

Critical hits Overhaul in Sacred Phoenix

List of ideals come true



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For *Sacred Phoenix*, I decided to dust off the Critical hit mechanics. The probability will be a bit higher overall than in the official games (with a little homage to the Gen 1), but the damage bonus will remain at $\times 1.5$. (In retrospect, this rebalancing from Gen 6 is 100% approved by me: a $\times 2$ was too much).

More than the damage bonus, the strategic interest of the Critical hits is that it can allow you to wallbreak a Pokémon that has buffed all the way in defense (or that has debuffed all the way in our attack).

Basics of Critical hits for Keltios:

- A Critical hit momentarily ignores most buffs/debuffs that are at the expense of the damage dealt. In detail:

- ✓ Stats stages change from -6 to +6 (-4 to -4 in Sacred Phoenix) that have a negative effect on the total damage dealt are ignored. Changes that are favorable to the attacker's offensive potential (i.e., its attack increases as well as the target's defense decreases) therefore remain active.

- ✓ The defensive bonuses of Reflect, Light Screen and Aurora Veil are **partially** ignored. (Damage $\times 0.75$ instead of $\times 0.5$ on critical; or $\times 0.8$ instead of $\times 0.6$ if Multi Battle).

- ✗ On the other hand, the malus of low Breath / Mana, the Attack change from the Burn status and the battlefield's effects remain active. Ditto for held items regardless of their influence. (An Assault Vest always grants a $\times 1.5$ in special defense, even in case of a critical).

- The basic critical rate will be **2.5%** (compared to 6.25% in Gen 2-6 and 4.16% since Gen 7.), but it should be noted that it goes up to **7.5%** in case of initiative. (See **Stances and Initiative** below.)

- Critical modifiers will work by probability addition instead of multiplication, **in 2.5% increments** (instead of 6.25% in the official games).

=> Exception if a $\times 0$ is applied: 0% critical chance, it is explicitly zero.

Therefore, all modifiers can be added up without any problem. A probability equal to or less than 0 is equal to 0, and a probability equal to or greater than 100 is equal to 100.

List of Critical Modifiers:

Influence of friendship

- A Pokémon with over 1000 on friendship gains **+10% critical chance**. If the critical draw scores less than 10% (less than 0.1 for a "rand()"), the specific sentence listing that the critical hit is due to friendship will be displayed instead of the classic "*Critical hit!*" to make it clear that this is due to that.

- A Pokémon with low friendship also gains a critical bonus. Ranging from **5% to 32.5%**, that can **climb to +70% for a forcibly mega evolved Shadow Pokémon!** You might as well say that they are really war machines! Again, if it's critical, we check what was the value of the "rand()" draw. If this is less than the chance of the critical hit bonus, the critical hate message will be displayed instead of the classic "Critical hit!" to make it clear that it was due to anger.

- Wild Pokémon are eligible for hate bonuses, but not critical boost from love. (Yes, wildlife has an opinion about humans.) Hate and Shadow type also increase the speed stat.
- A forcibly mega-evolved Pokémon has its battle friendship reduced by 250 points. This intensifies the hate bonus and even allows to reach 2 tiers accessible only through this means.

Summary chart:

| Level of friendship | No Shadow Pokémon | Shadow Pokémon |
|-------------------------------------|------------------------|------------------------|
| -250 ~ -200 (Hateful Mega Wave) | +50% and speed ×1.2 | +70% and speed ×1.25 |
| -199 ~ -100 (Furious Mega Wave) | +40% and speed ×1.17 | +60% and speed ×1.23 |
| -99 ~ 0 (Fierce hate) | +32.5% and speed ×1.14 | +50% and speed ×1.2 |
| 1 ~ 99 (Detest) | +25% and speed ×1.11 | +40% and speed ×1.15 |
| 100 ~ 199 (Angry) | +17.5% and speed ×1.07 | +30% and speed ×1.11 |
| 200 ~ 299 (Upset) | +10% and speed ×1.04 | +22.5% and speed ×1.08 |
| 300 ~ 399 (Don't like) | +5% and speed ×1.02 | +15% and speed ×1.05 |
| 400 ~ 499 (Little trouble to trust) | No bonuses | +10% and speed ×1.03 |
| 500 ~ 999 (Neutral to happy) | No bonuses | Speed ×1.03 |
| 1000 ~ 1023 (Love) | +10% | +10% and speed ×1.03 |

Stances and Initiative

- A Pokémon that **attacks before its target** gains a small **+5% bonus of critical rate**. This is a legacy from the first generation, where the faster Pokémon was more likely to deal a critical.
- The **aggressive stance** increases the probability of inflicting a Critical hit by **5%**, but also of suffering one!
- On the other hand, the **defensive stance** decreases the probability of inflicting a Critical hit by **5%**, but also of suffering one.
- A Pokémon in **attenuated stance** has its probability of inflicting a Critical hit reduced to zero, therefore **multiplied by 0**.

Moves

- The **Focus Energy** attack will increase the critical chance by **40%**. Focus Energy attacks do not stack. This bonus will remain as long as the Pokémon does not withdraw from the battle. (Except by Baton Pass, but Baton Pass is banned from my fangame.)
- The **Dragon Cheer** attack grants a **+20%** critical rate bonus to the launcher and all its allies (same variable used for Focus Energy). The bonus is **+40%** if the recipient is **Dragon-type** at the time of receiving the buff. Relaunching Dragon Cheer having obtained Dragon-type in the meantime or using Focus Energy will allow this rate to be updated to **+40%**.
- All **Shadow** offensive moves naturally have a **10% higher** critical rate if the launcher is of this type. If the launcher is also **Browbeaten** (equivalent to Pokémon Colosseum's Hyper mode), this bonus increases to **+30%**.
- High critical attacks such as **Slash**, **Cross Chop** or **Leaf Blade** have a **20% higher** critical rate. (The 6.25% bonus in the official games is ridiculous...)
- **Storm Throw**, **Frost Breath**, **Zippy Zap**, **Surging Strikes**, **Wicked Blow**, and **Flower Trick** attacks have a guaranteed **100% critical rate**.
- The **Laser Focus** move guarantees a **100% critical rate** until the end of the next turn.
- The **Lucky Chant** move summons an aura that **cancels** any risk of suffering a Critical hit for the launcher and its allies for **6 turns**, unless the effect is hijacked (Snatch, Court Change...)
- The **Telekinesis** move increases the risk of suffering a critical hit **by 25%** for **3 turns**. In return,

this debuff no longer reduces the evasion to zero, but just cancels its bonuses.

- The **Carnage** move from Archyena has a guaranteed **critical rate of 100%** if the target is stasured.

Battle items and held items

- The **Lansat Berry** increases the probability of a critical hit **by 30%**, whether it is activated automatically as a held item or given manually in combat. This buff does not stack with itself (but can stack with the Focus Energy move) and is volatile (disappears in case of switch).
- The **Dire Hit** item gives exactly the same effect as the Focus Energy move (i.e., +40% critical, not cumulative with this attack).
- **Scope Lens** and **Razor Claw** items increase the critical rate by **12.5%** if held.
- A **Leek** held by the Farfetch'd lineage or a **Lucky Punch** held by the Chansey lineage increases their critical rate by **45%**.
- A held **Lax Incense** reduces the chance of suffering a Critical hit by **15%**. (Instead of increasing the evasion by 10% to avoid a duplicate with Bright Powder).

Abilities

- **Battle Armor** and **Shell Armor** reduce **to 0** the probability of suffering a critical for its owner, unless it's bypassed or neutralized. (Mold Breaker, Gastro Acid ...)
- **North Wind** of Suicune summons an aura that **negates** any risk of suffering a Critical hit (+immunity to poisoning) for him and his allies, unless the ability is bypassed (Mold Breaker ...) (Note: as this is a Legendary ability, it will be immune to neutralization, only bypassing will be possible).
- The **Super Luck** ability increases the probability of inflicting a critical hit by **12.5%** for its holder.
- The **Sniper** ability multiplies critical damage **by 2** instead of 2.25. (I'm nerfing a bit, because leaving it at $\times 2.25$; it would make such a Pokémon too powerful if it were Shadow).
- The **Merciless** ability of Mareanie and Toxapex adds **+100%** critical chance if the target is poisoned.

Magic

- The **Critical O-Power** can increase the critical rate by **20, 40 or 60%** according to the level of the spell. The same variable as for the Lansat Berry will be used, in which case only the highest value will be applied.