 with the Grip Claw) and inflict continuous damages equal to approximatively 1/8$^{th}$ (1/6$^{th}$ with the Binding Band) of victim’s max HP (modulated partially with the Attack/Defense ratio and the type affinity).
• Comment: It is the equivalent of a physical Fire Spin of Light-type. It can be considered as a counterpart to Shadow Hold but inflicting residual damages on one target. It will be learned by Pokémon that can learn a physical binding move.

## Sacred Tackle

• Description: The Pokémon charges its foe while being enveloped with a holy aura.
• Type: Light
• Power: 40
• Accuracy: 100 %
• Category: Physical
• Range: Melee, 1 adjacent target
• Secondary effects: None
• Comment: A basic move most Pokémons can learn as soon as they have the Light-type. Counterpart of Shadow Blitz.

## Sacred Blitz

• Description: The user charges violently its foe while surrounded by a holy aura.
• Type: Light
• Power: 60
• Accuracy: 100%
• Category: Physical
• Range: Melee, 1 adjacent target
• Secondary effects: None
• Comment: A basic move most Pokémons can learn as soon as they have the Light-type, but at a slightly higher level than Sacred Tackle, Counterpart to Shadow Rush from Pokémon XD: Gale of Darkness.

## Sacred Claw

• Description: Slash the foe with blessed claws. Critical hits land more easily.
• Type: Light
• Power: 65
• Accuracy: 100%
• Category: Physical
• Range: Melee, 1 adjacent target
• Secondary effects: +20% chance to inflict a critical hit
• Comment: It is a Light-type equivalent to Slash. Its counterpart is Shadow Rend.
It is usually learned by Pokémons who master claws moves.

## Sacred Fang

• Description: The user bites the opponent with blessed fangs. May cause flinching.
• Type: Light
• Power: 70
• Accuracy: 95%
• Category: Physical
• Range: Melee, 1 adjacent target

• Secondary effects: 20% chance to flinch, 50% more powerful with the Strong Jaw ability
• Comment: It is an equivalent to Bite, except it is Light-type and slightly more powerful, but with a lower accuracy and a lower flinching rate. Its counterpart is Shadow Fang.
Usually learnt by Pokémons using biting moves.

## Sacred Break

• Description: A sacred strike that shatters the will of the foe, which may decrease its Attack.
• Type: Light
• Power: 80
• Accuracy: 100%
• Category: Physical
• Range: Melee, 1 adjacent target
• Secondary effects: 20% chance of reducing foe's Attack.
• Comment: It is an equivalent to Play Rough, except it is Light-type, less powerful and more accurate.
Learnt usually by Pokémons originally Psychic or Dark and then became Light-type. Counterpart of Shadow Break.

## Sacred Sword

• Description: The user attacks by slicing with a long and sacred horn. The target's stat changes don't affect this attack's damage.
• Type: Light
• Power: 90
• Accuracy: 100%
• Category: Physical
• Range: Melee, 1 adjacent target
• Secondary effects: Ignores stats changes (both positive and negative) of the target.
• Comment: As this is an official move that has its type changed, the (rare) Pokémons who learn it naturally keep it. Mastered mainly by physical attackers who have horns or very long claws.

## Ram of Light

• Description: The launcher surrounds itself with sacred energy and then charges the enemy with all its might. This also damages the user a little.
• Type: Light
• Power: 100
• Accuracy: 95%
• Category: Physical
• Range: Melee, 1 adjacent target
• Secondary effects: Recoil as Take Down (20% base)
• Comment: Learnt by most physical attackers who can master a recoil move. Can be seen as a counterpart of Colosseum's Shadow Rush or Shadow Break, with the addition of a slight recoil added. The move is more accurate than its Normal-type equivalent.

## Sacred Wave

• Description: The Pokémon emits a purifying aura that hurts opponents.
• Type: Light
• Power: 50
• Accuracy: 100%
• Category: Special
• Range: Ranged, adjacent foes
• Secondary effects: Aura move
• Comment: A Shadow Wave equivalent, learnt by most special attackers. Hits in special and targets enemies.

## Sacred Blast

• Description: The Pokémon plunges its enemies into light-filled winds. May flinch.
• Type: Light
• Power: 75
• Accuracy: 100%
• Category: Special
• Range: Ranged, adjacent foes
• Secondary effects: 20% chance to flinch the foe.
• Comment: Equivalent to Shadow Blast; more powerful version of Twister but Light-type. Learnt by aerial, aquatic and dragon Pokémons who acquired the Light-type.

## Celestial Fire

• Description: Sacred flames envelop the target. May burn.
• Type: Light
• Power: 75
• Accuracy: 100%
• Category: Special
• Range: Ranged, 1 adjacent target
• Secondary effects: 15% chance of burning, thaws launcher and target.
• Comment: Learnt by sacred Pokémons originally having the Fire type. Those who have a secondary mastery of this element can sometimes learn it. Its Shadow equivalent is Shadow Fire.

## Celestial Bolt

• Description: A discharge of purifying electricity hits the target. May paralyze.
• Type: Light
• Power: 75
• Accuracy: 100%
• Category: Special
• Range: Ranged, 1 adjacent target
• Secondary effects: 15% chance of paralysis

• Comment: Learnt by sacred Pokémons originally having the Electric type. Those who have a secondary mastery of this element can sometimes learn it. Its Shadow equivalent is Shadow Bolt.

## Celestial Chill

• Description: An icy breath of sacred energy envelops the target. May freeze.
• Type: Light
• Power: 75
• Accuracy: 100%
• Category: Special
• Range: Ranged, 1 adjacent target
• Secondary effects: 15% chance of freezing
• Comment: Learnt by sacred Pokémons originally having the Ice type. Those who have a secondary mastery of this element can sometimes learn it. Its Shadow equivalent is Shadow Chill.

## Light Sphere

• Description: Use its Aura to project a sphere of sacred energy onto the enemy. Never fail.
• Type: Light
• Power: 80
• Accuracy: infinite
• Category: Special
• Range: long range, 1 target
• Secondary effects: Aura move, projectile
• Comment: Equivalent of Aura Sphere but in Light-type. Learnt by Pokémons who can channel energy. Its Shadow equivalent is Shadow Sphere.

## Secret Sword

• Description: The user cuts with its long sacred horn. The odd power contained in the horn does physical damage to the target.
• Type: Light
• Power: 85
• Accuracy: 100%
• Category: Special
• Range: Melee, 1 adjacent target
• Secondary effects: Deals physical damage like Psyshock.
• Comment: As this is an official attack that has its type changed, the (rare) Pokémons who learn it naturally keep it. Few Light Pokémons can learn this (those who have a horn and strike in special damage).

## Origin Light

• Description: The purifying Energy of Nature radiates all opponents into an intense aura of light, burning their souls and bodies.
• Type: Light
• Power: 100
• Accuracy: 100%
• Category: Special
• Range: Ranged, all enemies
• Secondary effects: Aura move, 100% chance of burning the opponent
• Comment: It's the signature move of the Light-type Legendaries, and the counterpart of Dark Chaos. Arceus and Ho-Oh are the only ones who learn it naturally (just like Giratina and Darkrai are the only ones who learn Dark Chaos natively).

## Light of Ruin

• Description: Drawing power from the light of the Creation, the user fires a powerful beam of light. This also damages the user quite a lot.
• Type: Light
• Power: 140
• Accuracy: 90%
• Category: Special
• Range: Ranged, 1 adjacent target
• Secondary effects: Recoil as Head Smash (40% base)
• Comment: As this is an official attack that has its type changed, the (rare) Pokémons who learn it naturally keep it. This attack is usually learnt at a very high level by the Light-type and is the counterpart of Shadow End.

## Sacred Veil

• Description: A celestial veil that protects allies from all indirect damage during 4 turns.
• Type: Light
• Power: 0
• Accuracy: infinite
• Category: Buff (can be snatched)
• Range: Ranged, all allies
• Secondary effects: Protects the team from all indirect damage (like Magic Guard) for 4 turns. Cannot be relaunched as long as it is active. Can be dispelled with Shadow Shed and Defog.
• Comment: This attack will replace a screen or allied protection if the Pokémon is Light-type. Counterpart of Shadow Shed. Very powerful strategically because of what it implies (notably the temporary immunity to offensive Entry Hazards), hence the limited duration of 4 turns.

## Sacred Shield

• Description: A projection of sacred energy that significantly strengthens the defense of the user and its allies.
• Type: Light

• Power: 0
• Accuracy: infinite
• Category: Buff (can be snatched)
• Range: Ranged, all allies
• Secondary effects: Increases Defense of all allies by two levels.
• Comment: This move will replace a move that increases stats if the Pokémon is Light-type. Counterpart of Shadow Down which conversely lowers the Defense.

## Life Dew

• Description: The user scatters sacred water around and restores the HP of itself and its ally Pokémons in the battle.
• Type: Light
• Power: 0
• Accuracy: infinite
• Category: Buff (can be snatched)
• Range: Ranged, all allies
• Secondary effects: Restores 25% of the life of the launcher and its allies.
• Comment: As it is an official move that has its type changed (because very few Water Pokémons have it in their movepool, most of them are Fairy or Psychic), those who learn it naturally will keep it. Others will be able to unlock it by becoming a Light-type provided they naturally learn a healing move in their basic form.

## Celestial Torment

• Description: Inflicts a sacred curse on all those who do not have an affinity with the Light. Less powerful if the launcher is not of this type.
• Type: Light
• Power: 0
• Accuracy: 90%
• Category: Debuff (can be bounced)
• Range: Ranged, all adjacent Pokémons
• Secondary effects: Inflicts a volatile debuff (but without time limit) that causes the victim to lose 1/10th of the max HP (modulated by the square root of the affinity). Half as powerful if the user is not of Light-type. Disappears if the target withdraws. Can be dispelled with Defog and Rapid Spin.
• Comment: Has similarities with Leech Seed, except that it does not drain life and that it is slightly less powerful; however, there is no loss of power if the launcher withdraws. It also affects the ally, which can be as much a handicap as it can be an asset (ally immunized by a corresponding type, Protect or Magic Guard). Can be considered the equivalent of Shadow Half, except that it is damage over time (and the user is not affected). May become dangerous if used in combo with Sacred Bind.

## Sigil of Light

• Description: Blesses the ground during 5 turns, which strengthens Light moves, heals the pure Pokémons and hurts impure ones.

• Type: Light
• Power: 0
• Accuracy: infinite
• Category: Terrain
• Range: Entire field
• Secondary effects: For 5 turns, increase the holiness level of the place by a level*, strengthen Light moves by 30%, and heal Light and Fairy Types by 5% per turn. Inflict damage to Ghosts, Dark and Shadow-types according to the weather damage scale, unless they are Light or Fairy. This is a Field Aura. It does not change the Terrain or the Weather (so it can coexist with Shadow Sky). Can be dispelled by Defog.
• Comment: Learned by most Pokémon who master the fields. This attack is very energy consuming and is rather learnt at a late level.

*Raising the level of holiness is part of the Field Effects of Sacred Phoenix. This translates into 25% less chance of poisoning or driving a Pokémon mad. It can also change the type of Nature Power and the effect of Secret Power.

### Celestial Dawn

• Description: The user summons the sacred light of the Creation to irradiate the target with the full force of its Z-Power, causing massive Light damage.
• Type: Light
• Power: 92 to 190
• Accuracy: infinite
• Category: Fusion
• Range: Long range, 1 target
• Secondary effects: Partially override protections and the evasion from an out-of-range Pokémon (1/4 damage dealt)
• Comment: Move usable with a Lightium Z combined with a Light-type offensive move, or naturally by any Light-type Pokémon holding a Sacred Mega Stone. Like any offensive Z-move, its power depends on the level of the user and reaches its maximum at 50. Infinite Shadow counterpart.

## Pseudo Light Moves

### Sacred Fire

• Description: The target is razed with a mystical fire of great intensity. This may also leave the target with a burn.
• Type: Fire
• Power: 100
• Accuracy: 95%
• Category: Physical
• Range: Ranged, 1 target
• Secondary effects: 50% chance to burn, super effective against the Shadow-type.
• Comment: This move remains as Fire type one, as changing its type would cost the STAB of Ho-Oh's signature move. Note that Ho-Oh can learn Origin Light at a very high level and

therefore actually hit with this type. (It is one of the very few Pokémons who cannot do the ritual to acquire this type because of his Mega-Evolution, so to compensate, it has natural access to some of these moves.) Its ability to affect the Shadow-type (on the same kind of ability as Freeze-Dry or Scald) makes it one of the rare moves to effectively hit the dual type Fairy/Shadow.