FLYING IN COMBAT

The ability to stay in the air has a significant impact on the course of a Pokémon battle. This document serves to clarify the mechanics that will be present in Sacred Phoenix.

Grounded / Airborne state

Grounded

The first thing we check is whether a Pokémon is forbidden to fly. This handicap can have three intensities.

 # A Pokémon is completely grounded when:
• There is Gravity, unless it is a Time-Space Master.

=> The Pokémon becomes affected to Ground-type attacks.
=> All levitation effects are cancelled and become inoperative.
=> Aerial attacks in two turns are immediately interrupted and become unusable. If the Pokémon is interrupted, it takes crash damage.
=> Jumping attacks become unusable.
=> Its evasion is multiplied by 0.6.
=> [Planned] Physical attacks are more tiring to use.

 # A Pokémon is grounded when:
• It has the debuff “Broken wings” inflicted by Smack Down or Thousand Arrows,
• Or is rooted by the Ingrain move.

=> The Pokémon becomes affected to Ground-type attacks.
=> All levitation effects are cancelled and become inoperative.
=> Aerial attacks in two turns are immediately interrupted and become unusable. If the Pokémon is interrupted, it takes crash damage.

 # A Pokémon is partially grounded when:
• It holds the Iron Ball, unless it is soaring due to an aerial attack in two turns,
• Or uses Dig or Roost. In this case, the effect is temporary.

=> The Pokémon becomes affected to Ground-type attacks.
=> Levitation effects are still present, but are temporarily disabled.

Airborne

If a Pokémon is not grounded, it has the ability to be in the air, which is characterized by immunity to Ground-type attacks (except Thousand Arrows).
The “airborne” status can be achieved in three ways: by natural flight, by a levitation effect or by the semi-invulnerability granted by soaring.

A Pokémon is soaring when …
• It is in the intermediate turn of Fly, Bounce or Sky Drop,
• Or is the target of a Sky Drop during its intermediate turn.

=> This makes it possible to be out of the reach of the vast majority of attacks; except Swift, Smack Down, Razor Wind, Whirlwind, Thunder, Thousand Arrows, Twister, Sky Uppercut, Gust and Hurricane.
=> If the Pokémon has Ground-type, its Electric-type immunity is momentarily replaced by a simple resistance.
=> This makes it vulnerable to Gust and Twister (damage ×2) as well as Razor Wind and Hurricane (damage ×1.5).
=> This makes it very vulnerable to Broken wings and Gravity: in addition to being grounded, the Pokémon will suffer crash damage!

A Pokémon flies naturally …
• If it has the Flying-type,
• Or if its base form (not Mega, Light or Shadow) has the Flying-type, even if it has been altered,
• **And** is neither seriously injured (HP ≤ 20%), nor asleep, nor frozen.
=> This brings immunity to the Ground-type
=> This makes it sensitive to the Broken wings' status.

 # A Pokémon levitates if:
• It has the ability Levitate, Oceanic flight or Sacred wings,
• Or holds a Levitating Orb or Air Balloon. The effect lasts until the holder has taken a direct attack,
• Or is temporarily under the effect of Magnet Rise or Telekinesis.

=> This brings immunity to the Ground-type
=> This makes it sensitive to the Broken wings' status.

On the ground

If a Pokémon is neither grounded nor in the air, then it is simply on the ground. This is the vast majority of cases.
=> This makes it immune to the Broken wings debuff.
=> The Pokémon is affected by Ground-type moves and Entry Hazards under normal conditions.

Broken wings and Gravity debuff

Broken wings

This state is inflicted by Smack Down or Thousand Arrows on a target that was in the air and not protected by a substitute.
Aerial attacks are immediately interrupted. In addition, it pins the Pokémon to the ground, preventing it from flying and using these attacks.

The debuff lasts as long as the Pokémon has not switched or healed itself with a Roost used to its full potential.

Gravity

This field aura affects all Pokémons except Space-Time Masters*. In addition to (temporarily) applying the Broken wings' maluses, Gravity prevents the use of jump attacks.
* Celebi, Uxie, Mesprit, Azelf, Dialga, Palkia, Giratina, Cresselia, Darkrai, Arceus and Hoopa

Crash damage on a soaring target

If Smack Down or Thousand Arrows hits a soaring target and it survives, it crashes and takes physical damage of 60 power based on the knocker's Attack.
If the crash is caused by the activation of Gravity, this damage will be based on the Special Attack of the Gravity's user.
This damage is of Ground-type if the target crashes on solid ground, of Ice-type if the battlefield is frozen and of Water-type if the battlefield is aquatic. They are considered indirect and therefore do not activate items or abilities that react to direct damage. STAB and critical hits do not apply.

Special case of the Sky Drop move

• If the launcher of Sky Drop is pinned to the ground (and has survived any damage from Smack Down or Thousand Arrows), it takes its crash damage. Its target then suffers the Sky Drop according to the usual conditions of the attack (Flying-type damage, 60 power, STAB and critical hits possible; immunity if able to stay airborne), whether the launcher survived or not.
• If the user of Sky Drop is unable to attack in the second turn (sleep, paralysis…), the attack is still executed under the usual conditions, unlike the other two-round attacks which are interrupted.
• If the target of Sky Drop is pinned to the ground (and has survived any damage from Smack Down or Thousand Arrows), it suffers the Sky Drop attack under the usual conditions in place of the crash damage. In all cases, the launcher's action is interrupted without malus and its turn is considered completed.
• If both are pinned to the ground at the same time (case of a Gravity with both protagonists not immune), the launcher suffers the crash damage of the Gravity and the target that of the Sky Drop.

Levitation methods

Levitate, Oceanic flight and Sacred wings abilities

These three abilities provide simple immunity to Ground-type attacks and harmful effects landed on the ground. They remain active, even if the Pokémon is badly injured, asleep, or frozen.

Oceanic Flight and Sacred Wings are the legendary abilities of Mega-Lugia and Mega Ho-Oh, respectively. These signature abilities cannot be neutralized, but any grounding or bypass effects will ignore the granted Ground-type immunity.

Air Balloon and Levitating Orb

These two items give the wearer the ability to levitate as long as it has not suffered a direct attack while in the air.

The difference between the two items is that:
– The Air Balloon bursts (and is thus "consumed"), which can allow a combo with Unburden, Acrobatics or the revelation of a sacred Mega-Stone, but at the cost of the item's destruction. However, it can be restored with the Recycle move (which will reactivate the levitation).
– The Levitating Orb just loses its power (it turns into an "Inert Levitating Orb") and will have no further use in this fight, except for a Fling. In any case, the orb will return to its original state at the end of the fight, allowing it to be used again.

If the Levitating Orb is used with Fling, it will inflict a very honorable amount of damage (90 power vs. 10 for the Air Balloon) and will inflict the "Telekinesis" debuff on the target for 3 turns.

Magnet Rise and Telekinesis

Gives a standard immunity to the Ground-type in the same way as the Levitate ability.

Magnet Rise is considered as a buff and lasts 5 turns.
Telekinesis is considered a debuff and lasts 3 turns. While this provides a state of levitation (which is considered positive), it leaves the target vulnerable to critical hits (rate increased by 25%, unless blocked); and if it is not able to fly or levitate on its own, all of its dodge increases are negated.

Both effects are transmitted by Baton Pass (allowing the new Pokémon to avoid Entry Hazards on the ground).
These attacks are unusable (and will have their effects interrupted) if the launcher or target is grounded or completely grounded. In the case of partial grounding, the attack will launch successfully, but the levitation effect will not be effective.

Sensibilities

Roost

The move is rebalanced to stand out a bit more from classic healing attacks.
– If the Pokémon has a natural ability to fly (even if it is blocked) while having the "Broken wings" status, Roost will heal this debuff in addition to restoring 50% of the health.
– If the Pokémon is able to levitate, the attack will heal 50% of HP (vanilla).

– If the Pokémon is neither airborne nor has a natural ability to fly, the attack will only heal 25% of the health. It corresponds to an absence of STAB.

In all cases, any Flying-type is replaced by a neutral type (or by the Normal type if the Pokémon only had the Flying-type) and is “partially grounded” (which also disables the ability to levitate) until the end of the turn.

Affinity alteration

– A Ground-type Pokémon that is soaring has its Electric immunity momentarily become a simple resistance.
– A grounded Pokémon with the Flying-type has its Ground immunity temporarily turned into simple resistance.
– A grounded Pokémon that had a Ground immunity but does not have (or no longer has) the Flying-type has this immunity completely ignored, so it is considered a normal sensitivity.

Field effects of Keltios: impact of airborne status

Compared to the official games, many more terrain effects will also apply to airborne Pokémons (although there are still exceptions). I consider that if there is a positive effect present on the ground, the creature will not hesitate to land quickly to enjoy its benefits.
An example is the water field: two Pelippers who face each other with Water Pulse will not hesitate to get close to the water to reinforce the power of their blows.
The exceptions are more on the defensive side: if being in contact with the ground brings a handicap, a Pokémon able to fly will avoid this situation (examples: loss of speed when in contact with a swamp or fire damage on a burning battlefield).

As far as field auras and weather are concerned, the question does not arise: they are never influenced by the fighter’s ability to fly (when the storm rumbles, the air is as electrified on the ground as twenty meters above).

In summary ...

Ability to fly

=> A Pokémon is airborne if:
– No effect keeps it grounded
– And if it levitates by some move, ability, or item; or if it has a natural ability to fly without being seriously injured.

=> A airborne Pokémon:
– Is immune to Ground-type attacks and negative effects present on the ground.
– Can suffer the debuff “Broken wings”.

=> Differences between the innate ability to fly and levitation

– The innate ability to fly is momentarily lost if the Pokémon is severely injured, asleep, or frozen; levitation is not. It also ensures the full effectiveness of the Roost attack.

– However, in case of grounding, those who keep themselves in the air only by levitation lose completely their Ground immunity, while those who have the Flying-type keep a resistance (except in case of Roost which erases the Flying-type).

– A Pokémon that has both the innate ability to fly and levitate (e.g., Rotom Fan) combine their advantages.

Ranks of blocking if grounded

Effect or debuff → ↓ Moves or abilities	Gravity †	Broken wings or Ingrain	Iron Ball, Roost and Dig	Badly injured, frozen or asleep ‡
Ground immunity *	Yes	Yes	Yes	Yes, unless it can levitate
Levitate moves, abilities or items **	Yes + cancelled	Yes + cancelled	No, but negated	No
Fly and Bounce ***	Yes + interrupted	Yes + interrupted	No	No
Sky Drop ****	Yes + forced execution	Yes + forced execution	No	No
Jumping moves *****	Yes	No	No	No

† Time-Space Masters are immune to the effects of Gravity.

‡ A flying Pokémon or that is naturally able to fly loses the capacity to keep itself constantly in the air by the strength of its wings if its HP is in the red. The capacity to levitate is not affected.

* The Ground-type immunity becomes a resistance if the Pokémon has flying type. Otherwise, it's a normal vulnerability. The second type is still taken into account. Note that the Ring Target item will always turn all immunities into normal vulnerability.

** Include Magnet Rise, Telekinesis, the Air Balloon, the Levitate Orb and levitation's abilities

*** The attack is immediately interrupted and the user suffers Ground, Water or Ice crash damage (depending on the terrain) in addition to losing its turn. This damage is 60 of power, has no STAB or critical hit, and is based on the defense of the crashed Pokémon as well as the attack (or Special Attack if it's Gravity) of the Pokémon that grounded it.

**** If one of the two protagonists of the Sky Drop is prematurely knocked down, the attack is immediately executed according to the usual conditions on the target and the launcher will have the action of his turn considered completed. If it is the launcher who has been knocked down, it will suffer Ground, Water or Ice crash damage (depending on the terrain). In all cases, the target does not take additional crash damage (those of Sky Drop replace this crash damage).

***** Include Flying Press, Jump Kick, High Jump Kick, Splash and Sky Uppercut