

MOVE CHANGES OF SACRED PHOENIX

Effectiveness Overhaul – abstract

Most of the move alterations are type changes. This rebalancing is necessary because the affinity of the types will have much more impact than in the official games.

Affinity factor	Affinity level	Effectiveness message*	Probability multiplier **
$2 < \text{Affinity} \leq 4$	Very high	Extremely effective!!!	2
$1 < \text{Affinity} \leq 2$	High	Super effective!	1,5
$0.5 < \text{Affinity} \leq 1$	Normal	(No message)	1
$0.25 < \text{Affinity} \leq 0.5$	Low	Not very effective ...	0,7
$0.125 < \text{Affinity} \leq 0.25$	Very Low	Not at all effective ...	0,4
$0 \leq \text{Affinity} \leq 0.125$	Null	Doesn't affect ... (immunity)	0
$\text{Affinity} < 0$	Negative	Absorbed!	0 (+ positive effect)

* Displayed only in case of an offensive move

** To hit for a debuff or lethal attack, to inflict its secondary effect if it is an offensive move and if its secondary effect is applied on the target.



A debuff attack is defined as a status move that has a negative effect on its target. The vast majority of them can be bounced by Magic Coat or Magic Bounce.



If a debuff or lethal attack should have hit but an unfavorable (but not zero) affinity turned the success into a failure; the game will indicate that the target “resisted” the attack instead of having missed.



The vast majority of fixed damage or HP rate-based damage is also impacted on a similar scale. Everything will be described in detail in the Effectiveness Overhaul document.

List of changes on moves:

Offensives attacks:

- All of them can activate the effect of King's Rock (which has been slightly increased from 10 to 12.5% chance at neutral affinity). While the attack can naturally flinch, the effect of King's Rock only partially stacks: -2.5% for every 10% chance to flinch. A move that has a 20% chance of flinch will therefore only give King's Rock a 7.5% chance to make up for a failed roll.

Ghost-type debuff attacks:

- Ghosts are immune to it, in the same way that the Grass-type is immune to powder attacks.

Drain attacks (Leech Life, Absorb ...):

- Excess damage inflicted (negative HP) contributes to the recovery.
- If the opposing Pokémon is not mortal due to the difficulty settings, no excess damage is dealt.

Recoil moves:

- The recoil rate is multiplied by the inverse of the type affinity. (For the same amount of damage dealt, a super-effective Flare Blitz will generate half as much recoil as a neutral-efficiency one). No recoil is inflicted in the event of immunity or absorption.
- The recoil percentages are slightly lowered to take into account that excess damage inflicted counts towards recoil: 20% instead of 25%, 30% instead of 33.3% and 40% instead of 50% depending on the recoil level.
- If the opposing Pokémon is not mortal, no excess damage is inflicted.

Jump Kick and High Jump Kick:

- If it fails, the attack will be turned back on its launcher at 50% of its power. The damage will be Fighting-type, with no STAB and no critical hit. With a neutral affinity and attack/defense ratio, this gives a crash damage of about 15% for Jump Kick and 20% for High Jump Kick instead of an abused 50% of the launcher's HP. (we're getting closer to the Gen 2's recoil which was 12.5%.)

Struggle:

- Normal type with the passive effect of Scrappy (to hit Ghosts) and 40% recoil damage (like Light of Ruin and Head Smash)
- Hit through Wonder Guard (but Munja has more than one HP in my game).
- As long as the Breath is not coded, the recoil damage will be at least 1/12 of the launcher's HP.
- Accuracy nerfed from infinity to 150%.
- Expected in the future: causes the target to lose between 4 and 8 points of Breath.
- Planned for the future: Ignores attack malus caused by launcher's fatigue. (The purpose of this move is to speed up the end of a fight.)

Heal Block:

- This move will no longer prohibit the use of healing attacks, but will act downstream by blocking any HP regain. Healing items consumed manually or automatically are also affected and will be wasted.

Pain Split:

- Accuracy lowered from infinity to 150%.
- Remains Normal type, so Ghosts are immune to it but not Normal type.
- The attack is nerfed for the one who sees its HP regenerated: the regeneration rate cannot exceed 72.5% of its max HP, calculated by truncation. This should have no impact in the vast majority of cases (the goal is to prevent F.E.A.R.).

Confusion and Psybeam:

- 15% chance to inflict Madness instead of 10%.

Splash:

- Water type
- Offensive - Special category (instead of Status)
- Rated at 1 of power

- Inflicts 1 symbolic damage if vulnerable to water, 2 damages if double weakness. No effect in other cases. Anti-damage Berries do not intervene on this symbolic attack.

Poison Gas:

- Accuracy lowered from 90% to 80%

Toxic:

- Accuracy reduced to 85% as in Gen 5
- Accuracy nerfed to $\times 1.5$ (instead of $\times$ infinity) if Poison type

Thunder and Hurricane:

- Accuracy divided by 1.5 if sunny weather (instead of 50% forced).
- Accuracy multiplied by 1.5 if rainy or stormy weather (instead of infinite).
- Damage multiplied by 1.5 for Hurricane if the target is out of range in the air.

Blizzard:

- Accuracy multiplied by 1.5 if freezing weather (instead of infinite).
- Accuracy multiplied by 1.2 if rainy or stormy weather (instead of neutral).
- Accuracy divided by 1.2 if sunny weather (instead of neutral).

Spikes:

- With two layers of Spikes, the damage is 18.75% of max HP instead of 16.67%. The damage with 1 or 3 layers remains unchanged (12.5% and 25% respectively).
- Spikes damage sentence differs from 2 layers to emphasize that there are “many”.

Toxic Spikes:

- Since the poison doses stack, sending an already poisoned Pokémon onto a layer of Toxic Spikes will cause it to enter the Bad Poison stage.

Sticky Web:

- The Bug type is immune to it and will not lose Speed when entering the battlefield.

Stealth Rock:

- The amplitude of the damage inflicted according to the affinity is reduced:
 - 30% instead of 50% in case of critical vulnerability to Rock
 - 20% instead of 25% in case of vulnerability
 - 12.5% in case of neutral affinity (unchanged)
 - 8% instead of 6.25% in case of resistance
 - 5% instead of 3.125% in case of double resistance
- The Rock type is immune to Stealth Rock damage.
- Stealth Rock damage sentence and the sound effects played differ according to the affinity.

Knock Off:

- The power boost in case of a neutralized item is removed. (In strategy, the attack is considered to be the second most powerful of all after Stealth Rock, hence this nerf.)

Incinerate:

- Has the same effect as Knock Off: the effect is not limited to Berries.

Recycle:

- Can restore a neutralized or thrown item, in addition to a consumed item.

Fling:

- Unless it was consumed by an ally, the thrown item will be recovered at the end of combat.
- If the thrown item has a positive effect (typically a Berry or a Battle herb), and it targets an ally and that ally is able to eat it, the attack will not inflict any damage and the ally will benefit from the positive effects brought by the item. If this happens, the launcher's item will be tagged as "consumed" and not "thrown" (which implies a non-regeneration at the end of the fight).
- The Klutz ability does not prevent this attack from being used, as it was in Gen 4.

Belch:

- Can be used immediately if the Pokémon has a full stomach (Fullness > 99) when it arrives on the field.
- The "food consumed" tag will be activated as soon as the Pokémon has consumed a Fullness incrementing item during this battle, whether it was automatically or from the player's bag.

Pluck and Bug Bite:

- Can also steal the three Battle herbs in addition to the Berries.
- If the item could be eaten, it will be marked as "consumed" for the target. The launcher does not see his last used item's tag being updated.
- If eating the opponent's Berry or Herb is impossible for any reason, the item that could not be eaten will be neutralized for the target.

Mind Blown and Steel Beam:

- The power of these attacks varies between -40% and +20% depending on the Pokémon's HP rate at the time of its semi-self-destruction. The power is thus 120% if it has all its HP, 90% at mid-life and a little more than 60% if it has only one HP left.
- In compensation for this variable power (which is slightly more likely to be lowered than increased), the HP sacrificed will be lower if the Pokémon is not at full health. The formula is equal to $50\% \text{ max HP} - 0.3 \times \text{rate of lost HP}$. The Pokémon will only be knocked out if it has about 1/3 of its HP left instead of half.

Self-Destruct and Explosion:

- The power of these attacks varies by +/- 40% depending on the Pokémon's HP rate at the time of its self-destruction. The power is thus 140% if it has all its HP, 100% at mid-life and a little more than 60% if it has only one HP left.

Lethal attacks (Horn Drill, Guillotine, Fissure and Sheer Cold):

- The Sturdy ability makes you completely immune to these attacks. (Vanilla)
- Fails systematically if the target is of higher level than the launcher. (Vanilla)
- Accuracy is a basic 30% and increases by 1% for each level difference between the launcher and the target. (Vanilla)
- The calculated accuracy is subject to the accuracy and evasion modifiers, as in the first generation.
- The accuracy is modulated by the type affinity as for a status attack ($\times 0$ if immunity, $\times 0.4$ if double resistance, $\times 0.7$ if resistance, $\times 1$ if neutral affinity, $\times 1.5$ if vulnerable and $\times 2$ if critical vulnerability).

- Sheer Cold does not have its accuracy nerfed if the launcher is not an Ice type, but the Ice type is naturally immune to it due to a change on the type chart.
- These attacks are lethal and cause the immediate death of the targeted Pokémon if they hit.
- Death is converted to simple fainting if the difficulty settings make death disabled for the target.
- Friendship allows you to survive at 1 HP, as well as the Focus Sash and the Focus Band.
- Legendaries who are Masters of Life and Death are immune to these attacks.

Attacks that double the damage on a minimized target (example: Stomp):

- Only ignores the target's evasion bonus instead of having their accuracy become infinite.

Attacks hitting a target out of range (example: Earthquake on Dig):

- Accuracy is calculated normally as if the target were in range.

Earthquake:

- Long range area attack, therefore affects all other fighters.
- Accuracy at 150%, justifying that it is an Area of effect attack that shakes the whole battlefield.

Magnitude:

- Long range area attack, therefore affects all other fighters.
- Accuracy at 150%, justifying that it is an Area of effect attack that shakes the whole battlefield.
- The power is equal to the magnitude squared then multiplied by 1.4, which gives as a power scale: 4 => 22 / 5 => 35 / 6 => 50 / 7 => 68 / 8 => 89 / 9 => 113 / 10 => 140 instead of 10, 30, 50, 70, 90, 110 and 150 respectively. The damage expectation (71 on average) and the probability of having such a magnitude remain the same as in vanilla.

Present:

- In order to limit threshold effects, the power is randomly chosen among these 10 values: [40, 50, 60, 70, 80, 90, 100, 110, heal, heal] instead of [40, 40, 40, 40, 80, 80, 80, 120, heal, heal]. The average power increases from 65 to 75 if the draw does not result in a heal.
- If the draw falls on "heal" (20% chance), it heals a quarter of the target's HP (vanilla).

Telekinesis:

- Instead of having an attack that hits for sure (as a No Guard would have done), this debuff will cancel the target's evasion bonuses (including for the friendship bonus) for 3 turns, while making it levitate.
- The evasion debuff will not apply to Pokémon that can naturally fly (Flying type, levitation item held, or Levitate ability).
- In order to keep this debuff competitive, Telekinesis will increase the critical hit rate by 25% (including on flying Pokémon) for as long as its effect lasts.
- The blacklist of immune Pokémon "because you can't see their legs" is removed.

Gyro Ball:

- The power of the attack is equal to 25 multiplied by the ratio of the true speed between the target and the launcher. Any speed modifier is therefore taken into account.
- The minimum power is 25, even if the launcher is faster than its target.
- The maximum power remains capped at 150.

Electro Ball:

- Same as Gyroball, except that the base power is 35 and is multiplied by the inverse ratio (true speed of the launcher / true speed of the target). The increase in power thus becomes linear: there is no longer any threshold effect with 5 steps (40-60-80-120-150).
- The minimum power is 35, even if the launcher is slower than the target.
- The maximum power remains capped at 150.

Wild Charge:

- Now has a 10% chance of paralyzing, as for Volt Tackle

Punishment:

- The maximum power is capped from 200 to 240 (+9 of stats increase)

Stored Power and Power Trip:

- The maximum power is capped at 300 (+14 of stats increase)

Surf:

- Reverts to a targeted attack on adjacent enemies, as in third Generation or Muddy Water.

Muddy Water:

- Power slightly increased from 90 to 95 (cancellation of the 6 Gen's nerf).
- Hits a target that is underwater with twice the damage (like Surf).

Grass Whistle:

- Accuracy increased from 55 to 65%

Bind:

- Power increased from 15 to 30
- Accuracy increased from 85 to 90%
- Pokémons that are not Grass-type and were learning Wrap will learn Bind instead.

Wrap:

- Power increased from 15 to 30
- Grass-type (avoids a duplicate with Bind)

Bind attacks (Bind, Wrap, Fire Spin, Whirlpool...):

- Bind damage follows a hybrid formula. Instead of a flat $1/8^{\text{th}}$, it's $1/16^{\text{th}} + 1/16^{\text{th}} \times (\text{launcher true attack} / \text{target true defense})$ of the victim's max HP. This is all weighted by the square root of the affinity. If the damage is non-zero, it is truncated with a minimum of 1 HP. Of course, the special stats are used if the immobilizing attack was special instead of physical.
- This damage rate is increased by 33.3% if the launcher was holding a Binding Band (vanilla).
- Bind damage sentence and the sound effects played differ according to the affinity.

Leech Seed:

- Leech Seed damage is based on $1/8^{\text{th}}$ of the opponent's maximum HP, weighted by the square root of the affinity. If the damage is non-zero, it is truncated with a minimum of 1 HP.
- Leech Seed draining's sentence and the sound effects played differ according to the affinity.
- Only a Grass-type Pokémon on the opposing side can recover the HP sapped by the Leech Seed. In multi battle, the slot from which the Leech Seed was launched is tested first, then the other allied slots. This is rechecked at each turn.

- If there are no eligible Grass-type Pokémon, no one recovers the drained HP and the Leech Seed loses 50% of its effectiveness (i.e., the victim loses $1/16^{\text{th}}$ of its maximum HP each turn, weighted by the square root of the affinity).

- The Leech Seed will immediately regain 100% of its effectiveness if a Grass-type Pokémon returns to the opponent's side.

Vine Whip:

- Becomes a ranged attack. (Only thin vines make contact with the Pokémon and during a short amount of time, which is not enough to trigger a contact ability.)

Absorb:

- Becomes a melee attack.
- Power increased from 20 to 25

Mega Drain:

- Becomes a melee attack.
- Power increased from 40 to 45

Giga Drain:

- Becomes a melee attack.

Growth:

- Grass-Type

Sweet Scent:

- Grass-Type

Captivate:

- Fairy-Type
- Also lowers the Attack by one stage in addition to lowering the Special Attack by 2 stages

Encore:

- Fairy-Type
- If the target suffers this debuff before it can attack and the chosen move is different from the attack to be repeated, the chosen move fails.

Worry Seed:

- Accuracy increased from 100 to 120% (to take into account the risk of resistance)

Simple Beam:

- Psychic-Type
- Accuracy increased from 100 to 120% (to take into account the risk of resistance)

Disable:

- Psychic-Type

Attract:

- Fairy-Type

Mega Punch:

- Fighting-Type

Mega Kick:

- Fighting-Type

Wide Guard, Quick Guard, Mat Block and Crafty Shield:

- Considered as buff moves and so are snatchable
- Crafty Shield does not block buff moves anymore
- Mat Block increments the Protect counter (and can only work on the first turn of course).
- Crafty Shield still increments the Protect counter, even if this move is the only one of this group that can be used consecutively without a risk of failure.

Protect, Detect, King's Shield, Spiky Shield, Baneful Bunker and Obstruct:

- Attacking last won't make the move fail "freely" anymore. The Protect counter will therefore no longer be reset.
- King's Shield is not affected by the nerf from Gen 8 and so still reduce the Attack from 2 stages.
- The nerf from Gen 7 (division of chances by 3 after each consecutive success) is applied. Eventually, it won't be possible to use a move of this kind twice in a row.
- Using these moves will no longer protect its Substitute doll from direct damage.

Endure:

- Fighting Type
- Reusing this move several times in a row won't be a cause of failure anymore. The protect counter is nevertheless incremented.
- Fails if the Pokémon has only one HP left (an attack that hit must do at least 1 damage) or if the Pokémon has already survived 4 times with 1 HP (whatever the reason may be).

Feint:

- Power increased from 30 to 35
- Dark Type
- The priority stays at +2 (which makes it an interesting alternative to Sucker Punch and other priority moves, especially since it breaks Protect and group protections).

Hyperspace Hole:

- Becomes a melee attack.

Hyperspace Fury:

- Becomes a ranged attack.

Curse and Spectral Curse:

- Split into 2 distinct moves:
 - One of normal type which increase Attack + Defense but decrease Speed. This buff that casts on self can be snatched.
 - The other one of Ghost type which curses the opponent by sacrificing HP. This debuff is neither bounceable nor blockable and allows you to choose your target in case of a multi battle.
- Each version has its own description instead of having a generic "works differently if Ghost type".

- The accuracy of Spectral Curse is nerfed from infinity to 120%. It therefore has a small chance of being resisted or failing under unfavorable aiming conditions. If this happens, the launcher does not lose its HP.

- Spectral Curse damage is weighted by the square root of the Ghost-type affinity.
- Curse damage sentence and the sound effects played differ according to the affinity.
- In the event that the launcher gains or loses its Ghost type before launching this attack, the correct version of the move will automatically be used and the target readjusted (vanilla).

Counter, Mirror Coat et Metal Burst

- If the target is immune to the type of the move, it will not take any damage.
- The counterattack damage is weighted by the affinity coefficient ($\times 0.4 / 0.7 / 1 / 1.5$ or 2 depending on the degree of vulnerability).
- Anti-damage Berries are triggered on these attacks and reduce the affinity level by one tier.
- The efficiency sentence is displayed with the appropriate sound effect in case of non-neutral affinity.
- Friendship damage mitigation is still applied to counterattack damage

Fixed or pseudo-fixed damage attacks (Sonic Boom, Dragon Rage, Seismic Toss, Night Shade, Psywave and Final Gambit):

- If the target is immune to the type of the move, it will not take any damage.
- The damage of these attacks is weighted by the square root of the affinity.
- The efficiency sentence is displayed with the appropriate sound effect in case of non-neutral affinity.
- These attacks take advantage of the STAB; in which case the damage is multiplied by 1.25.
- These attacks can inflict a Critical hit; in which case the damage is multiplied by 1.25.

Endeavor:

- If the target is immune to the type of the move, it will not take any damage.
- The damage of this attack is weighted by the square root of the affinity.
- The efficiency sentence is displayed with the appropriate sound effect in case of non-neutral affinity.
- This attack takes advantage of the STAB; in which case the damage is multiplied by 1.25. It can therefore reduce the opponent's HP to a level lower than that of the launcher.
- This attack always leaves at least 1 HP to the target, even in case of STAB or favorable affinity.
- The percentage of HP removed from the target cannot exceed 4 times the launcher's true attack to Target's true defense ratio. Indeed, the Pokémon must have a minimum of physical strength compared to its opponent to enjoy the full effectiveness of this attack. This is also an anti-F.E.A.R. measure.

Body Press:

- In order to prevent defensive walls from becoming offensive monsters, the launcher's Defense stat used in the damage calculation is capped at 4 times the value of its attack stat. Indeed, the user must have a minimum of physical strength to enjoy the full effectiveness of this attack.
- The true stats of Attack and Defense's launcher are taken into account. (Note: held items in Sacred Phoenix directly impact the stats. A Choice Band multiplies the attack by 1.5 instead of the damage. Ditto for abilities as Fur Coat or Huge Power.)

Foul Play:

- In order to prevent offensively weak Pokémon from pulverizing their opponents, the target's Attack stat used in the damage calculation is capped at 4 times the launcher's Attack stat. Indeed, the user must have a minimum of physical strength to enjoy the full effectiveness of this attack.

Trump Card:

- The power of the move is increased:
 - 60 with 5 PP or more (instead of 40): value displayed on the menu
 - 80 with 4 PP (instead of 50)
 - 100 with 3 PP (instead of 60)
 - 120 with 2 PP (instead of 80)
 - 200 with 1 PP (unchanged)
- The mechanism will be based on the Mana rate when implemented and will ignore the Special Attack malus caused by mental fatigue.

Return and Frustration:

- Since friendship can go up to 1023, the power of Return is equal to friendship divided by 10, truncated with a minimum of 1.
- Frustration is based on $(1023 - \text{Friendship})$, divided by 10 under the same conditions.

Wring Out and Crush Grip:

- The base power of Wring Out increase from 110 to 120 to match that of Crush Grip.
- The real power (which is still proportional to the target's HP rate) is rounded up instead of being truncated (which ensures a minimum of a power of 1).

Origin Pulse:

- Aligned on the power of Precipice Blades, i.e., boosted from 110 to 120.

Rock Smash:

- The probability of inflicting the Defense drop increases from 50 to 100%.

Bone Club:

- Accuracy increased from 85 to 90 %
- Becomes a melee attack.

Bubble:

- Power decreased from 40 to 25 (it was 20 until Gen 5). (Most aquatic Pokémons learn Bubble before Water Gun).
- Chances to reduce speed increased from 10 to 40%.

Constrict:

- Power increased from 10 to 20.
- 50 % chance of decreasing speed instead of 10%

Smog:

- Accuracy increased from 70 to 80 %

Glare:

- Dragon Type
- Accuracy nerfed from 100 to 90 % (as in Gen 5)

- PP reduced from 30 to 15

Tearful Look:

- Fairy Type
- 100% accuracy instead of being infinite

Scald:

- Slight nerf to the burn chances from 30 to 25 %.
- Neutral against Ice type. (The Water type is not very effective against Ice type in Keltios.)
- The second type is still taken into account in the calculation of the affinity.

Freeze Dry:

- Still super effective against Water type.
- The second type is still taken into account in the calculation of the affinity.

Razor Wind:

- Flying Type
- Power increased from 80 to 120 (because it's a two-turns move).
- Increase Speed on the first turn (inspired by Skull Bash which increase Defense).
- Can hit a soaring Pokémon. In this case, the damage is multiplied by 1.5 as Hurricane.

Sky Attack:

- Becomes a melee attack
- Accuracy increased from 90 to 100 (a miss is very punitive since it is a two turns attack).
- Increase Speed on the first turn (inspired by Skull Bash which increase Defense).

Hail:

- In addition of Ice-type, Water and Shadow-types are immune from hail damage.
- Ice-type Pokémons have their Defense multiplied by 1.5 under Hail.

Strength:

- Fighting Type

Rock Climb:

- Rock Type

Wish:

- Fairy Type

Recover:

- Psychic Type

Screech:

- Steel Type

Leer:

- Dark Type

Nature Power:

- Its category becomes Special instead Status.

Odor Sleuth:

- Ignore the type affinity to hit (the main goal is to disable Ghost type immunities).
- Cancel evasion boosts, including the one granted by friendship.

Foresight:

- Psychic type (the only consequence will be a slight variation in Mana cost depending on the user's type + avoid being a perfect duplicate with Odor Sleuth.)
- Ignore the type affinity to hit (the main goal is to disable Ghost type immunities).
- Cancel evasion boosts, including the one granted by friendship.

Miracle Eye:

- Ignore the type affinity to hit (the main goal is to disable the Psychic immunity of the Dark type).
- Cancel evasion boosts, including the one granted by friendship.

Mind Reader:

- Psychic Type (this has implications on the chances of success according to the type of the opponent, and avoids making a duplicate with Lock On which is Normal type.)

Will-O-Wisp:

- Accuracy nerfed from 85 to 80%, a middle ground between Gen 3 and Gen 6.

Play Rough:

- The probability to decrease attack increase from 10 to 20% (to rebalance a bit with Moonblast).

Diamond Storm:

- Removal of the haxx on the chance of increase in Defense: instead of being a 1 in 2 chance to increase Defense by 2 stages, it increases Defense by 1 stage every time.

Super Fang, Nature's Madness and Guardian of Alola:

- If the target is immune to the type of the move, it will not take any damage.
- The percentage of remaining HP removed is influenced by the type affinity:
 - 12.5 % in case of very low affinity (-2 tier)
 - 25 % in case of low affinity (-1 tier)
 - 50 % in case of neutral affinity (0 tier)
 - 75 % in case of high affinity (+1 tier)
 - 87,5 % in case of very high affinity (+2 tier)
 - 100 % if you reach +3 tier with a critical bonus.
- The efficiency sentence is displayed with the appropriate sound effect in case of non-neutral affinity.
- Guardian of Alola increases the tier by 1.
- If the target is under Protect, Guardian of Alola will only inflict one quarter of the normal rate.
- Super Fang and Nature's Madness can inflict a Critical hit; in which case it increases the tier by 1.
- The ability Strong Jaw increase the tier by one when using Super Fang.

Swagger:

- Dark Type

Life Dew:

- Light Type

Light of Ruin:

- Light Type

Sacred Sword:

- Light Type

Secret Sword:

- Light Type

Sacred Fire:

- Super effective against Shadow type.
- The second type is still taken into account in the calculation of the affinity.

Shadow Rush:

- Accuracy increased from 60 to 90%.
- Has a recoil equal to 30%, like Double-Edge or Fire Blitz (instead of 50% of the user's remaining HP.)

Shadow Fire:

- 15% to burn instead of 10

Shadow Bolt:

- 15% to paralyze instead of 10

Shadow Chill:

- 15% to freeze instead of 10

Shadow Half:

- The user doesn't need to recharge.
- Like Super Fang kind of moves, it removes 1 HP if there is 1 HP remaining. The type affinity is also taken into account and influences the fraction of HP removed (50% with a neutral affinity).

Shadow Sky:

- (Temporary) Summons Hail instead of Shadow Sky, until this weather is coded. (Note: Shadow Pokémon are naturally immune to Hail.)

Shadow Shed:

- In addition of breaking screens, it dispels enchantments like Safeguard and Mist.
- Only the opponent's side is affected by this attack.
- This debuff move can be bounced.

Shadow Hold:

- Affects all enemies (except Ghosts who are naturally immune to blocking).
- 100% accuracy (Wikis hesitate between 80 and 100%.)

- This debuff move can be bounced or resisted.

Shadow Break:

- 20% chance to lower the target's Defense.

Mean Look:

- Ghost-type (Normal-type is immune to it.)
- The precision remains infinite due to the fact that there are 2 immune types.

Block:

- Accuracy lowered from infinity to 120%. (So, there is a small chance of resistance in case of low affinity to the Normal-type).

Spider Web:

- Accuracy lowered from infinity to 120%. (So, there is a small chance of resistance in case of low affinity to the Bug-type).

Trick Room:

- Becomes "a reversal of the flow of time" from the descriptive point of view. The speed of all fighters is thus reversed and will return a negative value.
- The speed multiplier due to hatred becomes a divisor if the hateful Pokémon suffers from the effects of Trick Room. This ensures that their hate bonus will always provide an advantage in the order of action.
- Legendaries controlling Time and/or Space are immune to this field aura.
- Side effect that can occur: Electro Ball and Gyro Ball will give their minimum power if only one of the two protagonists is immune to Trick Room. (The speed ratio will give a negative value).

Perish Song:

- Ghost Type
- Although Perish Song is considered as a Debuff move, it is neither affected by type affinity nor can it be reflected, as it affects all Pokémon on the field.
- If the Pokémon is mortal, it will lose 125% of its HP when Yveltal's wings strikes. This would lead to a near-death KO if its HP was between 25 and 50%, and a death if it had less than a quarter of its life left. If death is disabled, only the remaining HP will be subtracted.
- Legendaries Masters of Life and Death are immune to Perish Song, as are all Ghost Pokémon. (This is a spectral magic: the dead cannot be affected.)

Destiny Bond:

- Causes the HP of the one who dealt the fatal blow to drop at the same rate as the Pokémon who used Destiny Bond. If the defeated Pokémon fell with -100% HP and dies, the one who killed it will suffer the same fate.
- If death is disabled, only the remaining HP will be removed (no negative HP).
- The Gen 7 nerf is applied (impossible to use twice in a row).
- Destiny Bond will fail if the one who dealt the fatal blow is a Master of Life and Death, same for Ghost Pokémon. (This is a spectral magic: the dead cannot be affected.)
- All other types (including Normal) can be affected, despite the move being Ghost type.

Z-Moves:

- Status attacks that turn into Z-Moves are removed (except for Eevee's signature one). Only offensive attacks will remain.
- The use of Z-Power requires a minimum of 3 friendship hearts (800/1023).
- Universal attacks (= based on a type) will no longer have the power based on an original move, but according to the level of the Pokémon. The maximum power is 190 and decreases by 2 for each level below 50 (so a minimum of 92 at level 1).
- Light That Burns the Sky and the universal attacks are of the "Offensive – Fusion" category. This means that they will automatically hit on Physical or Special depending on which has a higher damage expectation. For this, the ratios of Attack / Defense and Special Attack / Special Defense are compared, and the most favorable determines the category of the attack. (The true stats with all modifiers are taken into account.)
- Sacred Mega Stones will allow the use of Z-Moves that match its type, in addition to Mega-Evolution.
- Signature Z-Moves will always retain their maximum power, even if the launcher is low level.
- Z-Moves can hit a Pokémon out of range, but will only deal 25% of the damage (as for a target that has protected itself).

Ingrain:

- Relaunching the attack negates its effects. The Pokémon is therefore no longer blocked.
- Really nails the user to the ground as Smack Down. This makes two-turns aerial attacks unusable, but it immunizes to Sky Drop.

Beat Up:

- The move is slightly boosted: the power of each hit will be equal to $5 + (\text{Pokémon's base attack stat} / 8)$ instead of $5 + (\text{Pokémon's base attack stat} / 10)$.

Poison Powder:

- Grass type (avoids duplicate with Poison Gas and gives a way to easily poison a Rock or Ground type).

Yawn:

- Accuracy nerfed from infinity to 120%.

Topsy-Turvy:

- Accuracy nerfed from infinity to 100% as in Gen 6.
- If the move has only positive effects on the target, this target will accept the gift with pleasure. The move will therefore have infinite accuracy and will not be bounced.

Psych Up:

- Psychic Type
- Psych Up is considered a buff attack. It is therefore not blocked by Crafty Shield and can be snatched. If the attack is snatched, the launcher becomes the target and the one who stole the attack becomes the launcher.
- Psych Up ignores Protect but cannot copy the stats of a target out of range.
- As since Gen 6, this attack copies the critical buffs (and the launcher will lose them if he had one and the target did not).

- If Psych Up has no positive effect on the launcher (including critical rate), the attack will fail. But as long as at least one stat evolves positively, all changes in stats will be copied, even those that have a negative impact.

Sky Uppercut:

- Accuracy slightly increased from 85 to 90%.
- Is considered a jump attack: it cannot be used under Gravity.

Dig:

- Confer the “Underground” semi-invulnerability state during the turn, synonymous of partially grounded Pokémon.
- Consequence: If the Pokémon is Flying-type, its Ground immunity is considered resistance during the intermediate turn. If the Pokémon’s immunity came from a Levitation, it is completely negated.

Two-turn aerial attacks (Fly, Bounce, and Sky Drop):

- Confer the “Soaring” semi-invulnerability state during the turn of execution, synonymous of airborne Pokémon (even for the holder of Iron Ball). The target of Sky Drop also receives this status.
- If a Pokémon is Ground-type, its Electric immunity becomes simple resistance during the intermediate turn of these attacks.
- These attacks are useless if the Pokémon is grounded (Gravity, Broken Wings debuff, or Ingrain activated).

Gravity:

- Masters of Space-Time are immune to this.
- If Gravity interrupts a two-turns aerial attack, its user takes Ground, Water, or Ice-type crash damage depending on the terrain. This damage has 60 power and is based on the Defense of the fallen Pokémon and the Gravity launcher’s Special Attack.

Thousand Arrows and Smack Down:

- Their effect is unified: Thousand Arrows will therefore inflict the “Broken Wings” debuff on any target that is flying higher or lower, including on a Pokémon that is an actor or victim of a Sky Drop.
- If these moves interrupt a two-turn aerial attack, the user suffers the same crash damage as Gravity, except that the Attack of the one that grounded it is taken into account.

Sky Drop:

- If the launcher is pinned to the ground, is interrupted or faints during the intermediate step, the target immediately suffers the damage of Sky Drop, even if the launcher is out of combat. The same thing happens if the launcher and the target are nailed to the ground at the same time by Gravity. In either case, the target does not take additional crash damage.
- If the target is pinned to the ground or faints during the intermediate turn, the Sky Drop attack is interrupted and the launcher comes down without taking damage, but will skip its turn if it has not yet acted. The target then takes crash damage from soaring, unless it is knocked out at that point.
- The weight criterion is rebalanced: the maximum mass (in kg) that can be carried depends on the launcher’s Attack and is $80 + \text{Attack} \times 1.2$. If the target is carrying an Iron Ball, an additional 50 kg will be lifted.
- A rooted target (Ingrain active) is immune to Sky Drop, as is an overweight Pokémon.

Roost:

- If a Pokémon is neither a naturally-able species to fly, nor able to levitate, Roost will only heal 25% of HP instead of 50.
- If a Pokémon is a naturally-able species to fly, the move will remove the “Broken Wings” debuff in addition to restoring 50% of its HP.
- A naturally-able species to fly is defined as a Pokémon that possesses the Flying-type in its base form, even if it has lost it through Mega-evolution, Light, or Shadow-type.
- In addition to temporarily removing the Flying-type (or replacing it with the normal type if only Flying-type) Roost partially grounds its user. This momentarily disables any levitation effect.

Last Resort:

- This attack can work if it has been called by another move (Metronome, Copycat ...)
- The move always fails if:
 - The Pokémon has only one attack in its moveset. (Vanilla)
 - The Pokémon has not used any or only one move since its arrival on the field. The “attack used” tag is affixed after it is used, except for Last Resort, which is always counted.
 - The list of used moves is reset to 0 in case of a switch. (Vanilla)
 - It is no longer necessary to have strictly used all other moves for it to work. Instead, the power of this move will vary depending on the size of the moveset and the number of different attacks used:
 - 2 moves in the moveset for 2 attacks used: 110
 - 3 moves in the moveset: 70 for 2 used, 125 for all
 - 4 moves in the moveset: 60 for 2 used, 100 for 3, 140 for all
 - 5 moves in the moveset (planned): 50 for 2 used, 90 for 3, 130 for 4, 160 for all
 - 6 moves in the moveset (planned): 40 for 2 used, 80 for 3, 120 for 4, 150 for 4, 180 for all

Ancient Power, Silver Wind and Ominous Wind:

- PP increased from 5 to 10
- Decreased haxx: instead of having a 10% chance to increase all 5 main stats at the same time, there will be a 100% chance to increase one of them at random. This makes these moves more similar to Power-Up Punch or Flame Charge.

Lucky Chant:

- Protects from critical hits for 6 turns instead of 5.

Play Nice

- Not blocked by Crafty Shield, because it's bypasses also other Protect moves.

Defog

- Affected by Magic Coat / Bounce as from Gen 5. (If this is the case, the launcher is considered to be the target.)
- If the target is within range of the attack and has not protected itself (Protect / Crafty Shield), its side suffers the following effects:
 - The screens (Reflect / Light Screen and Aurora Veil) are broken
 - The auras of Mist and Safeguard are dispelled.
- The target's evasion is then lowered by one stage if it is not immune or protected by a substitute (Mist being dissipated just before, it will no longer prevent the stat drop.) As in vanilla, the success of this step does not impact the other secondary effects.

- Once the launcher has successfully launched the attack, the following effects will apply even if the target has protected itself, as it impacts the entire battlefield:

- Disperses Entry Hazards on both sides.

- Disperses hostile or visibility-reducing weather. This includes Fairy mist, Fog, Thunderstorm, Rainstorm, Shadow Sky, Sandstorm, Hail and Blizzard. If the weather was brought on by the action of a Pokémon, it is completely negated and replaced by the default weather.

- If it turns out that the default weather is also part of this list, it will be temporarily replaced by snow if it was Hail or Blizzard, by Rain if it was Rainstorm, and by neutral weather in other cases. The “bad weather cleared” effect lasts 6 turns. This counter is reset to 6 if Defog is relaunched but drops to 0 if a weather move or ability is activated.

- Unlike the Gen 8, the Psychic Terrain and the Grassy Terrain are not impacted, as they are not weathers but respectively a battle aura and a terrain.

Immunities specific to certain Legendaries

Some Legendaries have hidden passive abilities. They are permanent.



Masters of Life and Death:

- Mew
- Ho-Oh
- Giratina
- Arceus
- Xerneas
- Yveltal
- Zygarde

=> Immunity to any effect that kills on the spot

- Lethal attacks (Horn Drill, Guillotine, Fissure and Sheer Cold)

- Perish Song
- Destiny Bond

Masters of Space-Time:

- Celebi
- Uxie
- Mesprit
- Azelf
- Dialga
- Palkia
- Giratina
- Cresselia
- Darkrai
- Arceus
- Hoopa
- Cosmog
- Cosmovum
- Solgaleo
- Lunala



- Necrozma
- Eternatus

=> Immunity to any debuff or Field aura that alters space or time

- Trick Room
- Magic Room
- Wonder Room
- Embargo
- Gravity

=> [Field Effects] Not affected by the lack of oxygen caused by the “Underwater” field, nor by the lack of air or cosmic rays of the “Space Void” field.