

Friendship and Loyalty in Sacred Phoenix



When friendship allows for spontaneous Mega-Evolution ...

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PART 1 – MY VISION OF FRIENDSHIP



Friendship and affection in official games

Unovian sources: <https://bulbapedia.bulbagarden.net/wiki/Friendship>
<https://bulbapedia.bulbagarden.net/wiki/Affection>

Kalosian source: <https://www.pokepedia.fr/Bonheur>

The friendship between Gen 2 and Gen 7 – a basic mechanism

Appearing in Gen 2 after a first draft on *Pokémon Yellow*, friendship is a nice mechanic that brings a little touch of realism, but will remain very far from what the anime shows.

Indeed, from Gen 2 to Gen 7 ⁽¹⁾, friendship (also called “happiness” or “loyalty”) only influences four things:

- the power of the Return and Frustration moves (unfortunately dexited since *Sword and Shield*, Normal-type Pokémons didn’t need this nerf ...)
- the evolution by happiness of certain magical creatures (Golbat, Togepi, Eevee ...)
- the services of certain Move Tutors who require maximum friendship.
- since Gen 4, an NPC that gives a Ribbon to your Pokémon if the friendship is maxed out.

Friendship increases naturally over time, and quickly reaches its maximum after about 2-3 badges obtained in the presence of this Pokémon, the two main sources of increase for a beginner player being:

- **Walk!** The entire party receives +1 friendship every 256 steps. And it’s automatic regardless of the team’s state of health! (Hence the impossibility of maintaining a friendship at 0/255).
- **Leveling up:** The bonus varies from +2 to +5 depending on the happiness level. (The lower it is, the faster it rises.)

Other sources are to give items that Pokémons like (overpriced medicines, anti-EV berries ...) and massages limited to one per day, but this remains anecdotal since they are rare, can be used too infrequently, or known only to the initiated.

As for friendship penalties, the only ones that exist in official games are:

- **Suffer a KO** (-1 point on a gauge of 255 ... generally compensated by the +1 of 256 steps, the time to go back and forth to the Pokémon Center.) The penalty rises to -5 or -10 if the creature that dealt us the final blow has 30 levels or more than ours; but you really have to do it on purpose to achieve such a discrepancy.
- **Give a bitter herb** (between -5 and -15 points depending on the power of the heal, plus an additional -5 penalty if the friendship is equal to 200 or more).
- **Trade the Pokémon** (only if sent to a non-original Trainer from Gen 6): this resets the friendship to its base (70/255 most of the time, 50/255 since *Sword and Shield*).

In short, with such a mechanic, even a novice player will finish the game with maximum happiness on his entire party. You don’t even have to pay attention to it.

And contrary to popular belief, **the happiness gauge has never influenced a Pokémon’s obedience!** Disobedience only applies to traded Pokémons ⁽²⁾ and if the number of badges is

insufficient. Given what the anime shows, it's clearly counterintuitive. (We'll go back to Ash's Charizard which, due to its non-obedience, earned to Ash a disqualification from the Indigo League, even though he had 8 badges.)

In the same vein, friendship is absolutely not a prerequisite for Mega Evolution, contrary to what all NPCs repeat all day long. On the 3DS and Nintendo Switch cartridges, you just have to have the Mega Bracelet, hold the corresponding Mega Stone to your Pokémon ... and that's it!

Forget about Red's Charizard X, who is gathering its last strength to Mega Evolve, regain all its energy and defeat Mewtwo! You will be able to admire this only in the anime. (But something similar is planned in **Sacred Phoenix**!)



Despite having 8 badges, Ash's Charizard took a nap in the middle of a Kanto League match, which earned him a disqualification. Unimaginable in a video game!

⁽¹⁾ Since the transition to Nintendo Switch, Friendship has been merged with Affection, and has therefore inherited all its battle bonuses. This subject is covered in the section just below.

⁽²⁾ Not since *Pokémon Legends Arceus and Scarlet/Violet*, but the level taken into account is the catch level if the Pokémon is with its original trainer, or of obtaining in other cases (such as those traded). So, it's a little more balanced and it no longer penalizes a player who receives a low-level traded Pokémon to train it itself.

... but this doesn't prevent excessive overleveling, including temporary transfer to another game to take it dozens of levels ahead before returning to its original Trainer.

In addition, a disobedient Pokémon that becomes obedient after obtaining the missing badges will remain obedient permanently (unless it is not with its original Trainer and is sent to make a "boomerang" trade by retrieving it at a level higher than the maximum allowed by the badges).

Affection in Gen 6: a nice improvement, but clumsy



This way my 5 little hearts! After that, I'll never have to play with you again!

Pokémon X and Y introduced Affection, a stat similar to (but unfortunately independent of) Friendship, which enables pampered Pokémon to perform feats similar to those seen in the anime.

The affection increases thanks to mini-games called “Pokémon-Amie” in Gen 6 or “Pokémon Refresh” in Gen 7. Two gauges of fullness and enjoyment are supposed to limit the increase in affection over a given period of time; but by cleverly alternating mini-games and sequences of petting with its treat tastings, it is possible in one go to have the affection to the maximum after about 5 cycles of 5 minutes.

While being an independent side quest (the game can be completed without ever touching the Pokémon-Amie), the mini-games themselves are nice: you can pet your Pokémon, see it up close, play with it, see its reactions to your faces thanks to the Nintendo 3DS webcam ...

Playing enough with your Pokémon will be rewarded with bonuses in battle that will remind you of the feats performed by Ash's Pikachu: free evasion, critical hits placed at the right time, survival at 1 HP, change of sentence at the beginning of battle that reflect the esteem that your magical creature has for you ...

On paper, everything is rosy. But in reality, it's badly balanced.

- First of all, because unlike friendship (which can only be lowered with great difficulty ...), acquired Affection is definitive. Absolutely nothing can reduce it (except by trading if it was earned by a non-original trainer, but the one acquired by its original trainer is earned forever). Once the quota of 5 hearts is reached, the Pokémon will never need Pokémon-Amie again.

- Secondly, because the bonuses in combat give a total freedom to the Hax, and this is by far what most infuriated the strategists. (When you have in mind that Pokémon games are criticized for its too much randomness in the battles ...) Survival at 1 HP three turns in a row (thus generating attacks that do zero damage ...), statuses that are healed the same turn they are inflicted ... (Remember in Gen 3 when frozen Pokémons had a 50% chance of thawing

immediately as if they'd never been frozen?) It's enough to infuriate the spectator (or the NPC if we take his point of view).

Illustration thanks to this video starting at 7 minutes 54 minutes:

<https://youtu.be/-APem8K5ICc?t=474> - Gardevoir (1 HP) VS Mega Salamence (full life)



*And that's 3 rounds in a row!
(Salamence used 100%
accuracy attacks.)*



*... that's why the Hax is really
problematic in official games.*

*Sacred Phoenix will provide an anti-
Hax mechanism to prevent this kind of
abuse and offer a strategic aspect to
friendship.*



- Finally, because these bonuses are totally absent from official battles (understandable, given the excessive proportion of Hax) ... and in the event of a Mega Evolution! (A Mega-Evolved Pokémon literally forgets how much friendship it has for its Trainer ... but a Poké-theory exploited in Keltios will justify that.)

- The icing on the cake (to make official games even easier): opponents never benefit from such bonuses. Only the player, chosen by Arceus, knows how to make his Pokémon affectionate.

Conclusion

Through its desire to make its games accessible to all audiences (with an average age of 10 as its target clientele), Game Freak has stuck to mechanisms that are devoid of any risk and bring nothing but bonuses to the player. Admittedly, the player will enjoy having his friendship and affection quickly maximized (and the guarantee of always being obeyed, even from a level 50 Pokémon with only one badge – experienced on *Pokémon X*); But there is not the slightest grain of difficulty that makes him say: “*I’ve worked hard to get here, I’m proud to finally be rewarded!*”, and we are very far from the reality that is transcribed (with all its herd of emotions) in the anime.



Friendship and affection in Sacred Phoenix

In the spirit of the anime (and Ash's Charizard with its legendary disobedience), the mechanics provided in **Sacred Phoenix** will give primary importance to friendship. Its management will be realistic with the consequences (good or bad) that will come from the opinion that the Pokémon will have on you. Treating your magical creatures with care will be rewarded. But neglect them, and you risk losing their trust.

Five stats will determine how the Pokémon feel about you in Keltios:

- **Friendship** (or happiness). It reflects the opinion that the Pokémon has towards its trainer and is merged with **Affection** in **Sacred Phoenix** (as it has been since the official license moved to Nintendo Switch). It's the alignment of the Pokémon (Evil / Neutral / Good) in a way.

- **Dread**, which reflects the balance of power between you and your Pokémon in the mind of your magical creature. It can be compared to the ethics in role-playing games (Chaotic / Neutral / Loyal).

- **Loyalty**, which is your Pokémon's ability to obey you. It is the sum of friendship and dread. This value completely replaces the obedience mechanics of the official games, which are based solely on levels and badges owned.

- **Fullness**, which determines whether your Pokémon is hungry and can therefore consume food. (Most foods make Pokémons happy, but they take time to digest).

- **Enjoyment**, that determines if your Pokémon needs affection. (Giving them caresses and massages increases friendship, but the enjoyment will act as a cooldown for these actions.)



A Pokémon that loves you will have hearts of gold displayed on its summary, but lightning bolts if it has a negative opinion of you.

The Friendship stat

One of the first things planned for Keltios was to quadruple the happiness scale from 255 to 1023. This will enable me to manage the friendship score more finely and in a more balanced way. Because of the major importance it will have, friendship will be displayed with its gauge and numerical value on the summary.



The happiness gauge provided in Sacred Phoenix. That's his morality, so to speak.

On the actions influencing it, major changes will be made so that it is more logical, immersive and realistic. In this philosophy, many of the actions that players mistakenly thought would influence friendship (source: [Bulbapedia](#)) will be done in Keltios.

- **Pokémon obedience:** Influencing a good half of the loyalty score (the dread gauge being a little smaller), friendship will have a very significant impact on your Pokémon's obedience. This is the first thing that strikes the eye in the anime (and is totally absent from the official games).

- **Fainting far more penalizing for friendship:** A Pokémon that has lost consciousness in battle is a Pokémon that has been severely injured and has suffered. You will therefore have to take care to limit the knockouts suffered by your magical creature or you risk disgusting it from combat.

- **A Nature that has its influence:** Friendship variations will be weighed by certain factors, including the Pokémon's Nature or its level of dread. (A fearful or terrifying Pokémon is less receptive to its trainer's care.)

- **Friendship and affection merge:** Since friendship and affection are merged, playing with your Pokémon via Pokémon-Amie will strengthen its bond.

- **Friendship penalty during evolutions:** Tribute to Ash's Charizard! A Pokémon that evolves will see its friendship and dread diminish (and therefore its loyalty)! The penalties depend on the species and vary from -20 to -150 in both gauges. Indeed, evolution is an unpleasant transitional phrase for a Pokémon, but it's the price to pay for it to become stronger. It can be compared to the adolescent crisis in humans.

Charmeleon began to disobey after its evolution.



- **Gratifying important victories:** Winning an important battle (Augur, Rivals, etc.) will significantly increase your Pokémon's happiness. Attend some festive events or do massages with scents too.

- **Pokémon in its ball = no variation:** A Pokémon that has returned to its Pokéball (or in storage) is in a state of stasis and therefore sees any change in friendship (or dread) frozen while the player walks.

- **Pokémon outside (follow me) = variation according to its state of health:** Only a Pokémon outside its Pokéball (*Follow me* active) will therefore gain (or lose) happiness by walking alongside its trainer. Friendship will increase if it's healthy, but decrease if you force it to walk by your side when it's unwell. So don't force it to follow you when it's seriously injured or paralyzed, or it'll resent you! A key will allow you to activate or deactivate the Follow me on the fly like in *Pokémon Phoenix Rising*. (Note: A fainted, dead, frozen, or sleeping Pokémon is necessarily in its ball.)

- **A painful (standard) Mega Evolution:** Do you know the true origin of Mega Stones in Pokémon? AZ's Ultimate Weapon! These are fragments of souls torn from Pokémons sacrificed by Giratina on the altar of Cromlac'h. Mega Evolve with such a gem binds your Pokémon to the tormented soul imprisoned in the stone, reducing its "battle friendship" by 250 points and blocking its high happiness bonuses during battles, but intensifying those of hate. This explains why there are no friendship prerequisites to trigger it in official games. In Keltios, this is called the Mega Wave (in reference to the movie *Volcanion and the Mechanical Marvel*).

- **A Sacred Mega-Evolution dependent on friendship:** That's why Rayquaza stepped in by donating the Sacred Mega Evolution: instead of feeling pain, the Pokémon returns to a state of divine grace (= no loss of friendship) and the high happiness bonuses remain active, but it's only possible if the Pokémon truly loves its Trainer. This is the Mega Evolution seen in the anime. Note that if any of your actions cause your Pokémon's friendship to drop below the 1000

threshold, the Sacred Mega Evolution will be broken and the Pokémon will immediately return to its original form.

- **Spill blood and your Pokémon will become as bad as you:** Attacking a Pokémon with too much power can take its life (just as yours can also succumb). If death is not justified, friendship and dread will drop noticeably as the Pokémon becomes aware of its destructive potential. A pure-hearted trainer must know how to gauge the power of his blows, word of an augur! Note that a Pokémon that trusts its trainer will understand this philosophy on its own and will try to never take the lives of its opponents.

- **Light and Shadow:** Having maximum friendship allows you to grant the Light-type to this Pokémon, or even to consecrate a sacred Mega Stone to it if it belongs to a mega-evolvable species. Such an act is performed in a holy place in front of the altar of a Legendary. On the opposite, if the Pokémon's friendship reaches absolute zero, it can be turned into a Shadow Pokémon in front of a Darkrai or Giratina altar.

- **Purification and defilement:** A Shadow Pokémon's Heart Gauge will depend will depend on its friendship gauge: this must return to its neutrality in order to be able to purify it by summoning Celebi to its shrine. As for the Light-type, it is automatically lost as soon as the Pokémon drops below 800 points of friendship.

- **No increase in friendship in case of level up:** Logic dictates that the more powerful a Pokémon becomes, the harder it will be to control. Leveling up will no longer increase friendship, but will decrease dread instead.

- **Food always pleases, but without excess:** Anti-EV Berries will increase friendship, but will be subject to the limit of the fullness gauge. The same goes for vitamins (Protein, HP Up, etc.) and natural healing items (Moomoo Milk, Fresh Water, etc.).

- **Bitter herbs less penalizing and according to nature:** Pokémon with a nature that makes them appreciate the bitter taste (= Special Defense increased) will be less impacted by the friendship penalties that these herbs generate. Those who don't like the bitter taste will have penalties equivalent to the official games and those with a neutral opinion will be halfway there.

- **Allied strikes and imposed suffering will make you unloved:** In multi battle, knocking out an allied Pokémon (intentionally or accidentally) will decrease the victim's loyalty. The same is true if you force a Pokémon to carry an item that causes it pain (Life Orb, Flame Orb, Toxic Orb ...).

Exceptions: When a status inflicted by a held item makes it strategically neutral or beneficial to its wearer (e.g., Toxic Orb with Poison Heal ability, or Life Orb on a Magik Guard holder), no penalty is applied.



When loyalty isn't perfect, it's very tempting for the unruly Pokémon to attack its teammate.

• **The case of trades:** When a Pokémon leaves its original trainer, its current level and friendship are saved separately as is the case in official games since Gen 6. This allows the traded Pokémon to be retrieved with exactly the same feelings if it is returned immediately (as in a “boomerang” trade). Nevertheless, the Pokémon’s friendship will tend towards an equilibrium value (generally 450, but less if overgrind) if it has gained levels in the meantime, reflecting the fact that it has partially (or even totally in the case of a large deviation) forgotten the affection it had for its original trainer. Of course, a Pokémon traded to a non-original trainer will always have a friendship equal to this balance point.

As for Shadow Pokémon (except Shadeon), the balance value will always be 0.

The Dread (or fear) stat

Dread represents the Pokémon’s feeling of superiority or inferiority towards its Trainer. Its value ranges from 0 to 912.

A Pokémon filled with dread (high gauge) fears its trainer and will tend to be submissive. This is what allows a Pokémon that doesn’t like its Trainer to obey it regardless.

A Pokémon which, on the other hand, is aware of its own power (compared to the trainer’s experience) will become proud and stubborn: the hierarchical relationship is reversed, it is the Trainer who is afraid of his Pokémon. Unless there is a great friendship, disobedience is likely.

The closer a Pokémon is to one of the two extremes, the more difficult it will be for its friendship to grow.



The dread gauge provided for in Sacred Phoenix.

Compared to friendship, the player will have much less control over this as it will tend to naturally return to a point of balance over time:

- Every 256 steps if the Pokémon is outside.
- When the Pokémon is sent for the first time in a given battle.
- When the hero is resting in an inn or praying at the altar.

The further away the Pokémon is from this balance point, the stronger the recall effect towards this balance point will be. This is the mechanism that will indirectly allow the Pokémon to disobey if it is of too high a level compared to the badges owned. (But not as radical as in *Pokémon Reborn*: the power of friendship can counterbalance a zero dread.)

The Dread’s balance point:

The balance point is normally 450 for all Pokémon species, but there are a few things that can change its value:

- The Pokémon’s Nature has a slight influence that is permanent. The modifier can be -50; -25; 0; +25 or +50.
- A Shadow Pokémon (excluding Shadeon) is naturally more fearful (+380 compared to normal).
- If the Pokémon is overleveling, the balance point drops by -25 for each extra level. The overleveling limit is lowered by 4 levels if it’s a traded Pokémon. The overleveling value depends on the number of Talismans possessed and is the same regardless of the difficulty level chosen. (That’s what will make the Hard mode ... harder!)
- Conversely, the balance point increases by 5 points for each level below the underleveling level, up to a limit of +150 (i.e., 30 levels difference).

- An O-Power can temporarily change the “balance point” (up or down) of the player’s entire party.

Dread-modifying actions:

- Trading a Pokémon resets the Dread value to its balance point (taking into account Nature, level deviation, and Shadow-state).
- Turning in a Shadow Pokémon immediately increases its Dread to 912. (After seeing Giratina and Darkrai in person to get cursed at, it’s understandable.)
- A Pokémon that is knocked out has its dread increase (but less in proportion to the decrease in friendship, except in case of light KO).
- Whipping a Pokémon (yes, yes) with the Whip or a spell increases its dread at the cost of a little friendship. (This is the preferred method of evil trainers.)
- Conversely, massaging or brushing your Pokémon decreases the dread. The dread does not diminish if it is less than 450 and a scent is used.
- A Pokémon that evolves sees its dread significantly reduced (-20 to -150 depending on species).
- A Pokémon that kills an opponent has its dread decreased: slightly if it was a wild Pokémon or that of a hostile opponent, but much more in other cases.
- A level up will lower his dread by 1 to 16 points, usually 8. (A rise in level too fast will quickly lead to a loss of loyalty.) This can be compared to a child/adolescent growing up and seeing his desire for independence grow.
- Playing the Ode to Joy with the Time Flute reduces dread (if greater than or equal to 475) or increases it (if less than 425) while increasing friendship. Can be used once a day.
- Playing Oración with the Time Flute increases Dread by 50 points for each Pokémon on the team (if less than 450) and momentarily surrounds the player with an aura that calms the most terrifying anger + increases the loyalty of its Pokémon by 100 points. Thus, any Pokémon in its party that was in danger of rebelling will relent and accept whatever care, massage and food the hero is willing to give it (within the limits of its fullness and enjoyment). The enchantment lasts 1 hour in the game calendar. This gives the player a window of opportunity to soothe a Pokémon with a completely closed heart.

Loyalty

Friendship reflects the love the Pokémon has for you. It is authority through respect and admiration.

Dread reflects the Pokémon’s fear of you. It is authority through fear and terror.

As a result, loyalty will simply depend on the sum of these two values, resulting in a total that is always between 0 and 1935.

To this can be added two passive modifiers:

- Oración’s Aura, which grants a bonus of 100 points for one hour.
- Browbeat’s penalty that decreases this score by 50 points (ignored if a Shadow-type attack is used.)

To avoid overloading the Summary with too much data, a simple sentence will indicate the degree of loyalty taking into account all of the above factors.

This loyalty value will determine an obedience score. Unlike the official games where obedience varies in a “continuous” way, it will be transcribed in tiers in *Sacred Phoenix*. There

will be 14 in all, ranging from total obedience (loyalty > 900) to the most dangerous disobedience (loyalty < 300).

The loyalty tier not only affects obedience to an attack order in battle, but also:

- The acceptance of being called back to its ball in battle. (If the Pokémon refuses, the turn is lost.)
- Acceptance of a healing item or food. (If the Pokémon refuses during a battle, the turn is lost, but the item will not be consumed.)
- Acceptance of a massage or petting (if the Pokémon refuses, the fragrance is not consumed).

Out of combat, if a Pokémon has refused your food or play with you, its choice will be fixed for 60 minutes of the game's calendar. (A "browbeat" status will be temporarily applied to your magical creature.) So, there's no need to ask him again immediately afterwards hoping for a more favorable dice roll; at least let it hear the Oración theme.

*Charizard refuses to return to its
Pokéball.
No one thought of it for a video game!*



Fullness

This stat ranges from 0 to 255 and is considered to be at maximum when it reaches 100. Each food consumed increases this value. When it exceeds a certain threshold (the 100 threshold), the Pokémon can no longer eat or drink anything. (Be careful not to overfeed your magical creature before a fight: if the Pokémon is full, the use of potions or berries for healing will be momentarily blocked, even if it's a held item! Fighting on a full stomach is therefore not recommended.)

Fullness naturally returns to 0 over time under the same conditions as the return of the dread gauge to its point of balance, i.e.:

- Every 128 steps if the Pokémon is outside.
- When the Pokémon is sent for the first time in a given battle.
- When the hero is resting in an inn or praying at the altar.

In Sacred Phoenix, the consumable foods that will increase satiety will be:

- Berries of any kind. (All will be consumable.)
- Fresh Water, Moomoo Milk, Berry Juice and other similar treats
- Healing potions and tonics made through alchemy, specific to the Keltios era.

- Modern-day tonics (but they will increase fullness very little, usually +1 or +2 points).
- Battle herbs, honey and mushrooms

No influence of bitter herbs and modern medicines, as they are applied “locally” and not “orally”. Bitter herbs are also a solution for emergency healing of a Pokémon that has a full stomach and therefore cannot accept potions or berries.

Most of these consumables will influence friendship a bit, but not all of them. (Of course, modern medicines don’t exist at Keltios, but they are programmed nonetheless).

This mechanic will replace Pokémon X and Y’s Poké Puffs tastings: Go to the bag, use the food, select the Pokémon, validate: packed is weighed!

When a Pokémon can no longer eat anything, an explicit message will indicate that the Pokémon is no longer hungry at the moment and the food will not be consumed.

Intended display in the Summary: 5 apple symbols to give a vague, precise indication to the half-symbol. (All black apples = 0 satiety, 0.5 to 4.5 colored apples = value between 1 and 99; 5 bright apples = value of 100 or more.)



*I don't have the coding skills to do that,
so force-feeding berries will go through
the bag with ease.*



Enjoyment

This stat ranges from 0 to 255 and is considered to be at maximum when it reaches 100. It determines how much the Pokémon wants to play or be pampered by your little hands or those of a professional groomer. Petting or massaging your Pokémon increases this value. The higher the value, the less the impact of small attentions on friendship.

Just like fullness, this value returns to 0 over time based on the same actions.

Unlike the official games, playing with a Pokémon will not decrease the fullness (to avoid abuse). Only the regularity of these small attentions will allow you to optimize the increase in happiness of your protégés.

Petting or massaging a Pokémon will require the use of an item from the bag or the services of an NPC.

- The Poké Toy will allow you to take care of your Pokémon. The bonus will be very low (from +1 to +3 in friendship) or even zero if more than 70 in enjoyment; But unlike scents, it's not a consumable. Its use is therefore free and will only be limited by the enjoyment of your magical creature.
- Scents are more effective than Poké Toy, but are consumed after use. It will be possible to buy or craft them through alchemy.
- The services of a massaging NPC are even more effective, but they pay for it and they only agree to massage once a day.

When a Pokémon has too much enjoyment to agree to play with the hero (stat equal to or greater than 100), an explicit message will indicate that the Pokémon no longer feels the need for affection at the moment, and the consumable / service (if it was a massage) will not be consumed / billed.

Display provided in the Summary: 5 musical note symbols to give a vague, precise indication to the half-symbol. (All-black notes = 0 in Enjoyment, between 0.5 and 4.5 colored notes = 1-99; 5 bright notes = value of 100 or more.)



The most important information about your Pokémon's feelings will be displayed in a new tab in their Summary.

Here, a simulated prototype for a Shadow Giratina (hence the intercalation sentence of a heart gauge.)

Normally, the 3 notes and colored apples on the left should be non-bright in color. (It's a test for the bright icon here.)

Giratina

Amitié : 450/1023
 Giratina a un peu de mal à vous faire confiance.
 Sa conscience est sur le point de s'ouvrir.

Crainte : 380/900
 Giratina n'éprouve pas de crainte envers vous.

Loyauté : La loyauté de Giratina commence à vaciller.

PART 2 – MECHANICS OF FRIENDSHIP

After a popularized description for the average person, it's time for the technical details of the mechanisms for the most curious. This is where the developers of Sacred Phoenix will find the values to call and apply in coding.

Sentences and number of hearts / lightnings displayed in the summary

This information will be visible in the new «sentiments» tab of the summary. The first one that will be displayed will be the degree of friendship. Numerical value, gauge, number of hearts or lightning bolts, and descriptive phrase will be visible.

Hearts/lightning bolts displayed	Friendship gauge value	Sentence displayed on the Summary, “feelings” tab
5 bright lightning bolts	♥ = 0	[Pokémon] devotes a fierce hate to you!
5 lightning bolts	$0 < ♥ < 100$	[Pokémon] detests you!
4 lightning bolts	$100 \leq ♥ < 200$	[Pokémon] is angry with you.
3 lightning bolts	$200 \leq ♥ < 300$	[Pokémon] doesn't like you at all.
2 lightning bolts	$300 \leq ♥ < 400$	[Pokémon] doesn't like you.
1 lightning bolt	$400 \leq ♥ < 500$	[Pokémon] has a little trouble trusting you.
0 hearts / lightning bolts	$500 \leq ♥ < 600$	[Pokémon] has a neutral opinion of you.
1 heart	$600 \leq ♥ < 700$	[Pokémon] begins to like you
2 hearts	$700 \leq ♥ < 800$	[Pokémon] likes you.
3 hearts	$800 \leq ♥ < 900$	[Pokémon] likes you a lot.
4 hearts	$900 \leq ♥ < 1000$	[Pokémon] is happy with you.
5 hearts	$1000 \leq ♥ < 1023$	[Pokémon] adores you!
5 bright hearts	♥ = 1023	[Pokémon] has an unconditional love for you!

Friendship and hate bonus chart

On the same model as Pokémon-Amie's affection bonuses, a high friendship will translate into battle prowess. At the same time, a significantly low friendship will grant critical and speed boosts, and these bonuses will be higher on a Shadow-type creature.

If a Pokémon has had to forcibly mega-evolve thanks to Mega Wave, the friendship counted for these bonuses is reduced by 250 points. This explains why high friendship bonuses are almost all lost (except for the experience boost when friendship > 950), but hatred bonuses are considerably strengthened, with the first two tiers accessible only through this means.

Battle friendship	Battle Effects (Note: Shadow-type grants a minimum of +3% Speed)
$\heartsuit \leq -200$	+50% Critical hit rate and +20% Speed if non-Shadow, +70% Critical hit rate and +25% Speed if Shadow-type
$-200 < \heartsuit \leq -100$	+40% Critical hit rate and +17% Speed if non-Shadow, +60% Critical hit rate and +23% Speed if Shadow-type
$-100 < \heartsuit \leq 0$	+32.5% Critical hit rate and +14% Speed if non-Shadow, +50% Critical hit rate and +20% Speed if Shadow-type Allows you to grant the Shadow-type to this Pokémon
$1 \leq \heartsuit < 100$	+25% Critical hit rate and +10% Speed if non-Shadow, +40% Critical hit rate and +15% Speed if Shadow-type
$100 \leq \heartsuit < 200$	+17.5% Critical hit rate and +7% Speed when non-Shadow, +30% Critical hit rate and +11% Speed if Shadow-type
$200 \leq \heartsuit < 300$	+10% Critical hit rate and +4% Speed if non-Shadow, +20% Critical hit rate and +8% Speed if Shadow-type
$300 \leq \heartsuit < 400$	+5% Critical hit rate and +2% Speed if non-Shadow, +15% Critical hit rate and +5% Speed if Shadow-type
$400 \leq \heartsuit < 500$	+10% Critical hit rate and +3% Speed if Shadow-type
$500 \leq \heartsuit < 600$	No friendship or hatred bonus if not Shadow, +3% Speed if Shadow-type 510 is the maximum friendship possible for a Shadow Pokémon other than Shadeon. Possible purification of a Shadow Pokémon
$600 \leq \heartsuit < 700$	No friendship bonuses
$700 \leq \heartsuit < 800$	×1.2 to experience gains At this threshold and below, the Pokémon loses the Light-type if it had it (except Luxeon).
$800 \leq \heartsuit < 900$	×1.2 to experience gains Small probability of enduring at 1 HP and death survival Z-Power usable
$900 \leq \heartsuit < 1000$	×1.2 to experience gains Good probability of enduring at 1 HP and death survival 10% chance to dodge an attack (transcribed by a ×1.118 in Evasion) 10% chance to spontaneously heal from a status per turn (except on 1 st turn) Z-Power usable
$1000 \leq \heartsuit < 1023$	×1.2 to experience gains Excellent probability of enduring at 1 HP and death survival 10% chance to dodge an attack and +10% Critical hit rate. 20% chance to spontaneously heal from a status per turn (except on 1 st turn) The Pokémon is merciful. Sacred Mega-Evolution and Z-Power usable
$\heartsuit = 1023$	Same as the 1000 friendship tier + Allows you to dedicate a Sacred Mega Stone or grant the Light-type to that Pokémon

Heart Gauge of Shadow Pokémon

When the Pokémon is Shadow (other than Shadeon), a sentence is added to describe how darkened its heart is. Unlike *Pokémon Colosseum*, the state of consciousness (aka “door to its heart”) is directly correlated to the degree of friendship. There is therefore no need to create a second gauge since the friendship gauge serves as one.

The table stops at 510 of friendship, as this is the maximum friendship possible for a Shadow Pokémon (other than Shadeon).

Friendship gauge value	Heart Gauge sentence added in addition to the Summary, “feelings” tab
♥ = 0	The door to its heart is tightly shut!
$0 < ♥ < 100$	The door to its heart is shut.
$100 \leq ♥ < 200$	The door to its heart is starting to open.
$200 \leq ♥ < 300$	The door to its heart is opening up.
$300 \leq ♥ < 400$	The door to its heart is nearly open.
$400 \leq ♥ < 500$	The door to its heart is almost fully open.
$500 \leq ♥ \leq 510$	The door to its heart is ready for the purification ritual!

The difficulty of a purification will come from the fact that these Pokémon are obtained with a very high dread, making them very unreceptive to friendship increases.

Unlike *Pokémon Colosseum/XD*, the Heart Gauge is the same size for all Shadow Pokémon. The difficulty and duration of purification will therefore be influenced by:

- The initial friendship level (the lower it is, the longer it will be to reach the 500 points. Corollary for my fan-game: A newly obtained Shadow Pokémon will not necessarily be obtained with the gauge at minimum.
- The initial level of dread. The higher it is, the slower the friendship will be able to rise. (A weak Pokémon will be 600 or 700 dread. A Legendary around 900).
- And the nature of the Pokémon (as it affects the variations in dread and friendship).

In Keltios, the Heart Gauge will be merged with the Friendship gauge.



Dread gauge and dread sentences displayed in the summary

On the summary, the gauge, numeric value, and sentence are displayed. There's no heart or lightning here.

Dread gauge value	Sentence displayed on the Summary, "feelings" tab
$\spadesuit = 0$	[Pokémon] feels imbued with the power of Arceus!
$0 < \spadesuit < 100$	Your authority has no weight for [Pokémon]!
$100 \leq \spadesuit < 200$	[Pokémon] disdains your authority.
$200 \leq \spadesuit < 300$	[Pokémon] knows it can resist your will.
$300 \leq \spadesuit < 400$	[Pokémon] feels no dread of you.
$400 \leq \spadesuit < 500$	[Pokémon] considers you its equal.
$500 \leq \spadesuit < 600$	[Pokémon] feels your authority.
$600 \leq \spadesuit < 700$	[Pokémon] begins to feel fear from you.
$700 \leq \spadesuit < 800$	[Pokémon] fears you.
$800 \leq \spadesuit < 900$	Your authority terrifies [Pokémon]!
$\spadesuit \geq 900$	[Pokémon] fears you as much as the Arceus' wrath!

A healthy dread level revolves around a middle ground: this is the level at which the Pokémon considers its trainer to be its equal. If you approach one of the two extremes, friendship increases are penalized.

When caught or hatched, most Pokémons will have a dread level of 550 (nature does not affect this starting value). Exceptions: benefactor Legendaries will be at 350 or 400, evil Legendaries at 912, Shadow Pokémons between 600 and 912; and given Pokémons will be dealt with on a case-by-case basis.

The dread will naturally fall back to an equilibrium point over time (generally between 400 and 500 if there is no overleveling). Otherwise, the penalty on the balance point will be -25 points per overlevel. The player will then have to compensate with friendship to maintain obedience.

Dread can be intentionally increased or decreased by some of the actions listed in Part I (the exact numerical values will be given in Part III), but its tendency to return to its equilibrium point explains why the player has only limited control over it, and why this stat will make it difficult for a Pokémon of too high a level to obey.

The loyalty of a Pokémon

On the summary, only the loyalty phrase is displayed. The player can deduct the exact value if they add up the friendship and dread values (their exact values are displayed).

Loyalty value	Sentence displayed on the Summary, “feelings” tab
$\heartsuit + \spadesuit < 300$	[Pokémon] is totally out of control and wants you dead!
$300 \leq \heartsuit + \spadesuit < 400$	[Pokémon] is out of control!
$400 \leq \heartsuit + \spadesuit < 500$	[Pokémon] has cravings for revolt.
$500 \leq \heartsuit + \spadesuit < 600$	[Pokémon] has no respect for your orders.
$600 \leq \heartsuit + \spadesuit < 700$	[Pokémon] is hardly loyal to you.
$700 \leq \heartsuit + \spadesuit < 800$	[Pokémon] has a little trouble obeying you.
$800 \leq \heartsuit + \spadesuit < 900$	The loyalty of [Pokémon] begins to waver.
$900 \leq \heartsuit + \spadesuit < 1000$	[Pokémon] is loyal to you, but narrowly.
$\heartsuit + \spadesuit \geq 1000$	[Pokémon] is perfectly faithful to you.

The displayed sentence takes into account the Oración (+100) and the Browbeat (-50) modifiers. It is this value that is authoritative during battle.

Probability of a Pokémon’s disobedience

The Pokémon’s likelihood of obedience will depend directly on its loyalty score. This will of course impact the proper execution of an attack command in battle, but also the acceptance of being recalled to its Pokéball or receiving a healing item, food or a petting.

In case of care given to a Pokémon or of recall in its ball

Tested every time an action of this type is performed if loyalty < 700. By “care given” is concerned any action that increments the Fullness or Enjoyment (massage, food, berries ...), as well as any administration of a tonic or medicine with the exception of those treating fainting. (An unconscious Pokémon is unable to browbeat).

Loyalty value	< 300	≥ 300 < 400	≥ 400 < 500	≥ 500 < 600	≥ 600 < 700	≥ 700 < 800	≥ 800 < 900	≥ 900
Probability (%) of refusing to be called back or accepting care	75	60	45	30	15	0	0	0

The refusal to be recall to its ball is only tested in battle. (Outdoors, the *Follow me* is not impacted, and you will be able to switch your walking Pokémon without risk of blocking.)

If a care action is attempted outside of combat and the disloyal Pokémon has shown a refusal, it **will browbeat** on this decision and refuse any care for 1 calendar hour of the game. **Browbeat status** also **reduces loyalty by 50** unless a Shadow move is ordered. This is the equivalent of Hyper or Reverse mode in Pokémon Colosseum and XD respectively.

Playing the **Oración** theme cures **browbeating** in the entire hero's party and negates any risk of it restarting for 1 hour. Loyalty will also be **increased by 100 points** during this period.

In case of an attack order in combat

If the loyalty isn't perfect, roll a D100 (aka a *rand(100)*), and refer to the table.

<i>Loyalty value</i>	≥ 900	≥ 850 < 900	≥ 800 < 850	≥ 750 < 800	≥ 700 < 750	≥ 650 < 700	≥ 600 < 650
<i>Percentage probability of ...</i>	-	-	-	-	-	-	-
obeying	100	88	78	68	58	48	38
making another attack	0	8	14	18	22	21	20
not attacking	0	4	8	14	20	25	30
hitting itself in its madness	0	0	0	0	0	3	6
taking a nap	0	0	0	0	0	3	6

<i>Loyalty value</i>	≥ 550 < 600	≥ 500 < 550	≥ 450 < 500	≥ 400 < 450	≥ 350 < 400	≥ 300 < 350	< 300
<i>Percentage probability of ...</i>	-	-	-	-	-	-	-
obeying	29	22	16	10	6	3	0
making another attack	17	14	11	9	7	5	3
not attacking	36	40	43	45	43	40	37
hitting itself in its madness	9	12	15	18	21	23	25
taking a nap	9	12	15	18	21	23	25
running away	0	0	0	0	2	4	0
attacking its trainer to death	0	0	0	0	0	2	10

- If an NPC's Pokémon disobeys or the Assist Mode is enabled, any critical disobedience (running away or death attack) will be randomly converted into a nap or madness damage.
- If the Pokémon wants to take a nap but is unable to fall asleep, the action is converted to "do not attack". Ditto if a Pokémon wanted to use Sleep Talk or Snore, but was sleeping (and wasn't going to wake up).
- If a Pokémon wants to do another attack, it will at least try to choose a different target or change its move. If both cases are not possible, it will use Struggle.



In case of extremely low loyalty, your Pokémon will be dangerous and may try to attack you directly if it hasn't thought about running away before!

If the Pokémon is weak enough, like Charmander who burned Damian, you'll survive and just be forced to admit defeat.

But if the Pokémon has had time to become powerful (like a Charizard is), any attack on a human will be lethal (and therefore on you), resulting in a Game Over.

(So, in the picture on the right, Ash should never have survived, but Care Bears mode prevails in the anime!)



Strike on another target in multi battle

In Double or Triple battle, the Pokémon can also disobey by attacking the wrong target, including the allied Pokémon! (Which, in passing, will also lower its friendship because of this “friendly strike”. Yes, friendly fire will be frowned upon by your Pokémon, even if it is “strategic”.)

In concrete terms, if the obedience check results in “**Make another attack**”, the target will be chosen at random from those within range (= those that the player would have had the legitimate right to choose). Thus, a Recover attack will always be done on self, a Rock Slide will always attack all enemies, and an Ice Beam will randomly aim at another Pokémon within range, including ally.

I also thought about introducing the possibility that a Pokémon choosing the “**Do not attack**” action decides every other time to deliberately target its teammate, explicitly excluding opponents: it would have been funny to see a Stealth Rock attack launched against its own side or a Rock Slide attack on an ally.

... but it turns out that disobedience is punitive enough as it is. Indeed, a change of attack (if it’s a single-target move) will give the ally a 1-in-3 chance of being hit by a fratricide strike in double battle, and a 2-in-5 chance of being hit by a long-range move in triple battle.

... And that’s not counting the fact that targeting against its own side would have had to be expressly coded for this feature.

Attacks with high obedience rate

Cases of Rage, Frustration, Dragon Rage, Fury Attack, Thrash, Petal Dance, Outrage, Raging Fury, Fiery Wrath, Raging Bull, Rage Fist, Ruination and all Shadow-type moves:

If one of these attacks is ordered, loyalty is calculated with a momentary bonus of +200 for those attacks, which is up to 4 tiers higher on the obedience chart. As a result, they are more likely to be obeyed. (100% chance from 700 loyalty.)

This is one reason why evil trainers will look to prioritize these moves, including the Frustration attack that can be learned by almost anyone.

Asking your Pokémon to perform an anger-based attack will be an opportunity for it to let off steam. It will therefore be more likely to obey it.



Quotes according to friendship and loyalty

Since Gen 6, an affective Pokémon has had some of its battle phrases replaced by others. Here is the list in English:

https://bulbapedia.bulbagarden.net/wiki/Affection#Battle_quotes

Sacred Phoenix will take this philosophy by modifying the various action and waiting sentences during a fight. The famous quote “What should [Pokémon] do?” will have a high chance of being replaced by something else depending on your Pokémon’s state of mind, including in the event of a negative friendship. More immersive, it will give you an indication of how it feels for you, but also a way to emphasize the importance of friendship and fear in *Sacred Phoenix*.

(This will also have a small consequence: on the battle screen, you will have to give enough space so that each of these sentences can be displayed in full. If this is not resolved, not all sentences will be able to be displayed in the fangame.)

Example of a phrase of affection in an official game.



Order waiting sentences

Friendship gauge value	Phrase displayed while waiting for an order (As a reminder, loyalty is the sum of friendship and dread.)
$\heartsuit \leq 0$	<i>If loyalty ≥ 800, 1 in 3 chance:</i> Terrified of your authority, [Pokémon] wants to spread chaos! [Pokémon] is ready to unleash its hatred! [Pokémon] is thirsty for blood!
$0 < \heartsuit < 100$	<i>If loyalty ≥ 500 and < 800, 1 in 3 chance:</i> Blinded by its hate, [Pokémon] wants to do a carnage! [Pokémon]'s wrath is going to fall on the battlefield! [Pokémon] is thirsty for blood! <i>If loyalty ≥ 300 and < 500, 1 in 2 chance:</i> Hatred is roaring in [Pokémon]! [Pokémon] wants to turn against you! <i>If loyalty < 300:</i> [Pokémon] is burning to take your life! ----- <i>If critical HP (takes precedence over everything else)</i> ----- The suffering of [Pokémon] stirs up the hatred it has for you!
$100 \leq \heartsuit < 200$	<i>If loyalty ≥ 800, 1 in 3 chance:</i> [Pokémon] fears your authority more than its enemies! [Pokémon] is ready to unleash its wrath! [Pokémon] is thirsty for blood! <i>If loyalty ≥ 500 and < 800, 1 in 2 chance:</i> [Pokémon]'s anger is coming down on the battlefield! [Pokémon] is thirsty for blood! <i>If loyalty ≥ 300 and < 500, 1 in 2 chance:</i> Anger is brewing in [Pokémon]! [Pokémon] wants to turn against you! <i>If loyalty < 300:</i> [Pokémon] is burning to take your life! ----- <i>If critical HP (takes precedence over everything else)</i> ----- The suffering of [Pokémon] fuels its anger towards you!
$200 \leq \heartsuit < 300$	<i>If loyalty ≥ 800:</i> [Pokémon] is ready to unleash its wrath! <i>If loyalty ≥ 500 and < 800:</i> [Pokémon]'s anger is coming down on the battlefield! <i>If loyalty ≥ 300 and < 500, 1 in 2 chance:</i> Anger is brewing in [Pokémon]! [Pokémon] wants to turn against you! <i>If loyalty < 300:</i> [Pokémon] is burning to take your life! ----- <i>If critical HP (takes precedence over everything else)</i> ----- [Pokémon] resents you for the damage you inflict on it.

$300 \leq \heartsuit < 400$	<i>If loyalty ≥ 900:</i> What should [Pokémon] do? <i>If loyalty ≥ 800 and < 900:</i> [Pokémon] seems a little uneasy ... <i>If loyalty ≥ 700 and < 800:</i> [Pokémon] seems a bit tense. <i>If loyalty ≥ 500 and < 700:</i> [Pokémon] seems to disdain you ... <i>If loyalty < 500:</i> [Pokémon] scorns you! ----- <i>If critical HP (takes precedence over everything else)</i> ----- [Pokémon] resents you for the damage you inflict on it.
$400 \leq \heartsuit < 500$	<i>If loyalty ≥ 900:</i> What should [Pokémon] do? <i>If loyalty ≥ 800 and < 900, 1 in 2 chance:</i> What should [Pokémon] do? [Pokémon] seems a little uneasy ... <i>If loyalty ≥ 700 and < 800, 1 in 2 chance:</i> [Pokémon] seems a little uneasy ... [Pokémon] is a bit tense ... <i>If loyalty ≥ 500 and < 700:</i> [Pokémon] seems to disdain you ... <i>If loyalty < 500:</i> [Pokémon] scorns you! ----- <i>If critical HP (takes precedence over everything else)</i> ----- [Pokémon] is suffering ...
$500 \leq \heartsuit < 600$	<i>If loyalty ≥ 900:</i> What should [Pokémon] do? <i>If loyalty ≥ 800 and < 900, 1 in 2 chance:</i> What should [Pokémon] do? [Pokémon] seems a little uneasy ... <i>If loyalty ≥ 700 and < 800, 1 in 2 chance:</i> [Pokémon] seems a little uneasy ... [Pokémon] is a bit tense ... <i>If loyalty < 700:</i> [Pokémon] seems to disdain you ... ----- <i>If critical HP (takes precedence over everything else)</i> ----- [Pokémon] is suffering ...
$600 \leq \heartsuit < 700$	<i>If loyalty ≥ 900:</i> What should [Pokémon] do? <i>If loyalty ≥ 800 and < 900, 1 in 3 chance:</i> What should [Pokémon] do? [Pokémon] seems a little uneasy ... [Pokémon] looks impatient. <i>If loyalty < 800:</i> [Pokémon] seems to be haughty with you despite its good feelings. ----- <i>If critical HP (takes precedence over everything else)</i> ----- [Pokémon] is suffering ...

700 ≤ ♥ < 800	<i>If loyalty ≥ 900:</i> What should [Pokémon] do? <i>If loyalty < 900, 1 in 3 chance:</i> What should [Pokémon] do? [Pokémon] looks impatient. [Pokémon] seems a little bit out of it ... <i>If loyalty < 800, 1 in 2 chance:</i> [Pokémon] seems a little bit out of it ... [Pokémon] seems to be haughty with you despite its good feelings. ----- <i>If critical HP (takes precedence over everything else)</i> ----- [Pokémon] is suffering, but knows it can count on you.
800 ≤ ♥ < 900	<i>If loyalty ≥ 900, 1 in 4 chance:</i> [Pokémon] seems to be interested in the other Pokémon's scent ... [Pokémon] is remembering the first time it met you ... [Pokémon] seems curious about what is going on around it. [Pokémon] really wants some time to play with you ... <i>If loyalty < 900:</i> [Pokémon] seems a little bit out of it ... ----- <i>If critical HP (takes precedence over everything else)</i> ----- [Pokémon] is suffering, but knows it can count on you.
900 ≤ ♥ < 1000	<i>1 in 6 chance:</i> [Pokémon] is awaiting your directions ... [Pokémon] is reassured by your familiar scent ... [Pokémon] seems curious about yours Bag ... [Pokémon] is bursting with enthusiasm for the battle! [Pokémon] really wants some time to play with you ... [Pokémon] looks a bit excited. ----- <i>If critical HP (takes precedence over everything else)</i> ----- [Pokémon] is in a bit of a pinch. It looks like it might cry ...
1000 ≤ ♥ < 1023	<i>1 in 6 chance:</i> [Pokémon] is awaiting your directions ... [Pokémon] has a deep respect for its opponent. [Pokémon] turned back toward you and nodded in understanding! [Pokémon] is looking at you with trusting eyes! [Pokémon] trusts you to come up with the best strategy! [Pokémon] and you are breathing in perfect sync with one another! ----- <i>If critical HP (takes precedence over everything else)</i> ----- [Pokémon] is in a bit of a pinch. It looks like it might cry ...
♥ = 1023	

When there is a mention such as “1 in 2 chance”, the phrase is randomly chosen from those possible at the beginning of each turn.

Note: switching to a level 2 or higher menu (e.g., the choice of attacks) and then cancelling to return to the level 1 menu (attack / bag / run ...) does not change the sentence for the turn in question if it was randomly chosen from 2 or more possibilities.

Disobedience sentences

Source: https://bulbapedia.bulbagarden.net/wiki/Obedience#Disobedience_quotes

Some are added by Sacred Phoenix, others are slightly modified from the official ones (especially those concerning confusion damage).

Disobedience action	Phrase displayed when the Pokémon is to act
Make another attack	[Pokémon] ignores orders and uses instead [move]!
Do not attack – sleeping Pokémon that attempts to use a usable attack with this status	[Pokémon] ignores orders and keeps sleeping!
Do not attack (except Snore or Sleep Talk while sleeping)	<i>1 in 5 chance:</i> [Pokémon] won't obey! [Pokémon] is loafing around [Pokémon] turns away! [Pokémon] pretends not to notice! [Pokémon] ignores orders!
Hitting itself in its madness	Caught up in madness, [Pokémon] prefers to hurt itself rather than obey! <i>Ghost Pokémon (not identified) – no damage:</i> Caught up in madness, [Pokémon] wanted to hurt itself but its spectral state prevents it from doing so!
Take a nap	[Pokémon] begins to nap!
Running away – escape failure * ‡	<i>Legendary in a Griseous Ball (priority, guaranteed failure):</i> The divine [Pokémon] wanted to escape, but its Pokéball made of the purest material prevented it. <i>If Griseous Ball – Non-Legendary:</i> [Pokémon] wanted to escape, but its Pokéball made of the purest material prevented it. <i>If the escape test fails:</i> [Pokémon] tried to escape, but did not succeed.
Running away – successful escape * ‡	<i>If Legendary:</i> The divine [Pokémon] no longer deems you worthy of it and broke its Pokéball to regain its freedom! <i>If not Legendary:</i> [Pokémon] breaks its Pokéball and runs away!
Attack its trainer to death ** ‡	[Pokémon] turns against you and attacks you!

‡ Not intended on an NPC trainer: will be converted to madness or nap disobedience if the draw results in this result.

* When a trained Pokémon tries to run away from a battle, the same success check as it does against a wild Pokémon.

– If successful, the Pokémon is removed from the party (and any held item returned to the bag): the player must then send a new Pokémon into battle (if there are no more Pokémon capable of fighting, it is defeat).

– If failed, the turn is lost.

– Escape is impossible if the Pokémon was caught in any “perfect” ball. If this is not the case, a Legendary will always be able to escape, while simple Pokémons will have to succeed on their escape roll.

** This immediately ends the fight (Black-out). If the rebel Pokémon had less than 50 Attack and less than 75 Special Attack, you are forced to forfeit (due to your wounds) and will be sent back to the last altar or inn visited. Otherwise, you’re killed instantly and it’s a Game Over.

Sending into battle’s sentences

- The sentences are listed in order of priority: if the first sentence doesn’t satisfy a condition, we move on to the next. The last phrase is necessarily unconditional.
- In the case of multi-battle, friendships are averaged to determine the initial phrase to be sent into battle, as all Pokémons are listed on the same phrase.

Friendship gauge value	Sending into battle’s sentences
♥ < 100	<i>If it’s the first sending of a battle:</i> Unleash your wrath [Pokémon]! <i>If an enemy’s HP is in the red, 1 in 2 chance:</i> The enemy is weak! Slaughter it, [Pokémon]! Your enemy is at your mercy, finish it of [Pokémon]! <i>Otherwise, 1 in 2 chance:</i> Unleash your fury on the battlefield, [Pokémon]! Unleash your fury [Pokémon]!
100 ≤ ♥ < 300	<i>If it’s the first sending of a battle, 1 in 2 chance:</i> Unleash your anger [Pokémon]! To attack, [Pokémon]! <i>If an enemy’s HP is in the red, 1 in 2 chance:</i> Your enemy is at your mercy, finish it of [Pokémon]! Your enemy is weak! It’s at your mercy [Pokémon]! <i>Otherwise, 1 in 3 chance:</i> May your strength be unleashed on the battlefield [Pokémon]! Unleash your wrath [Pokémon]! To attack, [Pokémon]!
300 ≤ ♥ < 500	<i>If it’s the first sending of a battle, 1 in 2 chance:</i> To attack, [Pokémon]! Go! [Pokémon]! <i>If an enemy’s HP is in the red, 1 in 2 chance:</i> Your enemy is weak! It’s at your mercy [Pokémon]! Your opponent’s weak! Get ‘em, [Pokémon]! <i>If your sent Pokémon’s HP is in the red:</i> Just a little more! Hang in there, [Pokémon]! <i>Otherwise, 1 in 3 chance:</i> To attack, [Pokémon]! Go! [Pokémon]! It’s yours [Pokémon]!

$500 \leq \heartsuit < 700$	<i>If it's the first sending of a battle, 1 in 3 chance:</i> Go! [Pokémon]! It's yours [Pokémon]! Go for it, [Pokémon]! <i>If an enemy's HP is in the red:</i> Your opponent's weak! Get 'em, [Pokémon]! <i>If your sent Pokémon's HP is in the red:</i> Just a little more! Hang in there, [Pokémon]! <i>Otherwise, 1 in 3 chance:</i> Go! [Pokémon]! It's yours [Pokémon]! Go for it, [Pokémon]!
$700 \leq \heartsuit < 900$	<i>If it's the first sending of a battle, 1 in 2 chance:</i> It's yours [Pokémon]! Go for it, [Pokémon]! <i>If an enemy's HP is in the red:</i> Your opponent's weak! Get 'em, [Pokémon]! <i>If your sent Pokémon's HP is in the red:</i> Just a little more! Hang in there, [Pokémon]! <i>Otherwise, 1 in 3 chance:</i> It's yours [Pokémon]! Go for it, [Pokémon]! Go on, [Pokémon]! I know you can do it!
$900 \leq \heartsuit < 1000$	<i>If it's the first sending of a battle, 1 in 2 chance:</i> Go for it, [Pokémon]! It's yours faithful [Pokémon]! <i>If an enemy's HP is in the red:</i> Your opponent's weak! Get 'em, [Pokémon]! <i>If your sent Pokémon's HP is in the red:</i> I'm with you! Hang in there, [Pokémon]! <i>Otherwise, 1 in 2 chance:</i> Go on, [Pokémon]! I know you can do it! It's yours faithful [Pokémon]!
$\heartsuit \geq 1000$	<i>If it's the first sending of a battle, 1 in 2 chance:</i> It's yours faithful [Pokémon]! May your goodness shine on the battlefield [Pokémon]! <i>If an enemy's HP is in the red:</i> Your opponent's weak! Get 'em, [Pokémon]! <i>If your sent Pokémon's HP is in the red:</i> I'm with you! Hang in there, [Pokémon]! <i>Otherwise, 1 in 3 chance:</i> Go on, [Pokémon]! I know you can do it! It's yours faithful [Pokémon]! May your goodness shine on the battlefield [Pokémon]!

Recall sentences

Friendship gauge value	Pokémon recall phrase
$\heartsuit < 200$	<i>If the Pokémon refuses to be recalled:</i> [Pokémon] disobeys and refuses to be recalled! <i>Otherwise, 1 in 2 chance:</i> [Pokémon], I command you to come back! [Pokémon], that's enough! Come back!
$200 \leq \heartsuit < 400$	<i>If the Pokémon refuses to be recalled:</i> [Pokémon] disobeys and refuses to be recalled! <i>Otherwise, 1 in 2 chance:</i> [Pokémon], that's enough! Come back! OK, [Pokémon]! Come back!
$400 \leq \heartsuit < 600$	<i>If the Pokémon refuses to be recalled:</i> [Pokémon] disobeys and refuses to be recalled! <i>Otherwise, 1 in 3 chance:</i> OK, [Pokémon]! Come back! [Pokémon], come back! [Pokémon], switch out! Come back!
$600 \leq \heartsuit < 800$	<i>If the Pokémon refuses to be recalled (very rare, only with Loyalty < 700):</i> [Pokémon] disobeys and refuses to be recalled! <i>1 in 2 chance:</i> [Pokémon], come back! [Pokémon], switch out! Come back! Good job, [Pokémon]! Come back!
$800 \leq \heartsuit < 1000$	<i>1 in 2 chance:</i> Good job, [Pokémon]! Come back! Come on back, [Pokémon]! You did great out there!
$\heartsuit \geq 1000$	<i>Always:</i> Come on back, [Pokémon]! You did great out there!

When care is given to a Pokémon (out of combat or in battle)

• By “care” I mean giving a consumable item to a Pokémon or massaging it. All of these actions are necessarily carried out through the bag, except for the massage coming from an NPC.

Action	Sentence displayed
Massage [†] on a Pokémon – Happiness to the max	[Pokémon] is filled with happiness!
Massage [†] on a Pokémon – Friendship gain $\geq$ to 12	[Pokémon] is in the seventh heaven!
Massage [†] on a Pokémon – Friendship gain between 8 and 11	[Pokémon] is delighted!
Massage [†] on a Pokémon – Friendship gain between 5 and 7	[Pokémon] really enjoyed this nice moment
Massage [†] on a Pokémon – Friendship gain between 3 and 4	[Pokémon] enjoyed this nice moment.

Massage [†] on a Pokémon – Friendship gain equal to 2	[Pokémon] has a bit enjoyed this nice moment.
Massage [†] on a Pokémon – Friendship gain equal to 1	[Pokémon] has a little bit enjoyed this nice moment.
Massage [†] on a Pokémon – Zero friendship gain (Possible with some penalties)	[Pokémon] failed to enjoy this moment ...
Food given to a Pokémon* – Happiness to the max	[Pokémon] is filled with happiness!
Food given to a Pokémon* – Friendship gain $\geq$ to 12	[Pokémon] is thrilled to bits!
Food given to a Pokémon* – Friendship gain between 8 and 11	[Pokémon] is deeply grateful!
Food given to a Pokémon* – Friendship gain between 5 and 7	[Pokémon] is very grateful!
Food given to a Pokémon* – Friendship gain between 3 and 4	[Pokémon] is grateful!
Food given to a Pokémon* – Friendship gain equal to 2	[Pokémon] is quite grateful.
Food given to a Pokémon* – Friendship gain equal to 1	[Pokémon] is a little grateful.
Friendship* increasing food given to a Pokémon – Zero friendship gain	The Pokémon didn't enjoy eating this food ...
Healing item** that is neutral or positive on friendship and is <u>used in battle</u> on a Pokémon with friendship < 800	(No sentence displayed)
Healing item** that is neutral or positive on friendship and is <u>used in battle</u> on a Pokémon with friendship $\geq$ 800	[Pokémon] is very grateful!
Pokémon's refusal to be petted or massaged due to Enjoyment $\geq$ 100	[Pokémon] has received enough affection for the moment.
Pokémon's refusal of a consumable item due to Fullness $\geq$ 100	[Pokémon] is sated and cannot consume anything at the moment.
Bitter herb*** given to a Pokémon – nature that doesn't like the bitter taste	The remedy was painful for [Pokémon].
Bitter herb*** given to a Pokémon – neutral nature towards bitterness	The remedy was quite painful for [Pokémon].
Bitter herb*** given to a Pokémon – nature that likes the bitter taste	The remedy was a bit painful for [Pokémon].
Care for a Pokémon with a loyalty of less than 700 - refusal (This causes it to browbeat)	[Pokémon] refuses that you approach it and becomes browbeaten!
Attempted caring on a Pokémon that has become browbeaten	[Pokémon] is still browbeating and refuses your care!

[†] By “massage” is meant any action that increments the Enjoyment.

* Includes all berries and medicinal plants consumed for pleasure (treat mode) + drinks (Spring Water, Moomoo Milk), sweets (Honey, Sweet Heart ...) and potions that have a positive effect on friendship. The common point of all these actions is that they increase Fullness.

** All medicines (excluding bitter herbs) and berries that effectively heal missing HP, Mana/Breath/PP, or status alterations. In practice, friendship does not increase, except in certain cases listed with an asterisk (*). The phrase appears just for role-playing (and because it appears under these conditions in official games).

*** Medicinal Leek, Energy Powder, Energy Root, Heal Powder and Revival Herb. They are among the few healing items that do not increase Fullness and can therefore be administered even if this value is ≥ 100 .

The above quotes (if any of them are to be displayed) are displayed right after the sentence of the effect of the medicine if it takes place (aka “[Pokémon] has recovered 20 HP!” or “[Pokémon]’s Defense rose!” for example).

Note that if the game has calculated that there is an increase in friendship and the action has just maxed it out, the initially planned sentence is displayed followed by “[Pokémon] is filled with happiness!”. If the friendship was already at maximum before the action, only the maximum friendship phrase “[Pokémon] is filled with happiness!” will be displayed.

In addition, from the moment the Pokémon has accepted the heal or berry, the Fullness or Enjoyment will always be increased by the value corresponding to the action performed (even if the gain is zero).

When you brutalize your Pokémon with the whip

Being coercive towards your Pokémon will decrease its friendship but will increase its dread (in double the proportion of the loss of friendship), which will lead to an increase in loyalty.

This is the method used by the Darkrai and Giratina Sects to ensure that a Shadow Pokémon’s door to its heart does not open and guarantee maximum effectiveness in combat. (Hatred increases the critical rate.) What’s more, beating your Pokémon doesn’t fall into the “care” category, and so isn’t blocked by the browbeat status.

Of course, the whip is a key item in the bag: using it is free! (It’s easier to do evil than good.)

However, mistreating your Pokémon will quickly fill its Enjoyment gauge, which will quickly render the whip ineffective as soon as this value exceeds its ceiling. This is the same mechanism is used to limit feeding and petting for a certain period of time: this will prevent abuse.

The whip is a reality in the world of Pokémon.



Action	Sentence displayed
Whipping on a Pokémon – Friendship at a minimum	<i>[Pokémon] is filled with hate!</i>
Whipping on a Pokémon – Enjoyment < 100 and loss of friendship greater than or equal to 40	<i>[Pokémon] was terrified by your brutality!</i>
Whipping on a Pokémon – Enjoyment < 100 and loss of friendship between 30 and 39	<i>Your brutality has greatly increased the fear of [Pokémon] towards you.</i>
Whipping on a Pokémon – Enjoyment < 100 and loss of friendship between 20 and 29	<i>Your brutality has increased the fear of [Pokémon] towards you.</i>
Whipping on a Pokémon – Enjoyment < 100 and loss of friendship between 1 and 19	<i>Your brutality has slightly increased the fear of [Pokémon] towards you.</i>
Whipping on a Pokémon – Enjoyment $\geq$ 100	<i>[Pokémon] remained impassive by your brutality ...</i>

Note that if the game has determined that there is a decrease in friendship and this reaches the minimum, the sentence originally intended is displayed followed by “[Pokémon] is filled with hate!”. If friendship was already at a minimum before the action, only the minimal friendship phrase “[Pokémon] is filled with hate!” will be displayed.

No increase in Enjoyment if the whip was “refused” because this value was already $\geq$ 100. (In short, the same as for care.)

Warning: although the whipping action is effective for discipline (the increase in Dread can be up to +100 outside of nature bonuses), keep in mind that Dread tends to return to a point of balance (in this case: decrease if it has been pushed above its point of balance).

The effect is therefore likely to last only in the short term, at least that the Pokémon initially had a dread that was too low compared to the said equilibrium point.

In any case, it’s still a good strategy to diminish the friendship fairly quickly. (And an excellent one to help obedience if the friendship is already at 0 since there will only be an increase in dread that can be expressed, and therefore as much loyalty won.)

Sentences of survival at 1 HP through love

The mechanisms that trigger them (including their anti-hax mathematical formulas) are described in detail on pages 6, 7 and 8 in the document about the Pokémon's death in Sacred Phoenix: (not yet translated into English)

<https://www.sacredphoenix.fr/res/Telechargements/PDF/GDD/La%20mort%20dans%20Sacred%20Phoenix.pdf>

Here are the 5 phrases that will be displayed in case of surviving within 1 HP of the KO or death caused by friendship.

Action	Sentence displayed
Enduring at 1 HP from KO an attack that should have knocked out (or knocked out at the door's death)	[Pokémon] toughed it out to show its best side to [Trainer]!
Enduring at 1 HP from KO an attack that should have been deadly.	[Pokémon] gathers all its strength out of love for [Trainer] and endures the deadly attack!
Mercy of the attacking Pokémon that has inflicted a deadly blow on its target. (Survival at 1 HP from death.) †	In its mercy, [attacking Pokémon] has mitigated its blow in order to spare the life of [targeted Pokémon]!
Enduring at 1 HP failed, but survived to 1 HP from death while the attack was deadly.	[Pokémon] gathers its last strength out of love for [Trainer] and survives the attack!
Pokémon protected by its destiny (Survival at 1 HP from death.)	Protected by its destiny, [Pokémon] survived the attack!

† If the natural mitigation of excess damage out of respect for the opponent has turned an initially lethal attack into a non-lethal one (possible as soon as the friendship is 500 or more), this will also be considered a case of mercy.

They are listed in order of processing priority (as soon as a condition is right, we stop processing):

- # First, we test whether the attack was initially lethal.
- # Then whether the targeted Pokémon has endured at 1 HP.
 - If yes and the attack was not deadly, sentence 1 is displayed.
 - If yes and the attack proves to be deadly, sentence 2 is displayed.
- # If the target Pokémon does not endure at 1 HP and the attack was lethal, check if the attacking Pokémon was in a position to be “merciful”.
 - If yes, sentence 3 is displayed.
- # If not, we check if the targeted Pokémon manages to survive the attack at 1 HP from death.
 - If the Pokémon survives 1 HP from death using its own strength, sentence 4 is displayed.
 - If the attack is still deadly, but the Pokémon has the “immortal” flag (used for story coherence), it also survives 1 HP from death and phase n°5 is displayed.

In cases 1, 2 and 4, a waving heart is displayed above the surviving Pokémon at the same time as the sentence is displayed (as in the official games). In case n°5, the heart will be replaced by an upset symbol if the surviving Pokémon has a friendship of less than 500. For case n°3 (mercy), the heart rises from the Pokémon that attacked.

In terms of message stack processing, the heart animation and the survival phrase (*if it occurs because the conditions are met*) are displayed after the attack, critical hit, and effectiveness sentences, and just before the fainting sentence (if there was a fainting).



The heart that will be displayed

*That's rich in emotions ...
Especially when it protects our
Pokémon from a OHKO on the very
first turn.*



Sentences of other bonuses of friendship or hate in battle

Action	† Energy required at a sufficient level	Sentence displayed
Spontaneous healing from Sleep in battle ♥ ≥ 900	Breath	[Pokémon] shook itself awake so that [Trainer] wouldn't worry!
Spontaneous healing from Poison (and Toxic) in battle ♥ ≥ 900	Mana	[Pokémon] managed to expel the poison so that [Trainer] wouldn't worry!
Spontaneous healing from Burn in battle ♥ ≥ 900	Mana	[Pokémon] blew on its burn and made it better so that [Trainer] wouldn't worry!
Spontaneous healing from Paralysis in battle ♥ ≥ 900	Breath	[Pokémon] gathered all its energy to break through its paralysis so that [Trainer] wouldn't worry!
Spontaneous healing from Freeze in battle ♥ ≥ 900	Mana	[Pokémon] melted the ice with its fiery determination so that [Trainer] wouldn't worry!
Evasion thanks to love * ♥ ≥ 900	Breath	[Pokémon] read [Trainer]'s mind and avoided the move!
Critical hit thanks to love ♥ ≥ 1000	Breath	[Pokémon] is so in sync with [Trainer]'s wishes that it landed a critical hit!
Critical hit thanks to hatred ** ♥ < 100	Breath	[Pokémon]'s hatred pushed it to inflict a critical hit!
Critical hit thanks to hatred ** ♥ < 500 if Shadow ♥ < 400 else	Breath	[Pokémon]'s wrath pushed it to inflict a critical hit!

† Energy consumption has not yet been decided. The possibilities are:

- That the activation of these events remains and will remain free for the Pokémon, as in the official game.

- That the only prerequisite is that the energy gauge concerned is at a sufficient level (> 20%) for the event to take place, to mark that a tired Pokémon can no longer hold out and perform these feats.

- Or that a fixed cost of Mana or Breath (20 points for status, 10 for evasion, and 2 for critical hits) is deducted after completing the feat.

In any case, this functionality cannot be coded while the game is stuck on the traditional PP system. The cost is therefore truly free in the current version of the game.

* Free evasion can occur on two consecutive turns, but a Hax Smoother is coded to significantly reduce this probability.

** In this case, it is the animation of hatred that plays instead of that of the heart that rises by undulating. It's the same as for a disobedient Pokémon.

Statuses can only be cured if they have been able to take effect (or had a chance to take effect) for at least one turn. This is to prevent a status suffered from being immediately healed without having had the slightest chance to take effect. This is a mechanic included in Sacred Phoenix's Hax Smoother.

Combat entry animation



Ideal foreseen when Pokémon will be animated in battle Gen 5-style. So, it's not a priority.

This is inspired by what has been done in official video games since Gen 6, with three additional animations to reflect extreme friendship and three low friendship tiers.

Since Sacred Phoenix only uses 2D sprites (no 3D), the animation will be done:

- by a simple translation of the sprite for shaking ($\leftrightarrow$) and jumping ($\updownarrow$).
- a spritesheet to be created (approx. 15 frames) for the look-to-right animation and for bowing, both for the front (opponent's Pokémon) and the back (player's Pokémon).

Friendship level	Animation of the Pokémon when sending into battle	Animation duration (approximately)
♥ = 0	Shakes violently and blushes with rage	1 second
$1 \leq \heartsuit < 100$	Shakes violently and blushes a little	1 second
$100 \leq \heartsuit < 200$	Shakes violently	1 second
$200 \leq \heartsuit < 300$	Shakes quite violently	0.5 seconds
$300 \leq \heartsuit < 700$	(No animation)	0 seconds
$700 \leq \heartsuit < 800$	Shakes twice quite slowly	0.5 seconds
$800 \leq \heartsuit < 900$	Jump twice	0.5 seconds
$900 \leq \heartsuit < 1000$	Look to the right (towards its trainer)	0.75 seconds
♥ ≥ 1000	Bows to opponent	1 second

The animation (if it takes place) is played while the Pokémon is crying out (i.e., right after the ball release animation) and for both our Pokémons and those of the opponents, after which the classic Gen 5-style animation is played in a loop.

PART 3 – VALUE OF MECHANISMS

The Influence of Natures

Table of Nature's impact on friendship and dread variations

Nature is one of the four factors (along with the Dread level, Pokéballs favoring friendship and the Soothe Bell) that weights Friendship variations; and the only factor that directly affects Dread variations.

Nature	Coefficient for ...				Dread's balance	Docility score
	Friendship increases	Friendship drops	Dread increases	Dread drops		
Hardy	1,1	1	0,8	1,2	425	-4
Lonely	0,8	1	1	1	425	-3
Brave	1,1	1	0,8	1,2	425	-4
Adamant	0,9	1,1	0,9	1,1	400	-6
Naughty	0,8	1,2	0,8	1,2	400	-10
Bold	0,9	0,9	0,8	1,2	400	-6
Docile	1,2	0,9	1,2	0,8	500	9
Relaxed	1	0,9	0,8	1	425	-2
Impish	1	1	0,8	1	425	-3
Lax	1	1,2	1,2	0,8	475	3
Timid	0,8	1	1,2	0,8	475	3
Hasty	1,2	1,1	1,1	1	475	3
Serious	1	1	1	1	450	0
Jolly	1,2	0,9	0,9	1	475	3
Naive	1,2	1,2	1,2	1,2	450	0
Modest	0,9	0,9	1,2	1	475	3
Mild	1,2	0,8	1,1	1	500	7
Quiet	0,8	1	1,2	0,8	500	4
Bashful	0,8	0,8	0,8	0,8	450	0
Rash	1,2	1,2	1,1	1,1	450	0
Calm	1	0,8	0,8	1,1	450	-1
Gentle	1,2	0,8	1,2	0,8	500	10
Sassy	0,8	1,2	0,9	1	400	-7
Careful	0,8	1	1,2	1	450	0
Quirky	1,1	1,1	1	0,9	450	1

Consequence of Pokémon's natures

Recalling that:

- **Friendship** reflects the love the Pokémon has for you. It is authority through respect and admiration.
- **Dread** reflects the Pokémon's fear of you. It is authority through fear and terror.
- **Loyalty** (the degree of obedience) depends on the sum of these two values.

Nature will therefore do that:

- A fearful and admiring Pokémon will naturally be more docile.
- A Pokémon that is not afraid of anything and is prone to bad feelings will tend to be more difficult to control: its respect is more difficult to obtain.
- A Pokémon with a low Dread's balance (400) will be a little less docile in the medium to long term than a Pokémon with a high Dread's balance (500).

These three things are reflected by the indicated docility score which ranges from -10 (indocile nature) to +10 (docile nature). The docility score is inherently inconsequential and is purely indicative, but an NPC can calculate it and comment on the nature of one of the player's Pokémon based on that score.

The influence of nature is not huge (it ranges from a $\times 0.8$ to a $\times 1.2$ on the variations in friendship and dread), but the whole thing together means that nature has a noticeable impact on loyalty.

Dread and friendship coefficients

The four weighting factors

In addition to nature, which weights variations in friendship and fear around a fairly narrow range, three other factors can influence friendship in an even more significant way:



• Bonus - Caught in a friendship ball

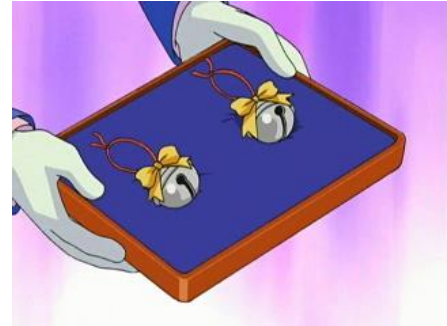
This applies to Pokémon caught in the following balls:

- Luxury Ball
- Copper Friend Ball
- Silver Friend Ball
- Golden Friend Ball

A Pokémon caught in such a ball has **all of its friendship increases multiplied by 2**. This is the counterpart of these balls which have a rather low catch rate. (Nevertheless, Celtic Friend Balls have a $\times 2$ bonus ball on lines evolving by happiness, which makes it even more interesting for this purpose!)

- **Bonus – The Soothe Bell**

A Pokémon that holds the Soothe Bell has its **friendship increases increased by 1.5 times**. Since it's multiplicative, a Pokémon captured in a Friend Ball and holding this item has its friendship gains potentially multiplied by 3.



- **Malus – An unbalanced Dread**

Below and above a certain threshold of Dread (100, 200, 300 and 400 levels of an extreme), friendship increases more difficultly.

- $\times 0.2$ if Dread < 100 or ≥ 800
- Else: $\times 0.4$ if Dread < 200 or ≥ 700
- Else: $\times 0.6$ if Dread < 300 or ≥ 600
- Else: $\times 0.8$ if Dread < 400 or ≥ 500
- Else: No penalty ($\times 1$) between 400 and 499 (inclusive)

Calculating the variation in Friendship or Dread

When Sacred Phoenix determines that there is a variation of friendship or dread on a Pokémon ...

- The game looks at what the “basic variation” is caused by the action in question. The “basic variation” is that which is recorded in the game data and which serves as the starting point. (Ex: Fainting at 0 HP causes you to lose 20 friendship points. This 20 is the base value.)
- Then, depending on whether it is an increase or a decrease in friendship or dread, apply the corresponding coefficients (nature, friendship ball, Soothe Bell and/or unbalanced Dread).

All this will have to be calculated in one go in order to avoid bias by rounding. (Rounding to the nearest integer is only done at the very end.)

In the end, the change for friendship increases applied to Pokémon is equal to:

$$\text{Base Variation} \times \text{Nature} \times \text{Dread penalty} \times \text{Soothe Bell Bonus} \times \text{Friendship Ball Bonus}$$

(Rounded to the nearest relative integer)

And for dread (variations in both directions) and friendship drops:

$$\text{Basic Variation} \times \text{Nature}$$

(Rounded to the nearest relative integer)

Rounding will in most cases maintain a variation of 1 when the base change was 1 and there are slightly negative coefficients. (Cases of an unfavorable nature, for example.)

The only exceptions (obtaining a +0 when the base value was positive) can occur with friendship increases if, on balance, they are weighted heavily downwards (aka less than $\times 0.5$). In this case, you'll have to use more powerful actions to succeed in increasing friendship. In the worst-case scenario, you'll end up with $\times 0.16$. So, if an action grants a basic +4 happiness, the balance will be +0.64 at worst: or +1 thanks to rounding.)

It should be noted in passing that if the choice of one of the [Quotes according to friendship and loyalty](#) depends on the number of points gained or lost, it is based on the result after weighting. ... hence the presence of phrases like: “[Pokémon] failed to enjoy this moment ...”

Fullness and enjoyment – the mechanism for returning to the balance point

Fullness and Enjoyment have no weighting factor. Any action that causes these values to vary will have the same price on all Pokémons. (Even Snorlax, which by the way isn't in the regional Pokédex of Keltios.)

It should just be noted that:

- The minimum value is 0. (If we calculate < to 0, we bring it back to 0.)
- The “equilibrium point” is 0. (Over time, it will always revert to this value, see table below.)
- There is no maximum value per se, but it's capped it at 255 for safety.
- As soon as this value is 100 or higher, the Pokémon can no longer accept any action that is related to this value. (On the summary, Enjoyment / Fullness will be marked as being at maximum with bright icons.)

Example: Giving an Oran Berry (+10 Fullness) to a Pokémon with 97 Fullness will increase this value to 107. Until satiety is reduced to 99 or less, the Pokémon will not be able to eat anything.

List of actions that reduce Fullness and Enjoyment:

(The decrease is always in tandem on these 2 stats.)

Action	Decreased Fullness and Enjoyment
Pokémon sent against a wild Pokémon * / ** /	-1
Pokémon sent during a Trainer battle * / ** /	-3
Pokémon sent during a quite important battle * / ** / ***	-5
Pokémon sent during an important battle * / ** / ***	-20
Pokémon sent during a very important battle * / ** / ***	-45
If the Pokémon is standing at the end of a turn *	-1
The Pokémon has fainted	-35
Every 128 steps *****	-4
Rest at the inn	-40
Praying in front of an altar	-30
The Pokémon has leveled up	-20
The Pokémon has evolved	-255
The Pokémon participates in a Pokémon Contest *****	-40

* The total of all these actions will only be decremented at the end of the fight in order to avoid endless fights with Leppa Berry.

** Only once for each fight. Recalling the Pokémon and then sending it back won't count twice. Fullness and Enjoyment will be counted for each Pokémon that participates, regardless of the outcome of the battle (even if they flee or forfeit).

*** Augurs, Rivals, Bosses, Tournaments, Legendary Pokémons ... The battle's importance is defined by variable 151: if at the start of the battle it's worth at least 1, the battle will be

“quite important” if it’s equal to 1, “important” if 2 or 3, and “very important” if it’s more than 3.

**** Only for the Pokémon outside its Pokéball and which follows its trainer.

***** Not yet implemented in the fan game. Counted at the end of the contest.

It should be noted that certain events considered solemn, disturbing, painful or unpleasant for the Pokémon (memorable battles, level ups, fainting, evolution, etc.) lead to a sharp drop in Enjoyment and Fullness, a sign that it is becoming emotionally needy. Comfort it with petting and sweet berries to strengthen your bond: it will feel supported and encouraged in its efforts, especially in the face of the most difficult trials.

To avoid the possibility of infinite fight, all Fullness decrements are only applied at the end of the battle.

The return to the balance of dread

Calculating the balance point of Dread:

- The starting base is **450** for all Pokémon.
- We apply the modifier that corresponds to the nature of the Pokémon: **-50, -25, 0, +25 or +50**.
 - If it’s a Shadow Pokémon (other than Shadeon), add **+380** to this balance point.
 - If the hero has activated the **Dread O-Power**, the balance point is momentarily increased by **+150/+300/+450** points depending on the level of the spell. +300 is enough to keep the balance point of any Shadow Pokémon above 900 (guaranteed obedience threshold) regardless of its nature (if it is not overleveled).
 - If the Pokémon is overleveled (level higher than the number of badges allowed), the balance point is reduced by **-25 per level in excess**.
 - # The maximum level allowed by badges is **decreased by 4** if it is a traded Pokémon.
 - # If it’s a loaned Pokémon (there will have a tag on the Pokémon to distinguish it from a traded Pokémon), the overleveling penalty is not applied.
 - If the Pokémon is underleveled, **add +5** to the balance point for **each missing level**, up to +150 (30 levels behind). The underleveling level is when there is no longer the experience bonus that helps the Pokémon catch up.
 - If the hero has activated the **Humility O-Power**, the balance point is momentarily decreased by **-150/-300/-450** points depending on the level of the spell without falling below 400.

Once the balance point has been calculated for each Pokémon, it is compared with its current Dread level. Depending on the difference observed, when one of the actions below takes place, the Dread will be automatically adjusted upwards or downwards by the value indicated, to bring it closer to its balance point.

Action	Dread’s level deviation from its balance point							
	> 600	> 500	> 400	> 300	> 200	> 100	> 50	> 25
Pokémon sent into battle*	10	8	6	4	3	2	1	0
Every 256 steps **	15	12	9	6	4	3	1	1
Rest at the inn	50	40	30	20	15	10	5	2
Praying in front of an altar	30	24	18	12	9	6	3	1

* Only once for each battle. Recalling the Pokémon and then sending it back won't count twice. Dread is incremented as soon as the Pokémon enters battle for the first time. Corollary: It was very difficult to maintain perfect loyalty with 0 Friendship and 900 Dread, as the latter would drop to 899 or less upon entering battle if the balance point was not at least 850. This is why the maximum Dread has been increased to 912.

** Only for the Pokémon that is outside of its Pokéball and following its trainer.

At a deviation of 25 or less, there is no return to the balance point.

Note that the calculated equilibrium point can very well be below 0 or beyond 912, but the modifications applied to Dread will never go outside of these values.

Starting point of friendship and dread

(In any case, I need to be able to manually set the initial Friendship and Dread if I'm generating one Pokémon per event. The values shown here are the default values in the absence of a manual setting, which will always take precedence.)

Starting friendship of a Pokémon

- For most caught Pokémons, the friendship level will be at **450**. Nature does not interfere with this value.
- For a hatched Pokémon, the initial friendship level will be at **650**.
- For a Pokémon generated, donated, or loaned by event, it will be on a case-by-case basis. (Default: **450** if happiness is not specified on the Pokémon add command).
- For a non-Shadow Legendary Pokémon other than Darkrai and Giratina, the initial happiness at the time of capture will be **650** for a first encounter, and **550** if it is due to a reunion after running away. (All of them will be manually set up by event, so no need to create special rules for them.)
- For a Shadow Legendary Pokémon, Darkrai, and Giratina, the initial happiness at the time of capture will be **0**. (Ibid.)
- For non-legendary Shadow Pokémon, this will be on a case-by-case basis, usually between **0** and **300**. (Ibid.)
- If a wild Pokémon that is too high level appears and its friendship has not been manually set (detected by the fact that it has the default value of 450), it will be lowered to be equal to **450 - 25 × excess levels** (without going below 0). Dread will not be impacted.

Starting friendship of a Pokémon after a trade

- For a Pokémon traded to a non-original trainer, friendship will be equal to **450 base points, minus 25 points** for each level that is extra than the badges owned. The overleveling level is **lowered by 4** if the Pokémon is not sent to its original trainer.
- If a Pokémon returns to its original trainer, its former friendship (which was saved at the time of departure) is compared to its balance value (i.e., 450 subtracted by 25 for each level exceeding that allowed by the badges), as well as its current level compared to the one it had at the time of departure.
 - # If the level hasn't changed, the friendship is the same as before.

If the level has increased, the friendship will move closer **to the balance point by 40 points** for each level acquired outside of its original trainer's field.

Example: A Fennekin left its original trainer at level 13 with **600** points of friendship. His talismans allow it to climb up to level 18 before being considered overleveled.

– If the original trainer recovers his Fennekin at the same level (13), it will still have **600** points of friendship.

– If he recovers it to level 15 (+2 levels), its old friendship is “attracted” by **80** points (2×40) to the balance point which is still the default one, i.e., **450** points (because no overleveling until level 18).

$450 < 600 - 80$, the new degree of friendship at the reunion will therefore be closer to the balance point by 80, i.e., $600 - 80 = 520$.

– If the trainer recovers it at level 20 (+7 levels and 2 overleveling levels), its former friendship will be moved **280** points (7×40) closer to the balance point which is: $450 - 2 \times 25 = 400$.

But since $400 > 600 - 280$, the new degree of friendship at the reunion will be the equilibrium point, i.e., **400**. (And Fennekin will disobey a bit since its dread will be around 400 as well.)

Starting dread of a Pokémon

- For most caught Pokémons, the initial Dread level will be at **550**. Nature does not interfere with this starting value.

- For a hatched Pokémon, the initial Dread level will also be at **550**.

- For a Pokémon generated, donated, or loaned by event, it will be on a case-by-case basis. (Default: **550** if the dread is not specified on the Pokémon add command).

- For a non-Shadow Legendary Pokémon other than Darkrai and Giratina, the initial dread at the time of capture will be **350** for a first encounter, and **400** if it is due to a reunion after running away. (All of them will be manually set up by event, so no need to create special rules for them.)

- For a Shadow Legendary Pokémon, Darkrai, and Giratina, the initial dread at the time of capture will be **0**. (Ibid.)

- For non-legendary Shadow Pokémon, this will be on a case-by-case basis, usually between **600** and **912**. (Ibid.)

- A Pokémon that has just been made Shadow as a result of Darkrai and Giratina's ritual has its Dread automatically increased to **912**.

Starting dread of a Pokémon after a trade

It's much less complicated than with friendship: trading a Pokémon always resets the dread value to its balance point when taking into account.

- Nature

- level deviation (-25 Dread per level of overleveling, with an overleveling limit lowered by 4 levels if the Pokémon is not swapped to its original trainer)

- Shadow state (+380)

(But not that of a possible O-Power, since it's a temporary effect).

The dread of a freshly traded Pokémon will therefore be between **400** and **500** points in most cases, less if its level is too high, but slightly more if its level is low.

Basic variations of Friendship, Dread, Fullness, and Enjoyment

For the walking Pokémon

When the walking Pokémon follows the hero, it gains +1 friendship every 128 steps normally, but there are many parameters that can affect this gain.

The best way to find out if your Pokémon is enjoying the trip is to talk to it: it will let you know if it likes the ride or not. If its friendship is high, it might even find items for you! If it adores you, it will even have a chance of finding a 🍀 Shiny Leaf, which will act as a trophy for it.

In the details of what they may like, the first factor is the **vibrational rate of the place**: an area where the Energy of Nature radiates will delight most magical creatures, while those where the energy is low will inspire fear. Ghost-types are completely insensitive to vibrational rate, while Dark-types and Shadow-types are insensitive to places imbued with dark energies.

Vibratory rate	Starting value of friendship modifier		
	Ghost-type	Dark or Shadow-type	Other types
Holy place	1	2	2
Neutral	1	1	1
Cursed place	1	1	0
Distortion World	1	0	-1

The second modifier is **the state of health** of the walking Pokémon. This is a penalty ranging from 0 to -3 and subtracts from the first value.

HP rate	Friendship modification (on a scale of 1024)	State of health
Current HP > 50%	No penalty applied if no status (-1 every 128 steps if PSN / BRN / PAR)	Healthy (Green health bar)
20% < Current HP ≤ 50%	-1 every 128 steps if out of the ball (-2 if PSN / BRN / PAR)	Injured (Yellow health bar)
0% < Current HP ≤ 20%	-2 every 128 steps if out of the ball (-3 if PSN / BRN / PAR)	Seriously injured (Red health bar)

That's why it's best to avoid letting a Pokémon in poor health follow you, not only for its safety (recalling your walking Pokémon reduces the risk of being engaged in battle by a trainer or wild creature), but also for its well-being. It will also have a good chance of complaining about its injuries and will ask to be healed or recalled to its ball if you interact with it, especially if its state of health is worrying.

It should be noted that your magical creature will have its HP bar green in the vast majority of gameplay phases where you move around the map. There are many altars scattered around the countryside to heal oneself, and “peaceful” phases (e.g., exploring a town) are not so rare. In

addition, a Pokémon that has fainted, fallen asleep or been frozen is unable to move and must therefore be returned to its ball, thus protecting its friendship from any further decline.

The third factor is **whether the place is pleasant or unpleasant**.

Being in a pleasant place increases the friendship gain by +1 every 128 steps, while an unpleasant place will subtract 1 point. So, avoid walking a Houndour in the rain, unlike a Politoed who will enjoy the ride even more.

It's possible that the location is both pleasant and unpleasant for the Pokémon, in which case the two influences cancel each other out.

The following are considered to be pleasant places:

- The Pokémon's birthplace (corresponds to where it was encountered, hatched, or captured.)
- A sunny area for Fire, Grass, or Dragon-type Pokémon
- A desert, volcano, or dragon's lair for a Fire-type Pokémon
- A meadow or tall grass patch for a Grass-type Pokémon
- A forest for a Bug-type or Grass-type Pokémon (if not Water-type)
- A swampy area for a Bug-type (unless the second type is Rock, Fire, or Ground), Poison type, or Water + Ground-type Pokémon
- An area in the rain or covered in water for a Water-type Pokémon
- An area covered in snow or ice for an Ice-type Pokémon
- Freezing weather for an Ice-type Pokémon
- Magnetic terrain or stormy weather for an Electric-type Pokémon
- A sandstorm blowing for a Rock-type or Ground-type Pokémon
- A rocky area or cave (unless the ground is wet or frozen) for a Rock- or Ground-type Pokémon
- A Dragon's lair for a Dragon-type Pokémon

The following are considered unpleasant places:

- An area exposed to rain for Rock, Ground, or Fire-type Pokémon (unless Water-type)
- An area that requires swimming for Rock, Ground, or Fire-type Pokémon; unless they have the ability to fly or have the Water-type. (In practice, these Pokémon won't be able to swim with their trainer and will automatically re-enter their ball.)
- A swampy or shallow water area for Rock, Ground, or Fire-type Pokémon; unless they have the ability to fly or have the Water or Poison-type.
- A sunny area for Dark-type Pokémon (unless Fire, Grass, or Dragon-type)
- A sunny area for Water- or Ice-type Pokémon (unless Fire-type or Grass-type)
- A volcanic area for Water- or Ice-type Pokémon (unless Fire-type)
- A desert area for Water- or Ice-type Pokémon (unless Fire-type or Grass-type)
- A dragon's lair for Water- or Ice-type Pokémon (unless Fire-type or Dragon-type)
- A frozen area for Dragon, Bug, or Grass-type Pokémon (unless Ice-type)
- A sandstorm blowing for a Pokémon that is not immune to its weather damage.
- Hail falling or a blizzard blowing for a Pokémon that is not immune to its weather damage.

Note that the unpleasant location penalty is ignored if the Pokémon is seriously injured. (Its state of health leaves it no time to complain about the weather or terrain being too hot, too wet or too cold). This caps the friendship variation to -4 in the worst-case scenario (severely injured Pokémon with a status in the Distortion World), -3 out of the Distortion World, and +3 in the best-case scenario (holy and pleasant place for the Pokémon).

The full list of the walking Pokémon's reactions and loot tables in the event of a found item are listed [on this additional document](#).

In the event of fainting

In Keltios, fainting will be much more penalizing than in the official game and will depend on the negative fill rate of the HP bar (excess damage taken beyond 0 HP).

However, a loss of consciousness also significantly decreases Fullness and Enjoyment, synonymous with the appearance of an affective need: this will allow you to redeem yourself if you take care of your magical creature right after its defeat.

HP rate	Change at the time of falling		Type of out-of-fight suffered
	On Friendship	On Dread	
$0\% \leq \text{Negative HP} < 10\%$	-20	+40	Normal KO (Coma)
$10\% \leq \text{Negative HP} < 20\%$	-25		
$20\% \leq \text{Negative HP} < 30\%$	-30		
$30\% \leq \text{Negative HP} < 40\%$	-40		
$40\% \leq \text{Negative HP} < 50\%$	-50		
$50\% \leq \text{Negative HP} < 60\%$	-60		
$60\% \leq \text{Negative HP} < 70\%$	-70		
$70\% \leq \text{Negative HP} < 75\%$	-80	+70	Death's Door (Deep coma)
$75\% \leq \text{Negative HP} < 80\%$	-90		
$80\% \leq \text{Negative HP} < 90\%$	-100		
$90\% \leq \text{Negative HP} < 100\%$	-120	+100	Death
Negative HP = 100%	-250		

- A fainting due to poison out of combat will count as -20 (-250 and death if Nuzlocke enabled). Because the poison will be Old School by default in *Sacred Phoenix* with 1 HP lost every **4 steps** if the Pokémon is outside and 1 HP lost every **32 steps** if the Pokémon is inside its ball, 2 HP lost if Bad Poison. That said, it is possible to disable the fainting by poison in map in the difficulty options.

- In “Traditional” mode, the player’s Pokémon HP will never drop below 0, so the base penalty for being knocked out will always be -20.

- In Assist Mode, the penalty is divided by 4, which will always result in -5 since negative HP is disabled in this mode. This is almost the same as the loss of friendship in vanilla (-1 on a scale of 255).

- In “Nuzlocke” mode, since a faint is automatically converted into death, the rate is -250.

Victory against a Trainer or a singular wild Pokémon (Legendary, Noble...)

Bonuses apply to the entire party, even Pokémon that have been knocked out (but not those that have died). Winnings are given at the end of the fight.

Pokémon friendship less than 200:

Battle's importance	The Pokémon participated	The Pokémon didn't participate
<i>Normal</i>	0	0
<i>Quite important (tier 1)</i>	+1 friendship	0
<i>Important (tier 2)</i>	+4 friendship	+2 friendship
<i>Important (tier 3)</i>	+6 friendship	+3 friendship
<i>Very important (tier 4 or 5)</i>	+12 friendship	+6 friendship

Pokémon's friendship between 200 and 499:

Battle's importance	The Pokémon participated	The Pokémon didn't participate
<i>Normal</i>	0	0
<i>Quite important (tier 1)</i>	+2 friendship	0
<i>Important (tier 2)</i>	+8 friendship	+4 friendship
<i>Important (tier 3)</i>	+12 friendship	+6 friendship
<i>Very important (tier 4 or 5)</i>	+24 friendship	+12 friendship

Pokémon friendship greater than or equal to 500:

Battle's importance	The Pokémon participated	The Pokémon didn't participate
<i>Normal</i>	0	0
<i>Quite important (tier 1)</i>	+4 friendship	0
<i>Important (tier 2)</i>	+16 friendship	+8 friendship
<i>Important (tier 3)</i>	+24 friendship	+12 friendship
<i>Very important (tier 4 or 5)</i>	+48 friendship	+24 friendship

Reminder: The importance of the battle is defined by the variable 151: if at the beginning of the fight, it is 1, it is a “quite important” battle. If it's worth 2 or 3, it's an “important” battle. If it's 4 or more, it's a “very important” battle.

In case of evolution

These penalties may seem high at first glance, but an evolution only happens once or twice per Pokémon: it's just a hard time to get through.

Remember that an evolution resets Fullness and Enjoyment: take advantage of this opportunity to offer your newly transformed magical creature maximum affection and help it overcome this stage.

Type of evolution	Loss of friendship	Loss of dread
<i>Bearable</i>	-20	-20
<i>Quite bearable</i>	-40	-40
<i>Quite unpleasant</i>	-70	-70
<i>Unpleasant</i>	-100	-100
<i>Very unpleasant</i>	-150	-150

The pain caused by evolution is **unique to each line of Pokémon** and is not influenced by the forms (the price is the same for a white or blue Floette, blessed or cursed), the method (by stone, by level ...) and the divergences of evolution (Whether an Eevee evolves into a Flareon or a Sylveon, it's the same).

The evolutionary pain of each lineage is established in [the Keltios' Pokédex Excel](#).

By default (= no data for a Pokémon's lineage), evolution pain will be considered "Quite unpleasant".

The overall case is that the more powerful the Pokémon and the more different its shapeshifter is from its former form, the more painful the evolution is. The type of Pokémon also has an influence. Dragon-type evolutions are often risky evolutions, while Bug-type ones are easy to evolve. (Hence the Dragons' reputation for being difficult to control.)

In the event of a Mega Evolution

Forcing a Pokémon to Mega Evolve with an unholy Mega Stone: **-15 friendship**.

No penalty for Sacred Mega Evolution.

If an opposing Pokémon is killed

When a Pokémon kills (intentionally or accidentally) an opponent (human or Pokémon), its soul becomes corrupted and its loyalty decreases as it becomes aware of its destructive power.

That's why if you have a friendship of 1000 or more, the beloved Pokémon automatically becomes merciful: it will avoid killing as much as possible, because it is repugnant to it. It will even start to reduce excess damage dealt from 500 friendship.

The penalty applies as soon as the opposing Pokémon has been killed. This is one of the rare cases where a Sacred Mega Evolution can be broken in the middle of a fight. In this case, the Pokémon loses its Mega Evolution immediately and its remaining new HP is calculated in proportion to the old ones (since a Sacred Mega Evolution increases max HP).

Type of Pokémon killed ↓	Loss of friendship <u>and</u> dread of the killer Pokémon				
Killer Pokémon's friendship →	♥ < 200	200 ≤ ♥ < 500	500 ≤ ♥ < 800	800 ≤ ♥ < 1000	♥ ≥ 1000
<i>Wild Pokémon that kills another Pokémon*</i>	-32	-16	0	0	0
<i>Pokémon bathed in love</i>	-50	-50	-50	-50	-50
<i>From a hostile opponent **</i>	0	0	-1	-1	-2
<i>From a non-hostile trainer **</i>	-4	-7	-11	-18	-32
<i>Wild</i>	-1	-2	-3	-5	-10

* Priority, the friendship of the killed Pokémon has no influence in this case.

** Determined by a variable: is 0 or 1, this is an opponent who means you no harm; 2 if it's a trainer or wild Pokémon looking to kill you. The penalty becomes very low in the latter case, as your Pokémon will be aware that it is acting in self-defense.

These penalties also apply to wild Pokémon: killing another Pokémon (including an ally) leads to a bloodthirsty frenzy that makes them even less appreciative of humans, as they will be held responsible for it from their point of view.

Finally, killing a Pokémon that adored its trainer (or humanity if it was a wild Pokémon) results in a karmic backlash that dangerously shakes the loyalty of the Pokémon responsible, especially if it was won by the skin of its teeth.

In case of an allied strike

Not coded at the moment, still under consideration, but it would add a touch of realism.

A Pokémon that takes a blow from its ally (whether or not the offending Pokémon is from the same trainer) will feel betrayed. In the heat of battle, it won't try to figure out whether it was accidental, strategic or intentional, and will blame its trainer if it suffered from the impact.

Case	Situation	Friendship penalty + Dread bonus
#1	HP loss: damage < 20% of max HP and ≥ 1	-1
	HP loss: 20% ≤ damage < 50% of max HP	-3
	HP loss: damage ≥ 50% of max HP	-6
	Knocked out by an allied Pokémon	-12 (in addition to the KO penalty)
#2	Major status inflicted by an ally	-5

Cases 1 and 2 stack: if a Flamethrower thrown at a Venusaur causes it to lose 50% of its HP and burn, the penalty is -11 (-6 for direct damage and -5 for status). If the attack turns out to be a coup de grace, the loss will be -12, plus the pain of fainting (which is a minimum of -20 friendship).

The penalty applies immediately after the fratricidal attack has been dealt. This is the other situation in which a Sacred Mega Evolution can be broken in battle (the first being the killing of an opponent). In all cases, Dread is increased in proportion to the loss of friendship, which in the short term should not affect loyalty.

Exceptions where the penalty does not apply:

- Minor statuses (Madness, Infatuation, Torment, Leech Seed, Trapping ...), as this would require a lot of hardcoding, not to mention double punishment if it's due to the side effect of an offensive move.
- Stats drops (the code is already a gas factory since the Mirror Armor ability was coded. Note that it was planned to apply a single -2 penalty in this situation, even if several stats were lowered at once or by several stages).
- Any source of indirect damage, including climates: In the heat of battle, the Pokémon won't know where the Hail or Sandstorm is coming from.
- Debuff attacks affecting all combatants, including the launcher: Gravity, Perish Song, Trick Room ... It's the same philosophy as for climates. The whole battlefield is concerned, everyone is in the same boat.
- A Burn, Paralysis, Poison, or Bad Poison on a Pokémon with the Magic Guard, Guts, Marvel Scale, or Quick Feet ability: the positive effect from the ability compensates for the pain caused by the status.
- A Burn inflicted on a Pokémon with the Flare Boost ability: The positive effect from the ability compensates for the pain caused by the status.
- A Poison or Bad Poison inflicted on a Pokémon with the Poison Heal ability. This is 100% positive for Gliscor.
- If the ally has successfully protected itself with Protect or Detect. (Logical!)
- If the attack targeting the ally missed. (Logical!)
- If the ally is immune to attack, either by ability or type. (Again logical!)

In case of an evil held item

Some held items are considered evil and will decrease friendship if they cause pain to the Pokémon holding it.

For the sake of simplifying coding, the penalty will apply even if the evil item has been accidentally retrieved or passed on by the opponent (Trick, Thief, etc.)

Other items specially created for the fangame may be added to the list.

Situation	Friendship penalty
Loss of HP due to the item held (Life Orb, Black Sludge held by a non-Poison, Sticky Barb)	-2 for each HP loss*
Toxic Orb Poisoning	-5 (unless Magic Guard, Guts, Marvel Scale, Quick Feet or Poison Heal ability)
Flame Orb Burn	-5 (unless Magic Guard, Guts, Marvel Scale, Quick Feet or Flare Boost ability)

* Pokémons that are immune to indirect damage such as holders of the Magic Guard ability are immune to health loss, so will not have the friendship penalty. (It's the loss of HP that results in the friendship penalty.)

Same reasoning with the Toxic and Flame Orb: if immunity, no penalty. (It is the status inflicted that cause the penalty.)

Bitter herbs

In Sacred Phoenix, medicinal herbs will live up to their name because the nature of the treated Pokémon will influence how it feels.

Medicine	Effect	Friendship penalty depending on the nature of the Pokémon		
		Likes the bitter taste (Calm, Gentle, Sassy or Careful)	Neutral to bitter taste (other natures)	Don't like the bitter taste (Rash, Lax, Naughty or Naïve)
Medicinal Leek	+20 HP	-4	-6	-8
Energy Powder	+50 HP	-8	-12	-16
Energy Root	+150 HP	-16	-24	-32
Heal Powder	Status healed	-8	-12	-16
Revival Herb	Heals KO	-24	-36	-48

Please note that the penalty is reduced compared to official games. (On an equivalent scale, the impact is 0.4 to 0.8 times less.) Also, the base penalty is the same regardless of the starting friendship. (In official games, the penalty is increased by -5 if friendship was greater than 200/255.)

Despite the negative impact on friendship, it should be noted that in Keltios:

- Medicinal herbs are the basic medicine and are cheap. (There is no such thing as modern medicine.) Hence the addition of the **Medicinal Leek** to replace the basic Potion.
- Are the only medicines that do not increase Fullness and can therefore be administered even if the Pokémon's belly is full. (Application is done locally.)
- Can be harvested at regular intervals in the wild as well as for Berries. (Nature is your ally! It's not that far from the days of hunter-gatherers.)
- Used as ingredients to concoct potions (non-bitter, but more expensive and administered orally).
- Herbs, Drinks, and Potions do not have time to act in combat and can only be used outside of battle or in Assist Mode. Only Berries (and 2 of the 3 "Battle herbs") can be given "on the fly" to heal or offer their effect on the turn itself (if there are no rules prohibiting items in combat).

Berries and plants

In the category of Mother Nature's gifts, berries are of considerable importance in Keltios. The kingdom is rich in fruit trees, and their fruit feeds both the Kelts and their magical creatures. All of them increase fullness and often give a friendship bonus.

Regarding healing Berries (aka the ones that have an effect in battle), they only give their possible friendship bonus if they are consumed just **for pleasure**, i.e., given to eat when there is nothing to heal. This implies that all Berries can be consumed without restriction outside combat, except for the Fullness limit.

Of course, if the healing Berry has something to heal, the healing takes priority in return for not gaining friendship.

As Apricorns fruits are too tough, they are not edible and therefore are not listed on this table.

Table of Berries – Part 1

N°	Berry name	Berry type	Effect on ...	Main taste	Effect on friendship according to taste			Fullness gain
					Liked	Neutral	Disliked	
1	Cheri Berry	Status heal	Paralysis	Spicy	+1 if eaten for pleasure		Neutral	+10
2	Chesto Berry	Status heal	Sleep	Dry				
3	Pecha Berry	Status heal	Poison	Sweet				
4	Rawst Berry	Status heal	Burn	Bitter				
5	Aspear Berry	Status heal	Freeze	Sour				
6	Leppa Berry	PP heal	+10 PP or 1/8th Breath and Mana	Spicy	+2 (if for pleasure)	+1 (if for pleasure)	Neutral	+20
7	Oran Berry	HP heal	+10 HP	Dry	+1 if eaten for pleasure			+10
8	Persim Berry	Status heal	Madness	Sweet				
9	Lum Berry	Status heal	All statuses	Bitter	+2 (if per pleasure)	+1 (if per pleasure)		+20
10	Sitrus Berry	HP heal	+25% HP, +30 HP min	Sour				
11	Figy Berry	HP heal	+33.3% HP	Spicy	+3 if eaten for pleasure	+1 if eaten for pleasure	Neutral If activated in battle, inflicts Madness	+15
12	Wiki Berry	HP heal	+33.3% HP	Dry				
13	Mago Berry	HP heal	+33.3% HP	Sweet				
14	Aguav Berry	HP heal	+33.3% HP	Bitter				
15	Iapapa Berry	HP heal	+33.3% HP	Sour				
16	Razz Berry	Treat		Spicy	+2	+1	Neutral	+12
17	Bluk Berry	Treat		Dry				
18	Nanab Berry	Treat		Sweet				
19	Wepear Berry	Treat		Bitter				
20	Pinap Berry	Treat		Sour				
21	Pomeg Berry	Anti-EV	-16 EV HP	Spicy	+8 if EV drops +2 otherwise	+6 if EV drops +1 otherwise	+4 if EV drops +1 otherwise	+10
22	Kelpsy Berry	Anti-EV	-16 EV Attack	Dry				
23	Qualot Berry	Anti-EV	-16 EV Defense	Sweet				
24	Hondew Berry	Anti-EV	-16 EV Sp. Atk	Bitter				
25	Grepa Berry	Anti-EV	-16 EV Sp. Def	Sour				
26	Tamato Berry	Anti-EV	-16 EV Speed	Spicy	+4	+3	+2	+10
27	Cornn Berry	Treat		Dry				+18
28	Magost Berry	Treat		Sweet				
29	Rabuta Berry	Treat		Bitter				
30	Nomel Berry	Treat		Sour				
31	Spelon Berry	Treat		Spicy	+7	+5	+2	+24
32	Pamtre Berry	Treat		Dry				
33	Watmel Berry	Treat		Sweet				
34	Durin Berry	Treat		Bitter				
35	Belue Berry	Treat		Sour				

Table of Berries – Part 2

N°	Berry name	Berry type	Effect on ...	Main taste	Effect on friendship according to taste			Fullness gain
					Liked	Neutral	Disliked	
36	Occa Berry	Anti-damage	Fire damage ×3/8	Spicy	+3 (If eaten for pleasure)	+2 (If eaten for pleasure)	+1 (If eaten for pleasure)	+20
37	Passho Berry	Anti-damage	Water damage ×3/8	Dry				
38	Payapa Berry	Anti-damage	Psychic damage ×3/8	Sweet				
39	Kebia Berry	Anti-damage	Poison damage ×3/8	Bitter				
40	Chilan Berry	Anti-damage	Normal damage ×3/8	Sour				
41	Chople Berry	Anti-damage	Fighting damage ×3/8	Spicy				
42	Yache Berry	Anti-damage	Ice damage ×3/8	Dry				
43	Kasib Berry	Anti-damage	Ghost damage ×3/8	Sweet				
44	Rindo Berry	Anti-damage	Grass damage ×3/8	Bitter				
45	Wacan Berry	Anti-damage	Electric damage ×3/8	Sour				
46	Haban Berry	Anti-damage	Dragon damage ×3/8	Spicy				
47	Coba Berry	Anti-damage	Flying damage ×3/8	Dry				
48	Colbur Berry	Anti-damage	Dark damage ×3/8	Sweet				
49	Tanga Berry	Anti-damage	Bug damage ×3/8	Bitter				
50	Shuca Berry	Anti-damage	Ground damage ×3/8	Sour				
51	Charti Berry	Anti-damage	Rock damage ×3/8	Spicy	+7 (If eaten for pleasure)	+5 (If eaten for pleasure)	+2 (If eaten for pleasure)	+30
52	Roseli Berry	Anti-damage	Fairy damage ×3/8	Dry				
53	Nevea Berry	Anti-damage	Light damage ×3/8	Sweet				
54	Babiri Berry	Anti-damage	Steel damage ×3/8	Bitter				
55	Irell Berry	Anti-damage	Shadow damage ×3/8	Sour				
56	Liechi Berry	Buff stat	Buff +1 Attack	Spicy	+10 (If eaten for pleasure)	+7 (If eaten for pleasure)	+4 (If eaten for pleasure)	+40
57	Ganlon Berry	Buff stat	Buff +1 Defense	Dry				
58	Salac Berry	Buff stat	Buff +1 Speed	Sweet				
59	Petaya Berry	Buff stat	Buff +1 Sp. Atk	Bitter				
60	Apicot Berry	Buff stat	Buff +1 Sp. Def	Sour				
61	Lansat Berry	Buff stat	+30% Critical rate	Spicy	+8 (If eaten for pleasure)	+5 (If eaten for pleasure)	+3 (If eaten for pleasure)	+30
62	Starf Berry	Buff stat	Buff +2 random Stat	Dry				
63	Kee Berry	Buff stat	Buff +1 Defense	Sweet				
64	Micle Berry	Buff stat	Buff +1 Accuracy	Bitter				
65	Maranga Berry	Buff stat	Buff +1 Sp. Def	Sour				
66	Enigma Berry	HP heal	+37.5% HP	Spicy	+8 (If eaten for pleasure)	+5 (If eaten for pleasure)	+3 (If eaten for pleasure)	+30
67	Manae Berry	PP heal	+10 PP All Moves or 1/4 Breath and Mana	Dry				
68	Custap Berry	Buff 1 turn	Quick Claw 1 turn	Sweet				
69	Rowap Berry	damage 1 turn	Mirror Coat ¼ max HP	Bitter				
70	Jaboca Berry	damage 1 turn	Counter ¼ max HP	Sour				

The three berries in italics are specific to Sacred Phoenix.

You'll notice that the berries are arranged in groups of 5, alternating on the five basic tastes, still in that order inherited from *Ruby / Sapphire*: **Spicy**, **Dry**, **Sweet**, **Bitter** and **Sour**. Pokémons have their own tastes (which depend on their nature), and the flavor of the berry has a significant influence on friendship. So, give them the ones they like!

Table of Battle herbs

In addition to the berries, there are three herbs that can be activated in combat as held items. These neutral-tasting herbs can be picked from the wild and can be fed out of combat. In the case, the friendship increases by one basis point.

Plant	Effect in battle (Consumed after activation)	Effect on friendship (out of combat)	Fullness gain
Mental Herb	Cures infatuation	+1	+6
White Herb	Reverts stat drop		
Power Herb	Cancels charging turn		

Note: Mental Herb and White Herb can be given on the fly in battle to heal the corresponding debuff, but not Power Herb (since you can't ask you to launch an attack on two turns and give an item from the bag at the same time).

The Floral Gift:

It is possible to ask some Grass-type Pokémon to complete the growth of these plants with its Floral Gift once a day, but the action will cause it to lose 1 or 2 friendship points if it does so reluctantly (which happens with a friendship between 500 and 799). Below 500, the Pokémon will not share this gift with its Trainer; and above 800, it will do so unselfishly (in addition to being able to do so more than once a day).

This is described in detail at the end of the document: [Magic in Sacred Phoenix](#)

Drinks and treats

These items cannot be eaten “for pleasure” if there is nothing to heal. Honey and mushrooms are exceptions and can be given as treats, even though they are basic alchemical ingredients.

All of these consumables can only be used outside of combat (you need time to taste them), including Berry Juice which, unlike the official games, will not be automatically consumed in battle. (Citrus Berry will be more effective.)

Drink or treat	Effect	Friendship bonus	Fullness gain
Tiny Mushroom	Treat	+2	+12
Big Mushroom	Treat	+5	+23
Balm Mushroom	Treat	+13	+50
Honey	Treat	+3	+15
Spring Water*	Heals 10 HP	+1	+20
Berry Juice	Heals 20 HP	+1	+12
Sweet Heart	Heals 20 HP	+3	+20
Berry Distillate	Heals 50 HP + Status	+2	+18
Moomoo Milk	Heals 100 HP	+5	+24
Status treats	Heals all statuses	+2	+12

* Spring Water can be drawn free of charge from any well or fountain (up to a maximum of 10 rations in the hero's Wineskin). Well yes, the water is not polluted in Keltios! Because it is free, it quickly increases fullness.

Vitamins and anti-EV beverages

Vitamins provide a significant bonus to friendship in official games. This will also be the case in Keltios.

Alchemy also allows you to concoct Soups, powerful brews that reset one or more EVs to 0. If no EV is reduced, the friendship gain is divided by 2 (because unlike vitamins, Soups can be given in "treat mode").

Medicine	Effect	Friendship gain	Fullness gain
Vanilla vitamins	+10 EV in a stat	+2	+1
Health Extract	+16 EV* HP	+6	+6
Protein Extract	+16 EV* Attack		
Iron Extract	+16 EV* Defense		
Calcium Extract	+16 EV* Special Attack		
Zinc Extract	+16 EV* Special Defense		
Carbon Extract	+16 EV* Speed		
Royal Jelly	+16 EV* for all stats	+20	+19
Health Philter	+128 EV* HP	+25	+19
Strength Philter	+128 EV* Attack		
Endurance Philter	+128 EV* Defense		
Spirit Philter	+128 EV* Special Attack		
Willpower Philter	+128 EV* Special Defense		
Agility Philter	+128 EV* Speed		
Amethyst Soup	Reset EVs in HP	+20 (or +10 if no EV lost)	+40
Ruby Soup	Reset EVs in Attack		
Citrine Soup	Reset EVs in Defense		
Sapphire Soup	Reset EVs in Sp. Atk		
Emerald Soup	Reset EVs in Sp. Def		
Coral Soup	Reset EVs in Speed		
Perilous Soup	Reset all EVs	+30 (or +15 if no EV lost)	+50
Essence of Breath †	+20% PP in an attack	+6	+30
Essence of Mana †	+20% PP in an attack	+6	+30
Essence of Ether †	+60% PP in an attack	+12	+30

* +16 or 128 (with the 100-limit removed as in Gen 8) because the maximum is 768. Accelerators can be crafted using Alchemy and can bring a very great friendship advantage.

Of course, it won't be possible to force-feed your Pokémon so that it has all its EVs in one go, due to the Fullness limit. You'll have to wait for it to digest before giving it new ones, but 768 EVs in one stat is achievable using the full extent of Fullness with 6 philters.

† When the Mana and Breath system replaces PP, these items will permanently increase the Pokémon's Max Breath and/or Max Mana instead of the PP of its moves.

Feathers

Feathers are single-use toys that increase an EV by one point. The operation is the same as with a vitamin, except that it is the Enjoyment that is incremented instead of the Fullness.

Feather	Effect	Friendship gain	Enjoyment gain
Health Feather	+1 EV HP	+1	+1
Muscle Feather	+1 EV Attack		
Resist Feather	+1 EV Defense		
Genius Feather	+1 EV Special Attack		
Clever Feather	+1 EV in Special Defense		
Swift Feather	+1 EV Speed		

Petting, whipping and massaging

Petting with the Poké Toy (or mistreating with Whip) will be all the more effective on a Pokémon whose Enjoyment was low to begin with. Its effectiveness will therefore be optimal on a magical creature in maximum emotional need.

If the Enjoyment was already ≥ 100 when one of the actions listed below was attempted, the action is cancelled and nothing is changed (no billing, no increase in Enjoyment).

Legend: ♥ = Friendship; ♠ = Dread; ♪ = Enjoyment

Affection from the ...	Modifiers on the Pokémon based on its initial Enjoyment				
	♪ < 10	10 ≤ ♪ < 30	30 ≤ ♪ < 50	50 ≤ ♪ < 70	70 ≤ ♪ < 100
Player's Whip *	-50 ♥	-42 ♥	-35 ♥	-25 ♥	-15 ♥
	+100 ♠	+85 ♠	+70 ♠	+50 ♠	+30 ♠
	+80 ♪	+80 ♪	+80 ♪	+80 ♪	+60 ♪
Poké Toy * (0~299 / 300~499 / 500+ ♥)	+5/4/3 ♥	+4/3/2 ♥	+3/2/2 ♥	+2/1/1 ♥	+1/0/0 ♥
	-3 ♠	-2 ♠	-1 ♠	-1 ♠	-1 ♠
	+18 ♪	+15 ♪	+15 ♪	+15 ♪	+15 ♪
Novice Groomer NPC **	+24 ♥	+20 ♥	+16 ♥	+12 ♥	+8 ♥
	+45 ♪	+40 ♪	+35 ♪	+30 ♪	+25 ♪
Master Groomer NPC **	+48 ♥	+40 ♥	+32 ♥	+24 ♥	+16 ♥
	+80 ♪	+70 ♪	+60 ♪	+50 ♪	+40 ♪

* Key items that the hero will obtain during the game. They are free to use and are only limited by the Pokémon's Enjoyment.

** Services offered once a day to a single Pokémon, except during the Arceus Colosseum Tournament where professionals are ready to massage the player's entire party if he's ready to line up the gold coins. (It's important to help the hero maintain his friendship as much as possible to compensate for the pain endured in the arena - a fainting can happen quickly, given the level of the competition).

Another way to strengthen bounds with his party is to be [the master of ceremonies at one of Keltios' religious celebrations](#). They occur 8 times a year, on the 1st and 16th day of each season, and grant 60 friendship points to your entire party.

Massages with scents

Unlike the free use of the Poké Toy or the services of a professional groomer, the effectiveness of the scent is not influenced by the initial degree of Enjoyment but by the color of the fragrance (which determines its olfactory family).

Perfumes are crafted through alchemy by distilling different berries. They can also be purchased from certain NPCs (at a certain price). The effectiveness is much better than with the Poké Toy alone, especially with the most valuable scents.

Of course, the scent will not be consumed if the Pokémon refuses the massage because its Enjoyment was already ≤ 100 or in a state of browbeating.

Fragrance Type	Effect on friendship according to smell			Enjoyment gain	Decrease in Dread *
	Liked	Neutral	Disliked		
Joy musky scent	+8	+5	+2	+30	-5
Joy floral scent					
Joy fruity scent					
Joy woody scent					
Joy amber scent					
Excite musky scent	+15	+10	+4	+45	-10
Excite floral scent					
Excite fruity scent					
Excite woody scent					
Excite amber scent					
Vivid musky scent	+28	+20	+8	+60	-20
Vivid floral scent					
Vivid fruity scent					
Vivid woody scent					
Vivid amber scent					
Legendary scent	+80			+150	-40

* Is not decreased if the Dread was less than 450 before the massage. This makes scents a very effective method for purifying Shadow Pokémon.

As a reminder, here is the correspondence between colors and tastes. These are the same correspondences as in Ruby and Sapphire.

Taste	Smell	Color	Related Stat	Appreciated by natures ...	Not appreciated by natures ...
Spicy	Musky	Red	Attack	Lonely, Brave, Adamant and Naughty	Bold, Modest, Calm and Timid
Dry	Floral	Blue	Sp. Atk	Modest, Mild, Quiet and Rash	Adamant, Impish, Careful and Jolly
Sweet	Fruity	Rose	Speed	Timid, Hasty, Jolly and Naive	Brave, Relaxed, Quiet and Sassy
Bitter	Woody	Green	Sp. Def	Calm, Gentle, Sassy and Careful	Naughty, Lax, Rash and Naive
Sour	Amber	Yellow	Defense	Bold, Relaxed, Impish and Lax	Lonely, Mild, Gentle and Hasty

The color of the berry is very often in line with its taste (and therefore the color of the scent it will give).

In case of level up

Level up: **-1 to -16 Dread***, **-20 Fullness**, **-20 Enjoyment**

** Depending on whether the Pokémon is underlevel or overlevel, -8 at the normal tier.*

Friendship is not enhanced unlike in official games. It's indirectly via the Pokémon-Amie by taking advantage of the drop in Fullness and Enjoyment that you will be able to increase it.

In case of flee or forfeit from a fight

Escaping from a wild Pokémon: **-1 Dread** for your Pokémons that are on the front.

Forfeiting to a Trainer: **-10 Dread** and **-5 Friendship** for all team members.

Fleeing from a wild Pokémon affects the Dread very slightly. Note that if Dread is between 50 and 100 points below its balance point, it will be cancelled with the +1 of Dread balancing obtained when sending into battle.

On the other hand, when faced with a Trainer, your magical creatures will understand that this is a disgrace and will show you a little less respect. That said, it's better to have a -5 Friendship than a -20 or worse because of a knockout suffered. Giving up (if you have the option) is a wise decision when the fight is lost in advance.

By the music of Time Flute

The effect of the music applies to the player's entire party.

The durations shown here are in the game calendar (not real time or elapsed game time). In Keltios, 2 seconds of off-menu play is worth a minute in the calendar.

The mention "once a day" means that the action can be done again as soon as midnight has passed. (Reset at the change of day.)

Playing the Ode to Joy:

Hero's mana cost: **40 Magic Points**

→ **+8 Friendship**, **+20** if **Shadow** Pokémon

→ **+25 Dread** (if < 425) or **-25 Dread** (if ≥ 475)

This theme can be played a maximum of once per day once the Time Flute has been obtained.

Note that a Pokémon in the Browbeat state will still listen to this theme and therefore get its effects. (It doesn't fall into the category of "care".)

Playing Oración:

Hero's mana cost: **100 Magic Points**

→ **+50 Dread** (if < 450)

→ Prevents any browbeating for 1 hour and cancels the Browbeat state of Pokémon that are already browbeaten.

→ Loyalty is momentarily increased by 100 during the hour this magic takes effect.

This theme can be played a maximum of once per day once the Time Flute has been obtained and this score is known (which will happen towards the end of the game). It's the perfect weapon to regain the trust of a deeply disloyal Pokémon.

Various gameplay points to be clarified

Ultimate disobedience: the Pokémon that attacks its trainer!

When this happens, after displaying the phrase “*[Pokémon] turns against you and attacks you!*”, (and its animation), two outcomes are possible:

- If the hero survives (the rebel Pokémon's Attack is less than 50 and its Sp. Attack less than 75), the battle ends immediately with a defeat. The NPC makes his victory speech and then it's the black screen of Black Out with its teleportation to the last healing spot visited (aka the point of return in case of defeat). During the Black Out, a message specific to this event will be displayed.

There will therefore be a specific common event which will be called if the fight ended in this type of “accident” and which will teleport the hero. (Most defeats in Keltios won't result in a forced TP at the last healing point visited, unlike in official games.)

- If the hero has been killed by his disobedient Pokémon, it's even more expeditious: after the rebellion phrase, it's a direct black screen (the opposing trainer doesn't even have time to make a speech) and a Game Over call. The Game Over screen recounts the hero's death as a result of his Pokémon turning against him, before returning the player to the title screen.

The runaway of the Pokémon in rebellion

When a Pokémon successfully escapes from a battle (displaying the phrase “*[Pokémon] breaks its Pokéball and runs away!*”), its Pokéball is destroyed, the Pokémon obtains the “Runaway” status (making it unavailable) and it will be removed from the party to a **special location** at the end of the battle (any item held by it is returned to you). When this happens, another creature must be called to continue the fight, otherwise you're defeated.

When this happens, the quest “Pokémon rebellion” activates (the following text appears with the hero speaking right after the battle and as soon as the player is no longer blocked by an event: «*[Pokémon] ran away! If I seek in the wild lands of the shire, I may have a chance to find him and to make me forgive.*”) and the rebellious Pokémon will be waiting for you at a preset spot for a period of 30 days or until another runaway occurs. (The spot will correspond to a specific route of the Shire in which the elopement occurred. For example, it will be in Elda Forest if it happened in Eleanor Shire.)

Once found, you'll have a unique chance to confront and recapture it. If you've waited more than 30 days or had another Pokémon run away, it will disappear from the spot and be permanently lost. (The runaway of a new Pokémon automatically overwrites the one stored in **the special location.**)

The fact that the deserting Pokémon is stored in a **special location** is important because when you find it in the wild, it will have exactly the same characteristics as when it ran away, except for its friendship level which will be at 450 if you manage to capture it. (A friendship that is necessarily superior to its former one, since a Pokémon will never try to free itself from you above 400 of friendship, and therefore loyalty.).

Storage and runaway for a Legendary Pokémon

When a Legendary Pokémon (other than Darkrai, Giratina, and the Shadow Legendaries) deems that a mortal it has captured is no longer worthy of it (due to a **friendship that has fallen below 500 points**, knowing that they are captured with a friendship of **650**), it will not hesitate to call upon its divine powers to break the ball that binds it and regain its freedom (if not the Griseous Ball).

For Darkrai, Giratina, and the Shadow Legendaries, the escape will be based not on a friendship of at least 500 points, but **on a loyalty of at least 700 points**. (Knowing that they will be captured with **0** Friendship and **912** Dread.)

This will be tested:

- When the hero will try to “store” his Legendary Pokémon to its vaults.
- After a night at the inn or a prayer at an altar.
- If the Legendary has been captured in the Griseous Ball, escape will be impossible. (This ball, forged from Giratina’s secrets, is indestructible.)

If, at the time of check, the condition is met, the Legendary’s escape is guaranteed to occur (no random intervention). A message appears that the Legendary no longer deems you worthy of it and breaks its ball before fleeing. (“*The divine [Pokémon] no longer deems you worthy of it and broke its Pokéball to regain its freedom!*”) If it was holding an item, it is automatically put back in your bag.

This triggers a quest (*each Legendary will have their own quest*) that will invite you to find out where the Legendary may have been hiding (*each divine Pokémon will have its preset repop spots. Spoiler: these are the same as those of their eggs if they had to be reincarnated*). Because you should know that in Keltios, these mythical creatures must watch over the world and cannot disappear. That’s why, after a 30-day in-game probation/penitence period, your deserter will always reappear somewhere and can be recaptured.

If it has been found by the hero, the divine Pokémon will ask to retest its dignity and offer him the opportunity to fight it (and thus capture it) again. Its level will be the same as when it ran away but everything else will be randomly determined (nature, shiny, IV, etc.) with EV again at 0. (In short, the classic wild Pokémon.)

In the end, the mechanism for reuniting with a Legendary deserter will be very similar to that of their reincarnation, should you have lost them in battle following their death.

Ideally, for more RP, all legendary Pokémons (here I include them all) should be stored in a separate box from the storage (well, from Fintan’s magic vault) to mark the fact that when the hero doesn’t have them on his team, they are set free (I didn’t say “released”) and not kept deep in a chest in a state of forced stasis inside their ball. A Legendary needs to watch over the world and should only be inside a ball if its trainer really needs it!

When the hero of Sacred Phoenix “removes” them from the storage, he actually summons the Legendary to whom he has earned its loyalty. Answering his call, the divine Pokémon agrees to return momentarily to its ball for as long as the worthy mortal needs to travel with it.

This is also a reason why Legendaries will not be tradable between players in my fan-game. (One can only imagine the consequences if they were transferred to another multiverse.)

As a reminder, the Legendaries present in Keltios are:

- Articuno
- Zapdos
- Moltres

- Raikou
- Entei
- Suicune
- Lugia
- Ho-Oh
- Celebi
- Kyogre
- Groudon
- Rayquaza
- Uxie
- Mesprit
- Azelf
- Giratina
- Darkrai
- Heatran
- Arceus
- Xerneas
- Yveltal
- Zygarde

(+ In anticipation, mark as such all other official [Legendaries](#) and [Mythical](#) that exist but are not present in my regional Pokédex.)

Note: Phione, although present in Keltios, is not considered a Legendary. The same goes for Meltan, as the two can meet by the hundreds.

And yes, Divine Pokemons = Divine Treatment! (Even their deaths are handled differently!)



Legendaries are aware of their deity status and will not hesitate to leave a trainer they no longer deem worthy of them at the first second.

PART 4 – FREQUENTLY ASKED QUESTIONS

I'm confused with all these numbers. Do I have to really pay attention to friendship? I don't want to play Sim's or Tamagotchi. x'D

After reading 60 pages of documents, it can indeed be scary, but if you know all the titanic work that goes into each video game mechanic (beyond a NES or Love 2D game, you can hear it).

And yet, that doesn't stop every player from enjoying their game! What for? Because they play on instinct. You don't need to know all the tables by heart (at least you're a good strategist and optimize to the hilt). Knowing the principles in broad strokes is enough and experimentation will do the rest.

So, I'll answer you: play freely according to your instincts and your desires! Each choice has its consequences and the game will give you clues about what will or will not be appreciated, like a *Fable* or a *Dragon Age Inquisition* (which are also RPGs like Pokémon). In this role-playing game that is Sacred Phoenix, immerse yourself and live your adventure in Keltios to the fullest!

And isn't the pleasure of playing by discovering new game mechanics?

Can my Pokémon disobey me, even if I was the one who captured it?

Yes! Sacred Phoenix completely revises the notions of friendship so that the obedience of your magical creatures is close to what is seen in the anime; something that the official games have not been able to transcribe. That's why I associate two variables with each Pokémon: friendship and dread, the sum of the two-determining loyalty

It should be noted that originally, the obedience system of the official games was there to prevent a low-level player from exchanging a high-level Pokémon and then rolling over the game with it. But there was nothing to stop you sending your level 5 Starter to a third-party cartridge, raising it to level 70 there, then transferring it back to the original cartridge with the power of Arceus ... and off you go to roll on everything!

Do this on Sacred Phoenix, and you'll be guaranteed to find it with 0 Friendship and 0 Dread (in short, loyalty equal to absolute zero), because your Pokémon will know very well that it wasn't you who trained it, even if you captured it.

Generally speaking, if you overtrain your Pokémon (overgrind), its Dread will decrease and therefore its loyalty. It will be necessary to maintain a strong friendship with it to compensate and maintain its trust.

But even if you're not overgrind, it will also be possible to make you disobey. A string of fainting is particularly detrimental particularly detrimental to friendship; and if your Pokémon doesn't like you anymore ... It may no longer listen to your orders!

Is it possible to overgrind and still keep my Pokémon's loyalty?

Yes! And where I differ from the official games: it's even possible for a traded Pokémon! (Although it will be a bit more difficult with outsider Pokémons.)

If your traded Pokémon has been obtained at a reasonable level (low enough that its loyalty is not or only slightly affected when it passes through your hands), and then you take good care of it, it will be able to climb very high in the levels while remaining perfectly loyal!

The secret is to build up your friendship as quickly as possible in order to compensate for the loss of dread due to a level that is too high, and of course to be careful not to taint it. (Watch out for fainting!) From 900 friendship, you are guaranteed to have the perfect fidelity of your magical creatures regardless of their level of dread.

Example: If you have the patience to chain together level 10 wild Pokémons in Elda Forest, your Pokémon imported at level 15 will be able to climb to level 30 and still remain 100% loyal without defeating a single Augur.

In the most extreme example, it's even possible to win the favor of a Pokémon stuck at 0 dread and starting at 0 friendship, but it will take an extremely long time because of the friendship increases penalized at $\times 0.2$. You should never make it fight at first, but walk with it to lower its Fullness and Enjoyment, then as soon as possible give the best berries and massage scents that give minimum +3 base to go up to +1 friendship ...)

So, I'm nowhere near as radical as a *Pokémon Reborn* where one level too many is directly punished by 50% disobedience (in addition to being anti-RP, a Wizard did it!).

Why does leveling up my Pokémon no longer increase its friendship? Is it possible to do it like in the official games?

Imagine parents who let their children learn about life on their own (except for giving orders like “do your homework!” or “set the table!”). Translate this through the relationship between a Pokémon and its trainer, and you'll see why there's little reason to get recognition in return.

A child likes to be encouraged and thanked in his efforts to become an independent adult. For a Pokémon, it's the same! The subsequent decrease in Fullness and Enjoyment after an increase in level is synonymous with emotional need (and therefore the opportunity to give it). Reward it with 2 berries and a few pets and you'll automatically get back the friendship gain from the official games (and even more if you choose your scents and treats well)!

After that, doing nothing won't be penalizing: if the Dread has fallen a little below its equilibrium point, the -8 will quickly be caught up after 2048 steps walking with your Pokémon or 8 victorious battles against wild Pokémons.

And friendship will always go up by +1 every 128 steps if you're walking around with it in good health on a non-cursed place (and the Dread is fairly balanced).

My Pokémon has just evolved and it has become disobedient. Help!

Evolution is synonymous with a teenage crisis for Pokémons. The sudden influx of Infinity Energy and the (often drastic) change in appearance destabilizes your magical creature in the short term. Combined with a significant gain in power, this pushes it to have a desire for independence.

This effect is more prevalent in some species than others. Low in low-tier Pokémons, high-tier Pokémons can be more difficult to manage with a loss of loyalty that can exceed 300 points.

When a Pokémon has evolved, its dread likely dropped below its balance level. Walk a bit and rest at the inn to bring it back up naturally to its balance point. Don't make it fight right away.

It is also important to know that an evolution automatically resets the levels of Fullness and Enjoyment: your magical creature is in maximum emotional need! This is an opportunity to feed and massage it well. There is potentially enough to make up for all those lost friendship points, or even forge stronger bonds by giving it its favorite scents or berries!

If, after its evolution, its loyalty remained sufficient, the hardest part was realized.

On the other hand, avoid letting evolve a Pokémon that is already disloyal: it will be even more upset after it's evolved!

My Pokémon has run away! Do I have a chance of finding it?

Yes, under three conditions:

- That less than 30 days have passed since it ran away (there is a countdown timer on it).
- That there has not been another runaway in the meantime in the same shire. (Only one Pokémon – the last one to run away – can be recovered.
- And of course, to find out where it has taken refuge!

For this last point, it's not complicated: it will be a precise spot (always the same) corresponding to the shire where the escape took place, usually the center of its most emblematic map among those located in the wilderness.

If you find it in time, it will have exactly the same characteristics as when it ran away, except for its Friendship, which will have increased to 450, a sign that it is giving you a second chance. You will then have to face it and capture it again, as you would any wild Pokémon. But if you run away or knock it out, it will be lost forever.

Legendary Pokémons can also run away, but much earlier: as soon as they deem you unworthy of them (well before the 400-loyalty threshold!). As a result, their runaway mechanism is different:

- Will only manifest itself out of battle (although this can happen in combat if you manage to lower their loyalty below 400).
- Each legendary Pokémon will have its own spots. So, there will be no interference with running away from non-legendary Pokémons.
- When you find them, only the level will be the same at the time of the escape. Everything else will be random.
- The cooldown is reversed: they can't be recovered for 30 days (because they can't be found). After which, they appear in their repop spot and will remain there for an unlimited amount of time, even if another Legendary has run away.

One last thing: the Pokémon you catch in the Griseous Ball will never be able to escape. If it tries to flee in combat, escape will automatically be a failure. (But who would capture a non-legendary in the ancestor of the Master Ball?) If you have a Legendary in it, its loyalty can sink into the abyss without you losing it.

Note that in the long term, being the victim of a runaway (or of a Pokémon that has turned against you without having succeeded in killing you) will diminish your reputation within the shire where the accident occurred.

What happens if my Pokémon turns against me?

The phrase “[*Pokémon*] turns against you and attacks you!” is displayed, followed by an animation in which your Pokémon turns (front view) and leaps at you (if coded).

Then there are three possible paths:

- If the rebel Pokémon had more than 50 Attack or 75 Special Attack, you are killed instantly and there is an immediate blackout with a 1 second fade (the opposing trainer doesn’t even speak). The Game Over screen follows with the first sentence:

“Following one of your magical creatures who in its hate took away your life, the thread of Phoenix Prophecy was severed.”

- If you survived but your opponent wanted you dead, the fight is considered a defeat. As a result, the hostile trainer quotes his victory phrase followed by a fade to black for one second, then the Game Over screen appears and the first message displayed will be:

“Following your defeat against this enemy who wanted your death, the thread of Phoenix Prophecy was severed.”

- If you survived and the opposing trainer (or wild Pokémon) didn’t want you dead, the trainer (if it was against a trainer) quotes his victory phrase, followed by the Black Out / black screen during which this message displays:

“Attacked by his/her Pokémon, [Player] was forced to give up the fight / forfeit, then ran to the nearest inn / altar to heal his/her injuries.”

The screen will become clear again and you will then wake up at the last shrine or inn visited with your party in the same health as when the fight was interrupted.

If it makes you feel better, a Pokémon will only be able to turn against you in battle. As long as you don’t use it in a match, nothing can happen to you. (At worst, a browbeating from said Pokémon.)

Joker: what’s the best strategy to make yourself loved by your Pokémon?

The question of strategists! Just as Pokémon-Amie has its own little routine to increase affection to a maximum for 3 Pokémons in 25 minutes, Sacred Phoenix also has its “optimized path”.

Of course, it will be less easy at the beginning of the game than at the end of the game because some things will only be accessible later (few berry trees discovered, less money, missing alchemy recipes, Ode to Joy not yet unlocked ...)

Two pillars will allow you to make yourself loved by your Pokémon as soon as possible:

- Pokémon-Amie
- Limit fainting as much as possible while avoiding overleveling.

The first point is to feed and pet your Pokémon as regularly as possible so that their Fullness and Enjoyment gauges never have time to drop to zero. If you can do that, it’s proof that you’re optimizing the emotional need of your magical creatures.

Once you have the right cadence (quantitative aspect), act intelligently (qualitative aspect). Your Pokémons have preferences according to their Nature: using a certain massage scent or a

certain berry will grant more happiness if they like the smell or taste, and this for the same “cost” in terms of Enjoyment or Enjoyment. (For example, a “mild” Pokémon by nature will like “dry” berries and the scents that come from them, but will hate the “sour” flavor). The quality of the scents and the rarity of the berries also play a role.

However, in order to provide massages for your Pokémon, you need to find, buy, or make the massage scents. And for berries, pick them or buy them. So, there's no choice: you'll have to farm, go around the berry trees and work on your alchemy craft. The fruits of your labor will be rewarded at the right price!

However, two things can be free. Spring Water that you can draw at will from springs or wells restores 10 HP and a +1 friendship as long as Fullness is not at 100. As for massages, it will be possible to pet your Pokémon without scents thanks to the Poké Toy. Again, the friendship gain will be small (+1 if Enjoyment is less than 70), but the item can be used infinitely.

The second point is to prevent your magical creatures from being knocked out. Fainting due to excessive injuries is a painful experience for a Pokémon, even more so if the coma was deep: avoid this suffering and play as if you were in Nuzlocke! To do this, you'll need to train a little and play strategically during battles. A trainer who knows how to lead his companions to victory will be appreciated by them!

But paradoxically, over-training your Pokémon to reduce the risk of KOs will penalize their Dread and therefore friendship increases. It's a fine balance to strike. Successful bonding has to be earned!

In the event of fainting, bounce back by offering affection to the unfortunate Pokémon; because in its pain, its gauges of Fullness and Enjoyment will necessarily have dropped!

I will add these three secondary pillars that can significantly help you. All three can be combined!

- The Celtic Friend Ball
- The Soothe Bell
- The Ode to Joy

No matter how little you pluck up the courage to capture a wild Pokémon in this “ancient Luxury Ball” you'll be rewarded with a friendship that will grow twice as fast.

As for the Soothe Bell, it only costs the slot of the held item and will multiply the winnings by $\times 1.5$.

Finally, the Ode to Joy allows you to offer a +20 friendship once a day to the whole party. Your magical creatures love to hear you play the flute!

Other concepts not covered about friendship:

An addendum has been published here: [Addendum on various aspects of friendship-related gameplay](#) (not yet translated into English)

Other addendum: [Reactions and loot table for walking Pokémon](#)