

Addendum on various aspects of friendship-related gameplay

Follow me interaction

If several elements of the same priority meet the conditions, the sentence is randomly selected from among those eligible.

When a priority percentage is less than 100, we generate a random number. If this number gives a higher result than the threshold, we move on to the lower priority.

List of emotions available on the game engine:

Exclamation: Standard exclamation point

Exclamation2: Big exclamation point

Poison: Three purple circles

Angry: Animated unhappy smiley

Sulk: Unhappy smiley

Sad: Sad smiley

Interrogation: Standard question mark

Nocomment: Points de suspension

Music: Music note

Happy: Smiling smiley

Joy: Cheerful smiley

Love: Heart

Sound effects:

When the interaction plays the Pokémon's cry ...

Pokémon's Cry:

Pitch 100 if full health

-10 Pitch if injured or -20 Pitch if seriously injured

-15 Pitch if stuned

Volume:

100% by default

120% if loud cry

80% if low cry

-5% if injured

-15% if seriously injured

To stay in sync, the sound effect is called just before the emotion on the script

----- Priority 1: Item found (100%) -----

This can happen after every victorious battle against a wild Pokémon. There is an overall cooldown of 45 minutes (internal clock, i.e., 90 seconds of off-menu play) after the last loot pickup before a new item can be found in this way.

The more the walking Pokémon likes the player, the more likely they are to loot something.

Changing or recalling a walking Pokémon (willingly or unwillingly) silently cancels the loot (if there was any), but does not reset the cooldown (it is counted down when the player recovers the item).

Probability that a pickup item will be held following a victorious fight (after the 45-minute cooldown):

Friendship	Probability
$600 \leq \heartsuit < 700$	10%
$700 \leq \heartsuit < 800$	20%
$800 \leq \heartsuit < 900$	30%
$900 \leq \heartsuit < 1000$	40%
$1000 \leq \heartsuit$	50%

The loot table is the same as for a Pokémon with Pickup, and therefore depends on its level. It's just less frequent (50% maximum on wild battles with cooldown instead of 50% guaranteed on all battles).

Shiny Leaf found

This takes precedence over the standard item, and can only be achieved with the friendship at near maximum, and if the Pokémon has not found the corresponding Shiny Leaf for this Shire. The probability is 18.75% if these conditions are met.

Five leaves are available. Each Shiny Leaf found does not go into the bag, but adds a flag to the Pokémon.

Each Shire can provide one of the five existing leaves, with each leaf available in 2 or 3 of them. The locations are the same for all Pokémon, and do not vary according to their Nature.

Shire	Dominant biome	Found leaf index
Eleanor and Breliande	Forest	1
Nereid and Selenia	Ocean	2
Argonite and Numidia	Desert	3
Hul, Anamos and Creloch	Highlands	4
Askel and Aerouant	High energies	5

When a Shiny Leaf is found, the Pokémon dances with joy for a few seconds, followed by the following texts:

Friendship ≥ 1000 – Love, cry + dance animation

...../nlOh?

[POKEMON] is holding some kind of strange, Shiny Leaf...

You found a \C[1]Shiny Leaf\C[0]![WAIT 40]

You put the Shiny Leaf on [POKEMON]!

Any Shiny Leaves found will be visible in the Summary, Feelings tab.



 Gathering all 5 leaves allows you to obtain a Leaf Crown by visiting a goldsmith in Fearnos. This icon will then appear in place of the five Shiny Leaves.

This is a purely honorary gesture, and represents an in-game achievement.

Standard item found

This follows the Pickup loot table below:

Pokémon Level → Looted item ↓		1 to 10	11 to 20	21 to 30	31 to 40	41 to 50	51 to 60	61 to 70	71 to 80	81 to 90	91 to 100
	Tiny Mushroom	30%	15%								
	Oran Berry	30%	15%	10%							
	Medicinal Leek	20%	20%	15%	10%						
	Seed	10%	10%	10%	6%						
	Stardust	5%	10%	15%	6%						
	Big Mushroom	3%	6%	8%	6%	3%					
	Sitrus Berry	2%	5%	7%	10%	10%	5%				
	Mental Herb		3%	4%	5%	4%	3%	2%			
	Power Herb		3%	4%	5%	4%	3%	2%			
	White Herb		3%	4%	5%	4%	3%	2%			
	Leppa Berry		4%	6%	10%	13%	10%	10%	9%	7%	6%
	Lum Berry		4%	6%	10%	13%	10%	10%	9%	7%	6%
	Energy Root		2%	5%	10%	13%	15%	12%	10%	10%	10%
	Gold nugget			2%	4%	6%	5%	5%	5%	5%	5%
	Revival Herb			2%	6%	13%	16%	17%	16%	13%	10%
	Star Piece			2%	5%	8%	12%	16%	19%	22%	24%
	Balm Mushroom				2%	4%	6%	8%	10%	10%	10%
	Enigma Berry					2%	4%	5%	6%	7%	8%
	Manae Berry					2%	4%	5%	6%	7%	8%
	Seed of Mastery					1%	2%	2%	3%	4%	4%
	Big gold nugget						2%	4%	6%	6%	6%
	Silver Relic								1%	2%	3%

This table has been overhauled to reflect the historical context of Keltios and to favor natural items such as Berries.

When an item is found, the following text is displayed:

Friendship >= 600 – Exclamation, cry
 Oh? [POKEMON] is holding something!
 [Found item sentence.]

----- Priority 2: Seriously injured + status (priority: 75%) -----

Friendship < 200, Angry, cry

[POKEMON] is furious that you're forcing it to follow you when it is at the end of its tether!

Friendship < 500, Angry, cry

Following you in this state is torture for [POKEMON]!

Friendship >= 200, Sulk, low cry

[POKEMON] can hardly follow you anymore: it needs urgent medical care.

Friendship >= 500, Sad, low cry

[[POKEMON] begs you to return it to its Pokéball or heal it!

Friendship >= 800, Sad, low cry

[POKEMON] implores your leniency: walking in this state is painful for it!

(No conditions) – Sulk, low cry

[POKEMON] looks like it could faint at any moment! It is seriously injured!

(No conditions) – Sulk, low cry

[POKEMON] is badly injured, you feel its suffering...

----- Priority 3: Seriously injured (priority: 50%) -----

Friendship < 200 – Angry, cry

[POKEMON] is furious that you are forcing it to follow you when it is badly injured!

Friendship >= 200 and < 500, Sulk, cry

Following you in this state is painful for [POKEMON]!

Friendship >= 400 and < 800, Sulk, low cry

[POKEMON] needs medical attention. Following you is difficult for it.

Friendship >= 500, Sad, low cry

[POKEMON] asks you to give it healing or rest.

Friendship >= 800, Sad, cry

[POKEMON] looks enviously at your potions and its Pokéball: you must be concerned about its health!

Fire-type Pokémon, Sad, low cry

[POKEMON] has its flame that flickers ...

Grass-type Pokémon, Sad, low cry

[POKEMON] has a wilted look.

(No conditions) – Sad, low cry

[POKEMON] looks like it's in pain!

[Duplicate] (No conditions) – Sulk, low cry,
[POKEMON] looks like it could faint at any moment! It is seriously injured!

[Duplicate] (No conditions) – Sulk, low cry
[POKEMON] is badly injured, you feel its suffering...

----- Priority 4: Status (priority 100% if seriously injured, 50% if injured, 37.5% otherwise) -----

(Following remains impossible in the event of KO, freeze or sleep for the walking Pokémon.)

Burned:

Injured or seriously injured – Sad, cry
[POKEMON] wants to get back into its Pokéball: having to walk while being burned is painful for it!

(No conditions) – Poison, cry
[POKEMON] suffers from by its burn!

Not injured – Poison, cry,
[POKEMON]'s burn looks painful.

Paralyzed:

Injured or seriously injured – Sad, cry
[POKEMON] wants to get back into its Pokéball: having to walk while being paralyzed is painful for it!

(No conditions) – Poison, cry
[POKEMON] follows you as best it can despite its paralysis ...

Not injured – Poison, cry,
[POKEMON] is handicapped by its cramps.

Poisoned:

Injured or seriously injured – Sad, cry
[POKEMON] wants to get back into its Pokéball: having to walk exacerbates the pain that the poison inflicts to it!

(No conditions) – Poison, cry
[POKEMON] is poisoned, it should be given an antidote.

Not injured – Poison, cry,
The poison gives chills to [POKEMON] ...

----- Priority 5: Injured (priority 25%) -----

Friendship < 400 – Sulk, cry

[POKEMON] is unhappy that you are forcing it to follow you when it is injured ...

Friendship >= 400 – Sad, low cry

Injured, [POKEMON] is trying very hard to keep up with you.

(No conditions), Sad, low cry

[POKEMON] seems to be having difficulty moving around!

(No conditions), Sad, low cry

[POKEMON] is trying its best to follow you ...

(No conditions) – Sad, low cry

[[POKEMON] seems to be a little tired.

(No conditions) – Sad, low cry

[POKEMON] looks somewhat tired.

(No conditions) – Sad, low cry

[POKEMON] is injured.

Grass-type Pokémon – Sad, low cry

[POKEMON] has a somewhat wilted look.

Fire-type Pokémon – Sad, low cry

[POKEMON] has its flame that flickers a bit ...

----- Priority 6: place of birth (priority 25%) -----

If the player is located in the encounter zone of the walking Pokémon, this condition is true.

Friendship < 100, Sulk, cry

Returning to its native land has great difficulty in making forget the hatred that [POKEMON] has for you.

Friendship < 400, loyalty < 700, Sulk, cry

[POKEMON] recognizes these places and would like you to give it back its freedom.

Friendship >= 100 and < 400, Interrogation, low cry

Returning to its homeland seems to appease the anger that is gnawing at [POKEMON].

Friendship >= 300 and < 700, Exclamation, cry

[POKEMON] recognizes this place: this is where it was born!

Friendship >= 300 and < 700, Music, cry

[POKEMON] seems to like this place, probably because it was born here.

Friendship >= 400 and < 800, Happy, cry

[POKEMON] really likes this place where he was born.

Friendship ≥ 500 and < 900 , **Happy, cry**

[POKEMON] is soothed by the sight of its native land.

Friendship ≥ 800 , **Joy, cry**

[POKEMON] loves to walk with you on its native land!

Friendship ≥ 900 , **Love, cry**

Seeing the place where he was born makes [POKEMON] euphoric!

----- Priority 7: Holiness of place (priority 37.5%) -----

Cursed place (except for Ghost or Dark-types):

Friendship < 200 , **Angry, cry**

[POKEMON] wishes to see you as cursed as this place!

Friendship ≥ 100 and < 500 , **Sulk, cry**

[POKEMON] is in the same mood as the heavy atmosphere of this place.

Friendship ≥ 100 and < 800 , **dread** > 500 , **Sad, cry**

This place scares [POKEMON], it doesn't want to stay here forever!

Friendship ≥ 200 and < 600 , **Sulk, cry**

[POKEMON] seems somehow unhappy.

Friendship ≥ 200 and < 700 , **Sad, low cry**

[POKEMON] is looking around nervously.

Friendship ≥ 300 and < 800 , **Nocomment, low cry**

[POKEMON] feels uncomfortable in this cursed place.

Friendship ≥ 300 and < 800 , **Nocomment, low cry**

[POKEMON] feels a heavy atmosphere.

Friendship ≥ 400 , **Sad, low cry**

[POKEMON] feels like its life force is being drained.

Friendship ≥ 600 , **Music, low cry**

[POKEMON] shudders and hugs you for reassurance.

Friendship ≥ 800 , **Happy, low cry**

[POKEMON] looks at you and feels reassured by your side, even if this place is oppressive.

Cursed place (Ghost and Dark-types):

Friendship < 200 , **Angry, loud cry**

[POKEMON] wishes to curse you just like this place has been.

Friendship < 500, Interrogation, low cry

This place inspires malicious ideas in [POKEMON]. Is it plotting something nasty?

Friendship >= 200 and < 800, Happy, cry

[POKEMON] feels an energy that it knows well.

Friendship >= 400, Happy, cry

[POKEMON] feels a mortifying presence. It doesn't displease it.

Friendship >= 600, Happy, low cry

[POKEMON] loves this creepy place.

Friendship >= 800, Joy, low cry

[POKEMON] looks at you and feels reassured by your side.

Holy place (except for Ghost-types):

Friendship < 200, Sulk, cry

The aura of this high vibratory place has great difficulty in appeasing the hatred of [POKEMON].

Friendship >= 100 and < 400, Interrogation, low cry

The beauty of this place seems to soothe the anger that gnaws [POKEMON].

Friendship >= 200, Music, cry

The energy of this place invigorates [POKEMON]!

Friendship >= 300 and < 700, Music

[POKEMON] is feeling very calm.

Friendship >= 400 and < 800, Music, low cry

[POKEMON] really likes this place.

Friendship >= 400 and < 900, Music, low cry

[POKEMON] is soothed by the atmosphere of this place.

Friendship >= 500, Joy, cry

[POKEMON] seems in complete bliss!

Friendship >= 600, Music, low cry

[POKEMON] dances with happiness in the fullness of this sacred place.

Friendship >= 600, Happy, cry

[POKEMON] likes to soak up the energies of this place!

Friendship >= 700, Joy, cry

[POKEMON] seems very happy!

Friendship >= 700, Joy, cry

[POKEMON] feels all the benefits of this soothing place!

Friendship >= 800, Love, cry

[POKEMON] loves to walk with you on this high vibratory place!

Friendship >= 900, Love, cry

This wonderful place [POKEMON] euphoric!

Friendship >= 1000, Love, cry

[POKEMON] is swimming in happiness in this enchanting place!

Holy place (Ghost-types):

Friendship < 200, Angry, cry

[POKEMON] would ransack this holy place if it could!

Friendship >= 100 and < 400, Sulk, cry

The beauty of this place has no effect on the anger that gnaws [POKEMON].

Friendship >= 200 and < 700, Nocomment

The aura of this place leaves [POKEMON] indifferent.

Friendship >= 500, not Giratina or Darkrai, Sad, low cry

The beauty of this place makes [POKEMON] long for the time when it was a living creature.

Friendship >= 700, not Giratina or Darkrai, Nocomment

[POKEMON] says to itself that it was right to be reincarnated, even though it cannot take advantage of the energies of this place.

Friendship >= 800, not Giratina or Darkrai, Nocomment

[POKEMON] would jump for joy with you if it was still alive.

Friendship >= 500, Giratina or Darkrai, Sad, cry

If [POKEMON] wasn't cursed by Arceus, it would find this place beautiful.

----- Priority 8: fullness or enjoyment (priority: 18.75%) -----

Friendship < 400, Fullness >= 100, Nocomment, low cry

[POKEMON] is sated. You hope it has calmed her down.

Friendship >= 400 and < 700, Fullness >= 100, Happy, cry

[POKEMON] has filled its stomach and seems satisfied that it has eaten well.

Friendship >= 700, Fullness >= 100, Love, cry

[POKEMON] is happy to have eaten with you. Its stomach is full!

Friendship < 400, Enjoyment >= 100, Interrogation, low cry

[POKEMON] didn't get browbeaten and accepted all your massages, but that's because it was in a good mood.

Friendship >= 300 and < 600, Enjoyment >= 100, Music, cry

[POKEMON] no longer accepts your petting. Even if it likes it, it's had enough received for the moment.

Friendship >= 500 and < 800, Enjoyment >= 100, Happy, cry

[POKEMON] is happy to have been petted, but right now it doesn't want more.

Friendship >= 700, Enjoyment >= 100, Joy, cry

Filled, [POKEMON] is delighted with the affection you have given it!

----- Priority 9: Weather or terrain not neutral (priority: 25%) -----

Priority is a bonus roll: if it's a failure, they will still be added to the priority 13 draw (to obtain a probability greater than 25%).

All cases are tested (no "return" in the code) and added to an array listing the valid reasons, and thus the quotes to be added to the eligibility list.

If at least one of the cases is fulfilled, make a rand (4) and select one of the eligible phrases. Otherwise, keep this eligibility list for priority 13.

~ Pleasant environments ~

Case 0: Fire-type Pokémon under the sun

Friendship < 400, loyalty < 900 – Nocomment, low cry

[POKEMON] wants to laze around or take a nap under the sun.

Friendship < 400 – Interrogation, cry

The sun seems to have made [POKEMON] forget its bad mood.

Friendship >= 200 and < 600 – Nocomment, low cry

The sun seems to soothe [POKEMON].

Friendship >= 400 and < 900 – Joy, cry

[POKEMON] looks delighted by the sun!

Friendship >= 500 – Joy, cry

[POKEMON] is happy to be in the sun!

Friendship >= 600 – Love, cry

The presence of the sun makes [POKEMON] happy!

Friendship >= 800 – Love, cry

[POKEMON] is dancing in gratitude in front of the sun!

Case 1: Fire-type Pokémon in a desert, volcano, or Dragon's lair

Friendship < 400 – Interrogation, cry

Being in a warm place seems to soothe [POKEMON]'s resentment ...

Friendship >= 200 and < 800 – Music, cry

[POKEMON] seems to enjoy this warm landscape.

Friendship >= 400 – Joy, cry

[POKEMON] looks delighted by the warmth that emanates from this place!

Friendship >= 600 – Love, cry

The heat that emanates from this place makes [POKEMON] happy!

Case 2: Water-type Pokémon under the rain

Friendship < 400 – Interrogation, cry

The rain seems to have made [POKEMON] forget its bad mood.

Friendship >= 100 and < 700 – Music, cry

[POKEMON] seems to enjoy the rain.

Friendship >= 300 and < 900 – Happy, cry

[POKEMON] watches with pleasure the raindrops beading on its skin.

Friendship >= 400 – Joy, cry

[POKEMON] dance for joy in the rain!

Friendship >= 600 – Love, cry

The falling rain makes [POKEMON] happy!

Case 3: Water-type Pokémon in fresh water (river, lake, or shallow water off the beach)

Dread < 500 – Exclamation, cry

[POKEMON] looks like it wants to swim!

Friendship < 400 – Sad, cry

[POKEMON] looks at the water with nostalgia.

Friendship < 600, Dread < 500 – Nocomment, low cry

[POKEMON] finds it difficult to look away from the water.

Friendship >= 200, Dread >= 400 – Exclamation, cry

[POKEMON] looks at the water with envy.

Friendship >= 200 and < 800 – Music, cry

[POKEMON] seems to enjoy the sound of the water flowing over the banks.

***Friendship* ≥ 400 and < 900 , *Dread* < 500 – Happy, cry**

The sight of water is thrilling [POKEMON]!

***Friendship* ≥ 500 and < 1000 – Joy, cry**

[POKEMON] is excited at the sight of the water surface.

***Friendship* ≥ 600 – Love, cry**

[POKEMON] is happy to watch the water trickle down the rocks!

Case 4: Water-type Pokémon in the sea or on the beach

***[Duplicate] Dread* < 500 – Exclamation, cry**

[POKEMON] looks like it wants to swim!

***Friendship* < 400 – Sad, cry**

[POKEMON] looks at the sea with nostalgia.

***Friendship* < 600 , *Dread* < 500 – Nocomment, low cry**

[POKEMON] finds it difficult to look away from the sea.

***Friendship* ≥ 200 , *Dread* ≥ 400 – Exclamation, cry**

[POKEMON] looks at the sea with envy.

***Friendship* ≥ 200 and < 800 – Music, cry**

[POKEMON] seems to enjoy the sound of the waves caressing the sand.

***Friendship* ≥ 400 and < 900 , *Dread* < 500 – Happy, cry**

The sight of the sea is thrilling [POKEMON]!

***Friendship* ≥ 500 and < 1000 – Joy, cry**

[POKEMON] is excited at the sight of the sea.

***Friendship* ≥ 600 – Love, cry**

[POKEMON] is happy to watch the waves!

Case 5: Electric-type Pokémon under stormy weather

***Friendship* < 400 – Nocomment, cry**

The storm distracts [POKEMON] and makes it forget its bad mood.

***Friendship* < 600 – Music, cry**

[POKEMON] feels energized by this storm!

***Friendship* ≥ 200 and < 800 – Happy, cry**

The storm makes [POKEMON] happy! Its electricity crackles!

***Friendship* ≥ 400 and < 1000 – Joy, cry**

[POKEMON] is delighted by the hues the sky takes on!

***Friendship* >= 600 – Love, cry**

The storm makes [POKEMON] happy, it crackles with joy!

Case 6: Electric-type Pokémon under the rain

(Uncoded, finally it's not a pleasant case, but reserve 5 strings just in case)

Case 7: Grass-type Pokémon under the sun

***[Duplicate] Friendship* < 400, *loyalty* < 900 – Nocomment, low cry**

[POKEMON] wants to laze around or take a nap under the sun.

***Friendship* < 400 – Nocomment, cry**

Under the effect of the sun, [POKEMON] sent a cloud of spores into the air. It seems to calm it down.

***Friendship* >= 200 and < 800 – Exclamation, cry**

[POKEMON] is stretched out its body and is relaxing in the sunshine.

***Friendship* >= 200 and < 900 – Music, cry**

[POKEMON] soaks up the sun's rays and recharges itself with energy.

***Friendship* >= 300 and < 800 – Happy, cry**

[POKEMON] is basking in the sun and gives off a scent.

***[Duplicate] Friendship* >= 400 and < 900 – Joy, cry**

[POKEMON] looks delighted by the sun!

***[Duplicate] Friendship* >= 500 – Joy, cry**

[POKEMON] is happy to be in the sun!

***[Duplicate] Friendship* >= 600 – Love, cry**

The presence of the sun makes [POKEMON] happy!

***[Duplicate] Friendship* >= 800 – Love, cry**

[POKEMON] is dancing in gratitude in front of the sun!

Case 8: Grass-type Pokémon in tall grass or grassy terrain

***Friendship* < 300 – Nocomment, cry**

The lush vegetation seems to soothe [POKEMON]'s resentment.

***Friendship* >= 200 and < 700, *Dread* < 500 – Exclamation, cry**

[POKEMON] plays with blades of grass.

***Friendship* >= 300, *Dread* >= 400 – Music, cry**

[POKEMON] is soothed by the sound of rustling leaves.

***Friendship* ≥ 300 and < 700 – Music, cry**

[POKEMON] seems to enjoy the vegetation that thrives here.

***Friendship* ≥ 500 and < 900 – Happy, cry**

[POKEMON] enjoys the vegetation that thrives here.

***Friendship* ≥ 500 – Happy, cry**

[POKEMON] admires the flowers that surround it.

***Friendship* ≥ 700 – Love, cry**

[POKEMON] is jumping for joy as it sees the vegetation thriving here!

Case 9: Grass or Bug-type Pokémon in a forest, and if not Water-type

***Friendship* < 200 – Angry, cry**

[POKEMON] got tangled up in the branches and got angry!

***Friendship* < 400 – Sulk, cry**

[POKEMON] was surprised when it was hit by a branch!

***Dread* ≥ 500 – No comment, no cry**

[POKEMON] is standing perfectly still, watching the forest with interest.

***Dread* < 500 – Exclamation, cry**

Excited, [POKEMON] jumps all over the forest!

***[Duplicate] Friendship* ≥ 200 and < 700 , *Dread* < 500 – Exclamation, cry**

[POKEMON] plays with blades of grass.

***Friendship* ≥ 200 and < 900 – Interrogation, cry**

[POKEMON] is staring at the light coming through the trees.

***[Duplicate] Friendship* ≥ 300 , *Dread* ≥ 400 – Music, cry**

[POKEMON] is soothed by the sound of rustling leaves.

***Friendship* ≥ 400 , Bug-type Pokémon – Happy, cry**

[POKEMON] seems to enjoy the buzz of the local wildlife.

***Friendship* ≥ 500 – Joy, cry**

[POKEMON] loves to walk in the forest! It appreciates the scenery.

***Friendship* ≥ 700 – Love, cry**

[POKEMON] jumps for joy as he sees the life swarming in the forest!

Case 10: Ice-type Pokémon under the snow

Friendship < 200 – Sulk, low cry

[POKEMON] chews a piece of snow to let off steam.

Friendship < 400 – Interrogation, cry

The cold seems to have made [POKEMON] forget its bad mood.

Friendship < 400 – Nocomment, low cry

The snow seems to have put [POKEMON] in a good mood.

Friendship >= 200 and < 600 – Music, low cry

[POKEMON] is watching the snow fall. It seems to please it.

Friendship >= 400 and < 800 – Happy, cry

[POKEMON] looks at the sky with a smile.

Friendship >= 600 – Joy, cry

[POKEMON] is delighted by the snow!

Friendship >= 800 – Love, cry

The freezing weather makes [POKEMON] euphoric!

Case 11: Ice-type Pokémon under the hail

Friendship < 200 – Sulk, low cry

[POKEMON] gnaws a piece of hail to let off steam.

[Duplicate] Friendship < 400 – Interrogation, cry

The cold seems to have made [POKEMON] forget its bad mood.

Friendship < 400, Hail – Nocomment, low cry

The hail seems to have put [POKEMON] in a good mood.

Friendship >= 200 and < 600 – Music, low cry

[POKEMON] is watching the hail fall. It seems to please it.

[Duplicate] Friendship >= 400 and < 800 – Happy, cry

[POKEMON] looks at the sky with a smile.

Friendship >= 600 – Happy, cry

[POKEMON] is delighted by the hail!

[Duplicate] Friendship >= 800 – Love, cry

The freezing weather makes [POKEMON] euphoric!

Case 12: Ice-type Pokémon under the blizzard

Friendship < 200 – Sulk, low cry

[POKEMON] gnaws a piece of ice to let off steam.

[Duplicate] Friendship < 400 – Interrogation, cry

The cold seems to have made [POKEMON] forget its bad mood.

Friendship < 400 – Nocomment, low cry

The blizzard seems to have put [POKEMON] in a good mood.

Friendship >= 200 and < 600 – Music, low cry

[POKEMON] is watching the blizzard blowing. It seems to please it.

[Duplicate] Friendship >= 400 and < 800 – Happy, cry

[POKEMON] looks at the sky with a smile.

Friendship >= 600 – Joy, cry

[POKEMON] is delighted by the blizzard!

[Duplicate] Friendship >= 800 – Love, cry

The freezing weather makes [POKEMON] euphoric!

Case 13: Ice-type Pokémon on snowy or frozen terrain

[Duplicate] Friendship < 200 – Sulk, low cry

[POKEMON] gnaws a piece of ice to let off steam.

[Duplicate] Friendship < 400 – Interrogation, cry

The cold seems to have made [POKEMON] forget its bad mood.

Friendship >= 200 and < 600 – Music, cry

[POKEMON] seems to appreciate the icy beauty of this landscape.

Friendship >= 400 and < 800 – Happy, cry

[POKEMON] appreciates the ice crystals that embellish this landscape.

Friendship >= 400 – Happy, cry

[POKEMON] feels in its element with all this ice!

Friendship >= 600 – Joy, cry

The cold makes [POKEMON] happy!

Friendship >= 800 – Love, cry

[POKEMON] is contemplating the icy beauty of this landscape!

Case 14: Poison-type or Water/Ground-type Pokémon on swampy terrain (including shallow water off the beach)

Friendship < 400 – Nocomment, low cry

This wetland seems to make [POKEMON] forget its resentment towards you.

***Friendship* >= 200 and < 700 – Exclamation, cry**

[POKEMON] probes the muddy water.

***Friendship* >= 400 – Joy, cry**

[POKEMON] is playing in the mud!

***Friendship* >= 600 – Love, cry**

The smell that emanates from the muddy water makes [POKEMON] euphoric!

Case 15: Bug-type Pokémon that does not fear water (excluding Fire, Ground and Rock types) in swampy terrain (including shallow water off the beach)

***[Duplicate] Friendship* < 400 – Nocomment, low cry**

This wetland seems to make [POKEMON] forget its resentment towards you.

***Friendship* >= 200 and < 700 – Exclamation, cry**

[POKEMON] is thinking it would be a good place to nest.

***Friendship* >= 400 – Joy, cry**

[POKEMON] plays with the reeds!

***[Duplicate] Friendship* >= 600 – Love, cry**

The smell that emanates from the muddy water makes [POKEMON] euphoric!

Case 16: Rock or Ground-type Pokémon under Sandstorm

***Friendship* < 400 – Nocomment, low cry**

The flying sand seems to make [POKEMON] forget the resentment it bears you.

***Friendship* >= 200 and < 700 – Music, cry**

The sand flying in all directions motivates [POKEMON].

***Friendship* >= 300 and < 900 – Happy, cry**

[POKEMON] admires the sand flying in all directions.

***Friendship* >= 400 – Joy, cry**

[POKEMON] dances to the rhythm of the gusts of sand.

***Friendship* >= 600 – Love, cry**

The sand makes [POKEMON] happy!

***Friendship* >= 800 – Love, cry**

[POKEMON] is contemplating the beauty of the sandstorm!

Case 17: Rock or Ground-type Pokémon in a cave (except icy or water-covered surfaces) or rocky terrain

Friendship < 400 – Nocomment, low cry

The rocky environment seems to have made [POKEMON] forget its bad mood.

Friendship >= 200 and < 600 – Music, cry

[POKEMON] seems to enjoy this rocky place.

Friendship >= 400 and < 1000 – Joy, cry

[POKEMON] has fun moving rocks.

Friendship >= 600 – Love, cry

[POKEMON] is contemplating the beauty of the rock faces!

Friendship >= 800 – Love, cry

[POKEMON] love this place!

Case 18: Dragon-type Pokémon under the sun

[Duplicate] Friendship < 400 – Interrogation, cry

The sun seems to have made [POKEMON] forget its bad mood.

Friendship >= 200 and < 800, Dread < 500 – Music, cry

[POKEMON] soaks up the sun's rays and warms its blood.

[Duplicate] Friendship >= 400 and < 800 – Happy, cry

[POKEMON] is stretched out its body and is relaxing in the sunshine.

[Duplicate] Friendship >= 400 and < 900 – Joy, cry

[POKEMON] looks delighted by the sun!

[Duplicate] Friendship >= 500 – Joy, cry

[POKEMON] is happy to be in the sun!

[Duplicate] Friendship >= 600 – Love, cry

The presence of the sun makes [POKEMON] happy!

Case 19: Dragon-type Pokémon in a Dragon's den

Friendship < 400 – Interrogation, cry

Being in Dragon territory seems to soothe [POKEMON]'s resentment ...

Friendship >= 200 and < 600 – Music, cry

[POKEMON] seems to appreciate the beauty of this place inhabited by dragons.

Friendship >= 400 and < 800 – Happy, cry

[POKEMON] wants to greet its own who live here.

Friendship >= 400 – Joy, cry

[POKEMON] admire this draconic territory!

***Friendship* ≥ 600 – Love, cry**

[POKEMON] is delighted to be among its own!

~ Unpleasant environments ~

Case 20: Fire, Ground or Rock-type Pokémon (excluding Water-type) under the rain

***Friendship* < 200 – Angry, loud cry**

[POKEMON] screams against the rain!

***Friendship* < 400 – Angry, cry**

[POKEMON] seems very upset about the rain!

***Friendship* ≥ 100 and < 500 – Sulk, cry**

[POKEMON] scolds against the rain!

***Friendship* ≥ 200 and < 600 – Sulk, cry**

[POKEMON] looks at the sky and scowls.

***Friendship* ≥ 300 and < 700 – Sad, cry**

[POKEMON] is all wet and pouting ...

***Friendship* ≥ 400 and < 900 – Sad, cry**

[POKEMON] doesn't seem to like being all wet ...

***Friendship* ≥ 500 – Exclamation, cry**

[POKEMON] tries to shake itself off to dry itself ...

***Friendship* ≥ 600 – Exclamation, cry**

[POKEMON] moves closer to you to protect itself from the rain.

Case 21: Fire, Ground or Rock-type Pokémon (excluding Water-type and Pokémon able to fly) at sea or on a river

***Friendship* < 300 – Angry, cry**

[POKEMON] is drowning!

***Friendship* < 500 – Sulk, cry**

[POKEMON] makes a face at the thought of having to swim.

***Friendship* ≥ 300 and < 900 – Sad, cry**

Being submerged gives [POKEMON] chills!

***Friendship* ≥ 500 – Exclamation, cry**

[POKEMON] wants to return to dry land!

Case 22: Fire, Ground or Rock-type Pokémon (excluding Water-type and Pokémon able to fly) on swampy terrain (including shallow water off the beach)

Friendship < 300 – Angry, cry

[POKEMON] rants about having its feet in the water and tries to shake itself off to dry itself!

Friendship < 500 – Sulk, cry

[POKEMON] makes a face at the thought of having its feet in the water.

[Duplicate] Friendship >= 300 and < 700 – Sad, cry

[POKEMON] is all wet and pouting ...

Friendship >= 300 and < 900 – Sad, cry

Having its feet in the water gives [POKEMON] chills!

Friendship >= 500 – Exclamation, cry

[POKEMON] tries to find a place where the ground is dry.

Friendship >= 500 – Exclamation, cry

[POKEMON] is not comfortable with the idea of having its feet in the water.

Case 23: Dark-type Pokémon (Fire, Grass and Dragon-types excluded) under the sun

Friendship < 200 – Angry, cry

The brightness of the sun irritates [POKEMON]!

Friendship < 500 – Sulk, cry

[POKEMON] seems personally offended by the sun.

Friendship >= 200 and < 800, Dread < 400 – Sulk, cry

[POKEMON] looks annoyed by the strong light.

Friendship >= 200 and < 800, Dread >= 400 – Sad, cry

The glare of the sun seems to disturb [POKEMON].

Friendship >= 400 and < 1000 – Interrogation, cry

[POKEMON] is constantly seeking shelter from the sunlight.

Friendship >= 600 – Interrogation, cry

[POKEMON] tries to hide under your shadow to avoid seeing the blinding sun ...

Case 24: Water or Ice-type Pokémon (Fire and Grass-types excluded) under the sun

Friendship < 200 – Angry, cry

[POKEMON] rants against the sun!

Friendship < 400 – Angry, cry

The heat irritates [POKEMON]!

Friendship < 600 – Sulk, cry

[POKEMON] is too hot and complains about it.

Friendship >= 200 and < 800 – Sad, cry

[POKEMON]'s face shows drops of sweat...

Friendship >= 400 and < 1000, – Interrogation, cry

[POKEMON] squints in bright sunlight and becomes confused.

Friendship >= 600 – Nocomment, cry

[POKEMON] seems uncomfortable with this sun.

Case 25: Water or Ice-type Pokémon (Fire-type excluded) in a desert, volcano or Dragon's den (Grass-type excluded for the desert + Dragon-type excluded for the Dragon's den)

[Duplicate] Friendship < 300 – Angry, cry

The heat irritates [POKEMON]!

[Duplicate] Friendship < 500 – Sulk, cry

[POKEMON] is too hot and complains about it.

[Duplicate] Friendship >= 200 and < 800 – Sad, cry

[POKEMON]'s face shows drops of sweat...

Friendship >= 300 and < 900, – Interrogation, cry

[POKEMON] seems to be very hot ...

Friendship >= 500 – Nocomment, cry

The heat here makes [POKEMON] uncomfortable.

Case 26: Grass, Bug or Dragon-type Pokémon (Ice-type excluded) on snowy or frozen terrain

Friendship < 400 – Angry, cry

The cold irritates [POKEMON]!

Friendship >= 200 and < 700 – Sulk, cry

[POKEMON] is getting cold by the ambient air!

Friendship >= 300 and < 800 – Sad, low cry

[POKEMON] is cold to the touch and shivering ...

Friendship >= 400 – Sad, cry

The cold hurts [POKEMON]...

Friendship >= 600 – Nocomment, low cry

[POKEMON] is trembling ...

Case 27: Pokémon under Sandstorm not immune to this weather

Friendship < 300 – Angry, cry

The sand that gets everywhere irritates [POKEMON]!

Friendship < 500 – Sulk, cry

[POKEMON] spit out a mouthful of sand!

Friendship >= 200 and < 700 – Sulk, cry

[POKEMON] is covered in sand ...

Friendship >= 400 and < 900 – Sad, cry

The sand seems to be bothering [POKEMON] ...

Friendship >= 500 and < 1000 – Interrogation, cry

The sand blurs [POKEMON]'s vision ...

Friendship >= 600 – Exclamation, cry

[POKEMON] tries to hide behind you to protect itself from the sand ...

Case 28: Pokémon under Hail not immune to this weather

Friendship < 200 – Angry, cry

The hail is irritating [POKEMON]!

Friendship < 400 – Angry, cry

[POKEMON] is being bombarded by hail!

Friendship >= 100 and < 800, dread >= 500 – Sulk, low cry

Hail hits [POKEMON] painfully.

Friendship >= 100 and < 800 – Sad, cry

[POKEMON]'s teeth are chattering!

Friendship >= 200 and < 900, dread < 500 – Sad, cry

[POKEMON] wants shelter from the hail!

Friendship >= 600 – Exclamation, cry

[POKEMON] is shaking like a leaf to warm up.

[Duplicate] Friendship >= 600 – Nocomment, low cry

[POKEMON] is trembling ...

Case 29: Pokémon under Blizzard not immune to this weather

Friendship < 200 – Angry, cry

The blizzard is irritating [POKEMON]!

Friendship < 400 – Angry, cry

[POKEMON] gets frigid by the blizzard!

Friendship >= 100 and < 800, dread >= 500 – Sulk, low cry

The blizzard hurts [POKEMON] ...

[Duplicate] Friendship >= 100 and < 800 – Sad, cry

[POKEMON]'s teeth are chattering!

Friendship >= 200 and < 900, dread < 500 – Sad, cry

[POKEMON] wants shelter from the blizzard!

[Duplicate] Friendship >= 600 – Exclamation, cry

[POKEMON] is shaking like a leaf to warm up.

[Duplicate] Friendship >= 600 – Nocomment, low cry

[POKEMON] is trembling ...

----- Priority 10: Weather or neutral field (priority: 12.5%) -----

This priority is skipped if there are eligible priority 8 sentences.

Unlike priority 9, no bonus roll. We definitely skip if we don't have the rand(8).

Case 30: Sun weather except pleasant or unpleasant cases

(No conditions) – Interrogation, cry

[POKEMON] looks up to the sky.

(No conditions) – Interrogation, cry

[POKEMON] is intrigued by the appearance of the sky.

Friendship < 300 – Sulk, cry

The beating sun brings out the resentment [POKEMON] has on you.

Friendship >= 100 and < 600 – Exclamation, cry

[POKEMON] has protected its eyesight from the glaring light!

Friendship >= 300 and < 700 – Nocomment, cry

[POKEMON] is starting to sweat ...

Friendship >= 400 and < 900 – Exclamation, cry

The bright sunlight doesn't seem to bother [POKEMON].

Friendship >= 700 – Joy, cry

[POKEMON] hides under your shadow to avoid the sun and smiles at you.

Case 31: Rain weather except pleasant or unpleasant cases

[Duplicate] (No conditions) – Interrogation, cry

[POKEMON] looks up to the sky.

[Duplicate] (No conditions) – Interrogation, cry

[POKEMON] is intrigued by the appearance of the sky.

Friendship < 300 – Sulk, cry

The rain puts [POKEMON] in a gloomy mood...

Friendship < 500 – Sulk, cry

[POKEMON] is slipping on the wet floor and almost fell down!

Friendship >= 100 and < 600 – Sad, cry

The rain makes [POKEMON] sad ...

Friendship >= 200 and < 800 – Exclamation, cry

[POKEMON] looks surprised to see that it's raining!

Friendship >= 300 and < 700 – Interrogation, cry

[POKEMON] looks at the water beading on its body.

Friendship >= 400 and < 900 – Interrogation, cry

[POKEMON] watches the rain clouds.

Friendship >= 500 and < 900 – Music, cry

The rain doesn't seem to bother [POKEMON].

Friendship >= 600 – Happy, cry

The rain seems to amuse [POKEMON].

Friendship >= 700 – Joy, cry

[POKEMON] is playing in a puddle!

Case 32: Sandstorm weather on non-Rock or Ground-type Pokémon, but immune

[Duplicate] (No conditions) – Interrogation, cry

[POKEMON] is in a gloomy mood as this inhospitable weather.

[Duplicate] (No conditions) – Interrogation, cry

[POKEMON] is intrigued by the appearance of the sky.

Friendship < 400 – Sulk, cry

[POKEMON] is in a gloomy mood as this inhospitable weather.

Friendship >= 200 and < 700 – Nocomment, cry

[POKEMON] doesn't seem bothered by the sandstorm.

***Friendship* ≥ 200 and < 800 – Interrogation, cry**

[POKEMON] observes the hues of the sky. It does not seem to be bothered by the vagaries of the weather.

***Friendship* ≥ 300 and < 800 – Interrogation, cry**

[POKEMON] is indifferent to the sandstorm.

***Friendship* ≥ 400 and < 900 – Music, cry**

[POKEMON] is covered with sand but doesn't seem to care.

***Friendship* ≥ 600 – Joy, cry**

[POKEMON] is amused to see the sand slipping over its skin without it bothering it.

Case 33: Snow weather on non-Ice Pokémon

[Duplicate] (No conditions) – Interrogation, cry

[POKEMON] looks up to the sky.

[Duplicate] (No conditions) – Interrogation, cry

[POKEMON] is intrigued by the appearance of the sky.

***Friendship* < 400 – Sulk, cry**

[POKEMON] is in a gloomy mood as this snowy weather.

***Friendship* ≥ 200 and < 700 – Nocomment, cry**

[POKEMON] doesn't seem bothered by the snow.

***Friendship* ≥ 300 and < 800 – Interrogation, cry**

[POKEMON] is watching the snow fall.

***Friendship* ≥ 400 , *Dread* < 600 – Music, cry**

[POKEMON] tries to catch a snowflake with its mouth.

***Friendship* ≥ 500 – Joy, cry**

[POKEMON] is fascinated by snow.

***Friendship* ≥ 700 – Joy, cry**

[POKEMON] rolls around in the snow for fun.

Case 34: Hail weather on non-Ice Pokémon, but immune

[Duplicate] (No conditions) – Interrogation, cry

[POKEMON] looks up to the sky.

[Duplicate] (No conditions) – Interrogation, cry

[POKEMON] is intrigued by the appearance of the sky.

Friendship < 400 – Sulk, cry

[POKEMON] is in a gloomy mood as this freezing weather.

Friendship >= 200 and < 700 – Nocomment, cry

[[POKEMON] doesn't seem bothered by this freezing weather.

[Duplicate] Friendship >= 200 and < 800 – Interrogation, cry

[POKEMON] observes the hues of the sky. It does not seem to be bothered by the vagaries of the weather.

Friendship >= 700 – Happy, cry

[POKEMON] snuggles up against you for protection from the cold!

Case 35: Blizzard weather on non-Ice Pokémon, but immune

[Duplicate] (No conditions) – Interrogation, cry

[POKEMON] looks up to the sky.

[Duplicate] (No conditions) – Interrogation, cry

[POKEMON] is intrigued by the appearance of the sky.

[Duplicate] Friendship < 400 – Sulk, cry

[POKEMON] is in a gloomy mood as this freezing weather.

Friendship >= 200 and < 700 – Nocomment, cry

[POKEMON] doesn't seem bothered by this snowstorm.

[Duplicate] Friendship >= 200 and < 800 – Interrogation, cry

[POKEMON] observes the hues of the sky. It does not seem to be bothered by the vagaries of the weather.

[Duplicate] Friendship >= 700 – Happy, cry

[POKEMON] snuggles up against you for protection from the cold!

Case 36: Thunderstorm weather except pleasant or unpleasant cases

[Duplicate] (No conditions) – Interrogation, cry

[POKEMON] looks up to the sky.

[Duplicate] (No conditions) – Interrogation, cry

[POKEMON] is intrigued by the appearance of the sky.

Friendship < 400 – Sulk, cry

The stormy sky seems to put [POKEMON] on edge ...

Friendship >= 200 and < 600 – Sad, cry

The storm seems to be making [POKEMON] a little nervous.

[Duplicate] Friendship >= 200 and < 800 – Interrogation, cry

[POKEMON] observes the hues of the sky. It does not seem to be bothered by the vagaries of the weather.

Friendship >= 400 and < 800 – Exclamation, cry

The lightning made [POKEMON] jump!

Friendship >= 600 – Interrogation, cry

[POKEMON] watches the lightning illuminate the sky.

Friendship >= 800 – Happy, cry

The lightning frightened [POKEMON]! It snuggles up to you to be reassured.

Case 40: Warm area except pleasant or unpleasant cases

Friendship < 300 – Sulk, cry

The heat of this place makes [POKEMON] growl.

[Duplicate] Friendship >= 300 and < 700 – Nocomment, cry

[POKEMON] is starting to sweat ...

Friendship >= 300 and < 900 – Exclamation, cry

The heat of this place doesn't seem to bother [POKEMON].

Friendship >= 500 – Music, cry

[POKEMON] looks a little too hot, but signals you that it's okay.

Case 41: Wet area (swamp or shallow water) except in pleasant or unpleasant cases

[Duplicate] (No conditions) – Exclamation, cry

[POKEMON] tries to shake itself off to dry itself ...

Friendship < 300, Loyalty < 900 – Sulk, cry

[POKEMON] splashes you to show its contempt.

Friendship >= 300, Dread < 500 – Music, cry

[POKEMON] plays by splashing all over the place!

Friendship >= 600, not Swamp area – Joy, cry

[POKEMON] wants to play with you by hopping in the water!

Friendship >= 600, Swamp area – Joy, cry

[POKEMON] wants to play with you by hopping in the mud!

Case 42: Sandy area (and not wet) except in pleasant or unpleasant cases

Friendship < 600 – Interrogation, cry

Pensive, [POKEMON] looks at its footprints in the sand.

Friendship* ≥ 200 and < 800 , *Dread* ≥ 500 – *Nocomment*, *low cry

[POKEMON] rolls in the sand, as if to hide ...

Friendship* ≥ 300 and < 900 , *Dread* < 600 – *Music*, *low cry

[POKEMON] rolls in the sand and relaxes.

Friendship* ≥ 500 , *Dread* < 500 – *Happy*, *cry

[POKEMON] has fun on the sand!

Friendship* ≥ 600 – *Joy*, *cry

[POKEMON] enjoys running on the sand!

Case 43: Frozen or snowy area except in pleasant or unpleasant cases

Friendship* < 400 – *Sulk*, *cry

[POKEMON]'s mood is as cold as the surroundings ...

Friendship* ≥ 200 and < 700 – *Nocomment*, *cry

[POKEMON] doesn't seem bothered by the icy ground.

Friendship* ≥ 200 and < 800 – *Interrogation*, *cry

[POKEMON] shakes slightly. It feels that it is cold here.

Friendship* ≥ 500 – *Music*, *cry

[POKEMON] plays with a piece of ice.

[Duplicate] *Friendship* ≥ 700 – *Happy*, *cry*

[POKEMON] snuggles up against you for protection from the cold!

----- Priority 11: Case of fullness and enjoyment at 0 (6.25%) -----

If rand(16) is false, add these sentences in the friendship priority.

Friendship* < 400 , *Fullness* = 0 – *Exclamation2*, *cry

[POKEMON] is hungry and wants to eat!

Friendship* ≥ 300 and < 700 , *Fullness* = 0 – *Interrogation*, *cry

[POKEMON] has an empty stomach. It would like to eat.

Friendship* ≥ 400 and < 800 , *Fullness* = 0 – *Interrogation*, *cry

You can hear [POKEMON]'s stomach rumbling. It seems to be hungry.

Friendship* ≥ 600 , *Fullness* = 0 – *Music*, *cry

[POKEMON] looks longingly at your bag of Berries.

Friendship >= 800, Fullness = 0 – Music, cry

[POKEMON]'s stomach is rumbling. It is looking forward to your next treat.

Friendship < 400, Enjoyment = 0 – Sulk, cry

[POKEMON] is in emotional need and rants.

Friendship >= 300 and < 700, Enjoyment = 0 – Exclamation, cry

Oh! Looks like [POKEMON] wants to play with you!

Friendship >= 400 and < 800, Enjoyment = 0 – Music, cry

[POKEMON] suddenly snuggled up to you and looks longingly at your Poké Toy.

Friendship >= 600, Enjoyment = 0 – Music, cry

[POKEMON] wants to play with you!

Friendship >= 800, Enjoyment = 0 – Joy, cry

[POKEMON] seems very happy to be so close and tenderly invites you to offer it affection.

----- Priority 12: Case of Pokémon types (priority: 12.5%) -----

This priority is skipped if the Pokémon is injured or has suffered a status.

Priority is a bonus roll: if it is a failure, they will still be added in the priority 13 draw.

Friendship < 200, Fire-type Pokémon – Angry, loud cry

[POKEMON] is on fire with anger!

Friendship >= 200 and < 800, Fire-type Pokémon – Exclamation, cry

[POKEMON] breathed out a bit of fire!

Friendship >= 200 and < 800, Loyalty >= 900, Fire-type Pokémon – Exclamation, cry

[POKEMON] breathed a flame with a strong spirit!

Friendship >= 300 and < 900, Fire-type Pokémon – Exclamation, cry

[POKEMON] vigorously produced a flame.

Friendship >= 300, Fire-type Pokémon, full health – Exclamation, cry

[POKEMON]'s flame puffed!

Friendship >= 400, Fire-type Pokémon – Happy, cry

[POKEMON] vigorously breathed a flame!

Friendship >= 600, Fire-type Pokémon – Joy, cry

[POKEMON] is warm and cheerful!

Friendship < 400, loyalty < 900, Water-type Pokémon – Sulk, cry

[POKEMON] sprinkles water on you!

Friendship >= 200 and < 700, Water-type Pokémon – Exclamation, cry

[POKEMON] spat out some water!

Friendship ≥ 600 , **Water-type Pokémon, Joy – cry**
[POKEMON] sends a jet of water skyward to express its joy.

Friendship < 400 , **Electric-type Pokémon – Sulk, cry**
[POKEMON] makes threatening sparks!

Friendship ≥ 300 and < 800 , **Dread** < 500 , **Electric-type Pokémon – Exclamation, cry**
[POKEMON] is full of fighting spirit and is crackling with electricity!

Friendship ≥ 300 and < 800 , **Dread** ≥ 500 , **Electric-type Pokémon – Exclamation, cry**
[POKEMON] seems to have zapped itself a little!

Friendship ≥ 500 , **Loyalty** ≥ 900 , **Electric-type Pokémon – Happy, cry**
[POKEMON] makes sparks to show its motivation!

Friendship < 400 , **Grass-type Pokémon – Sulk, cry**
[POKEMON] whipped vines!

Friendship ≥ 200 and < 700 , **Grass-type Pokémon – Nocomment, cry**
[POKEMON] is moving a leaf up and down.

Friendship ≥ 300 and < 800 , **Grass-type Pokémon – Exclamation, cry**
[POKEMON] played with a vine!

Friendship ≥ 400 and < 900 , **Dread** < 600 , **Grass-type Pokémon – Nocomment, cry**
[POKEMON] is playing with a leaf.

Friendship ≥ 600 , **Grass-type Pokémon – Joy, cry**
[POKEMON] extended a vine and wrapped it around you! Seems like it wants to hug you!

Friendship < 400 , **loyalty** < 900 , **Ice-type Pokémon – Sulk, cry**
[POKEMON] sends you its icy breath.

Friendship ≥ 200 and < 1000 , **Ice-type Pokémon – Exclamation, cry**
A cold chill can be felt from [POKEMON].

Friendship ≥ 600 , **Ice-type Pokémon, Joy – cry**
[POKEMON] is swirling some snowflakes around you! It seems to be having fun with it!

Friendship ≥ 200 and < 800 , **Dread** < 500 , **Fighting-type Pokémon – Music, Cry**
[POKEMON] is showing off how strong it is!

Friendship ≥ 200 and < 800 , **Dread** < 400 , **Fighting-type Pokémon – Exclamation, Cry**
[POKEMON] took the opportunity to show off its strength!

Friendship < 900 , **Poison-type Pokémon – Exclamation, Cry**
A venomous smell is coming from [POKEMON].

Friendship ≥ 400 and < 900 , **Dread** < 500 , **Ground-type Pokémon – Happy, Cry**

[POKEMON] is poking and playing with the ground.

Friendship < 400, loyalty < 900, Flying-type Pokémon – Sulk, cry
[POKEMON] sends you a gust of wind.

Friendship >= 400, Flying-type Pokémon – Happy, cry
[POKEMON] is gracefully flying in the sky!

Friendship >= 300 and < 800, Dread < 500, Rock-type Pokémon – Exclamation, Cry
[POKEMON] plays with stones.

----- Priority 13 (last level): friendship -----

Friendship = 0 – Angry, loud cry
The hatred of [POKEMON] is fierce!

Friendship < 100 – Angry, loud cry
[POKEMON] is displeased and got angry!

Friendship < 100 – Angry, loud cry
[POKEMON]'s gaze is filled with hate!

Friendship < 100, loyalty < 500 – Angry, cry
[POKEMON] gives you a murderous look!

Friendship < 100, loyalty < 700 – Angry, loud cry
[POKEMON] got mad all of a sudden!

Friendship < 100, Dread >= 700 – Angry, cry
[POKEMON] wants to attack you, but your authority prevents it!

Friendship < 100, Dread >= 800 – Angry, cry
Terrified by your presence, [POKEMON] is ready to slaughter your enemies!

Friendship < 200, loyalty < 500 – Exclamation, cry + Sad on the hero
[POKEMON] is trying to push you around!

Friendship < 200, loyalty < 500 – Angry, cry + Sad on the hero
[POKEMON] bumped into your legs!

Friendship < 200 – Angry, loud cry
[POKEMON] is angry about something!

Friendship < 200 – Angry, loud cry
[POKEMON] cried out very loudly!

Friendship < 200, loyalty >= 700 – Angry, cry
[POKEMON] wants to wreak havoc with you!

Friendship < 200, loyalty >= 900 – Angry, cry

[POKEMON]'s anger is great, but not as much as the fear you inspire it.

Friendship < 300, loyalty < 700 – Sulk, cry

... [POKEMON] is glaring at you.

Friendship < 300, loyalty < 700 – Angry, low cry

[POKEMON] won't look you in the eye.

Friendship < 400 – Angry, cry

[POKEMON] suddenly started getting angry!

Friendship < 400, loyalty < 700 – Sulk, cry

[POKEMON] turned away, making a discontented face...

Friendship < 400, loyalty < 700 – Angry, cry

[POKEMON] rants ... Obviously it's had enough of walking with you.

Friendship < 400, loyalty < 900 – Exclamation, cry

[POKEMON] is tapping what is around it.

Friendship < 400, loyalty < 900 – Angry, cry

[POKEMON] looks on edge!

Browbeaten – Angry, cry

[POKEMON] is sulking about!

Browbeaten – Angry, cry

[POKEMON] refuses that you pet him!

Browbeaten – Angry, cry

[POKEMON] doesn't accept your petting and remains browbeaten!

Loyalty < 700 – Exclamation2, loud cry

[POKEMON] roared!

Loyalty < 900 – Exclamation2, loud cry

[POKEMON] let out a roar!

Friendship >= 100 and < 400 – Sulk, cry

[POKEMON] is making an angry face and growling.

Friendship >= 100 and < 400 – Sulk, cry

[POKEMON] is agitated! It's getting tired of following you.

Friendship >= 100 and < 500, dread > 500 – Sulk, low cry

[POKEMON] averted its gaze ...

Friendship >= 100 and < 500, not browbeaten, Enjoyment < 100 – Nocomment, low cry

[POKEMON] accepts your petting, but still remains on its guard.

Friendship ≥ 100 and < 500 , **loyalty** < 900 – **Sulk, low cry**
[POKEMON] dodges your gaze, it doesn't want you to talk to it ...

Friendship ≥ 100 and < 500 , **loyalty** < 900 – **Nocomment, low cry**
You can feel a fiery gaze coming from [POKEMON] ...

Friendship ≥ 100 and < 500 , **loyalty** ≥ 900 – **Sad, low cry**
[POKEMON] follows you with its head down, it doesn't look very happy.

Friendship ≥ 100 and < 600 , **dread** < 400 – **Sulk, cry**
You surprised [POKEMON] by suddenly speaking to it!

Friendship ≥ 100 and < 600 , **dread** ≥ 400 – **Nocomment, low cry**
[POKEMON] avoid getting too close to you, it's not very comfortable ...

Friendship ≥ 100 and < 600 , **dread** ≥ 400 – **Sulk, cry**
[POKEMON] seems a bit nervous.

Friendship ≥ 100 and < 600 , **dread** ≥ 600 – **Sad, cry**
[POKEMON] looks a bit nervous, it's shaking all the time.

Friendship ≥ 100 and < 900 , **loyalty** ≥ 1000 – **Exclamation2, cry**
[POKEMON] seems ready to fight, it wants to prove your loyalty to you!

Friendship ≥ 100 and < 900 , **dread** ≥ 600 – **Exclamation2, cry**
[POKEMON] is startled! It hadn't seen you turn around!

Friendship ≥ 200 and < 500 – **Sulk, low cry**
[POKEMON] appears embarrassed for some reason.

Friendship ≥ 200 and < 500 – **Sulk, low cry**
[POKEMON] is pouting for some reason!

Friendship ≥ 200 and < 500 – **Sad, low cry**
[POKEMON] is not very cheerful, walking with you doesn't seem to enchant it.

Friendship ≥ 200 and < 500 – **Sulk, cry**
[POKEMON] fell down and got a little frustrated!

Friendship ≥ 200 and < 600 – **Sad, low cry**
[POKEMON] is looking a bit down in the dumps ...

Friendship ≥ 200 and < 600 , **loyalty** < 1000 – **Sulk, low cry**
[POKEMON] is standing guard!

Friendship ≥ 200 and < 600 , **loyalty** < 1000 – **Nocomment, low cry**
[POKEMON] is staring at your face.

Friendship ≥ 200 and < 600 , **dread** ≥ 500 – **Sulk, low cry**

[POKEMON] is on the lookout, it doesn't seem very confident...

Friendship ≥ 200 and < 700 , **loyalty** ≥ 800 – **Exclamation, cry**

[POKEMON] put in extra effort!

Friendship ≥ 200 and < 700 , **dread** ≥ 500 – **Nocomment, low cry**

[POKEMON] is moving along cautiously!

Friendship ≥ 200 and < 900 , **loyalty** < 900 – **Exclamation, cry**

[POKEMON]'s movements seem bouncier than usual!

Friendship ≥ 200 , **dread** ≥ 600 – **Nocomment, low cry**

[POKEMON] is blushing!

Friendship ≥ 300 and < 600 – **Nocomment**

[POKEMON] has a blank stare ...

Friendship ≥ 300 and < 700 – **Interrogation**

[POKEMON] has a look lost in the void.

Friendship ≥ 300 and < 700 – **Interrogation, cry**

[POKEMON] makes a funny noise...

Friendship ≥ 300 and < 700 – **Nocomment, cry**

[POKEMON] is carefully observing the surroundings ...

Friendship ≥ 300 and < 700 – **Nocomment, cry**

[POKEMON] doesn't seem to want to discuss any further, it wants to continue your journey.

Friendship ≥ 300 and < 700 , **dread** < 500 – **Interrogation, low cry**

[POKEMON] doesn't even notice that you are talking to it, it is lost in its thoughts.

Friendship ≥ 300 and < 700 , **dread** < 500 – **Nocomment, low cry**

[POKEMON] seems distracted by something, it is not paying attention to you.

Friendship ≥ 300 and < 700 , **dread** < 600 – **Nocomment, low cry**

[POKEMON] scrutinizes you ...

Friendship ≥ 300 and < 700 , **dread** < 600 – **Interrogation, low cry**

[POKEMON] is looking around. It doesn't seem to be paying attention to you.

Friendship ≥ 300 and < 700 , **dread** ≥ 300 and < 600 – **Nocomment, low cry**

[POKEMON] looks into the distance.

Friendship ≥ 300 and < 700 , **dread** ≥ 400 and < 700 – **Exclamation, low cry**

[POKEMON] looks distracted by something, but it quickly forgets it when it sees you talking to it.

Friendship ≥ 300 and < 700 , **dread** ≥ 600 – **Sad, low cry**

[POKEMON] looks a bit uncomfortable ...

Friendship* >= 300 and < 700, *loyalty* >= 700 – *Nocomment, low cry
[POKEMON] looks in your direction ...

Friendship* >= 300 and < 800, *dread* >= 700 – *Sad, low cry
[POKEMON] suffers from loneliness...

Friendship* >= 300 and < 800, *dread* >= 700 – *Sad, low cry
[POKEMON] is hiding behind you out of shyness!

Friendship* >= 300 and < 800, *loyalty* > 700, *Not injured or status* – *Exclamation, cry
[POKEMON] still has energy to spare!

Friendship* >= 300 and < 800, *Not injured or status* – *Exclamation, cry
[POKEMON] seems to want to fight, probably it wants to improve itself.

Friendship* >= 400 and < 600 – *Interrogation
[POKEMON] doesn't react.

Friendship* >= 400 and < 600 – *Nocomment, low cry
[POKEMON] likes you to talk to it, but it would rather continue your journey.

Friendship* >= 400 and < 700, *loyalty* >= 800 – *Exclamation, low cry
[POKEMON] gives a little cry, as if to tell you something.

Friendship* >= 400 and < 700, *loyalty* >= 800 – *Interrogation, low cry
[POKEMON] is checking how things are with you.

Friendship* >= 400 and < 700, *dread* < 500 – *Music, cry
[POKEMON] gives you a mischievous look, who knows what it is thinking?

Friendship* >= 400 and < 700, *dread* < 600 – *Music, cry
[POKEMON] makes some little cries, it looks relaxed.

Friendship* >= 400 and < 700, *dread* < 600, *loyalty* >= 800 – *Music, cry
[POKEMON] walks peacefully, it doesn't seem to care about you.

Friendship* >= 400 and < 700, *dread* >= 300 – *Nocomment, cry
[POKEMON] looks at you without saying anything ... Your presence seems to calm it down.

Friendship* >= 500 and < 800 – *Music, cry
[POKEMON] utters little happy cries, it wants to travel ever further!

Friendship* >= 500 and < 800, *dread* < 500 – *Music, cry
[POKEMON] pushes you gently. It doesn't seem to want to stop, it wants to keep walking.

Friendship* >= 500 and < 800, *dread* < 600 – *Music, cry
[POKEMON] observes peacefully the surroundings, it looks relaxed.

Friendship* >= 500 and < 800, *dread* < 600 – *Music, cry

[POKEMON] is looking around restlessly, it seems to want to explore this place with you.

Friendship >= 500 and < 800, dread >= 400 – Music, cry

[POKEMON] feels relief by your side!

Friendship >= 500 and < 800, loyalty >= 900 – Music, cry

[POKEMON] is nodding at you.

Friendship >= 500 and < 800, loyalty >= 900 – Happy, cry

[POKEMON] seems to appreciate your talking to it!

Friendship >= 500 and < 800, loyalty >= 900 – Happy, cry

[POKEMON] seems to like this place, probably because it's by your side.

Friendship >= 500 and < 800, loyalty >= 900 – Music, cry

[POKEMON] stares at you with bright eyes. It seems to be in a good mood.

Friendship >= 500 and < 800, loyalty >= 900, Enjoyment < 100 – Happy, cry

[POKEMON] accepts your petting, it doesn't seem to displease it.

Friendship >= 500 and < 900, dread > 400 – Happy, cry

[POKEMON] gives you a sympathetic look. It seems appeased by your company.

Friendship >= 600 and < 900 – Music, cry

[POKEMON] is cheerily following you!

Friendship >= 600 and < 900 – Music, cry

[POKEMON] appears to be happy!

Friendship >= 600 and < 900 – Happy, cry

[POKEMON] appears to be very excited!

Friendship >= 600 and < 900 – Joy, cry

[POKEMON] seems pretty happy!

Friendship >= 600 and < 900, dread < 600 – Music, cry

[POKEMON] follows you happily, it doesn't seem to care about the rest.

Friendship >= 600 and < 900, loyalty >= 900 – Music, cry

[POKEMON] is happily following you!

Friendship >= 600 and < 900, loyalty >= 900 – Happy, low cry

[POKEMON] approaches you gently. It is trying to show you its affection.

Friendship >= 600 and < 900, loyalty >= 900 – Happy, cry

[POKEMON] makes little jumps!

Friendship >= 600 and < 1000 – Joy, cry

[POKEMON] seems delighted to be spending time with you!

***Friendship* >= 600, *loyalty* > 1000 – Joy, cry**

[POKEMON] smiles at you, it is happy that you take the time to talk to it.

***Friendship* >= 600, *loyalty* > 1000 – Joy, cry**

[POKEMON] seems very pleased!

***Friendship* >= 700 and < 1000 – Joy, cry**

[POKEMON] appears to be very happy!

***Friendship* >= 700 and < 1000 – Joy, cry**

[POKEMON] is jumping for joy!

***Friendship* >= 700 and < 1000, *dread* > 400 – Joy, cry**

[POKEMON] gives you a look full of friendship, he appreciates you very much.

***Friendship* >= 700 – Joy, cry**

[POKEMON] utters little happy cries, it seems extremely comfortable by your side!

***Friendship* >= 700 – Joy, low cry**

[POKEMON] is looking sweetly at you!

***Friendship* >= 800 – Joy, cry**

[POKEMON] is so happy, it started rolling around!

***Friendship* >= 800 – Joy, cry**

[POKEMON] seems so happy that it's dancing.

***Friendship* >= 900 – Love, cry**

[POKEMON] looks at you with stars in its eyes!

***Friendship* >= 900 – Love, cry**

[POKEMON] looks really happy!

***Friendship* >= 900 – Love, cry**

[POKEMON] appears very happy!

***Friendship* >= 900 – Love, cry**

[POKEMON] is jubilant!

***Friendship* >= 1000 – Love, cry**

The joy of [POKEMON] is so intense it can be felt from miles away!

***Friendship* >= 1000 – Love, cry**

[POKEMON] dances gracefully to express its deep gratitude.

***Friendship* >= 1000 – Love, cry**

[POKEMON] reveres you and would give its life for you!

***Friendship* >= 1000 – Love, cry**

[POKEMON] couldn't look happier!

Friendship >= 1000 – Love, cry

[POKEMON] bows to you to express its eternal gratitude.

Friendship = 1023 – Love, cry

[POKEMON] is bathed in unconditional love!