

# Status conditions in Sacred Phoenix

## List of Ideals that became Truth



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True to its reputation, the Sacred Phoenix fangame offers a complete overhaul of the statuses. The changes to the major status conditions (+ confusion) are intended to make the randomness a little less frustrating, but also to balance them out a bit. Note that the “Synchronize” ability will be able to transfer all five major status ailments, not just burn, paralysis, or poison.

## Madness (Confusion)

Madness is a volatile debuff that lasts between 2 and 5 turns.

A hex smoother has been introduced to limit the chains of luck or bad luck.

On the first draw, the probability of hitting itself is 50%. If the confusion has blocked in the previous round, the chances will be lowered to 25% in the next round. If not, the probability will be 75%.

For confusion damage, it is based on a 50-power move of Normal-type with no STAB and no critical inflicted on oneself. Type affinity and attack and defense modifiers are all taken into account. Thus, a Ghost Pokémon cannot hurt itself, but it will still skip its turn if it tried to hit itself. Rock and Steel types will take half the damage to themselves (4 times less damage if they have both types at the same time).

### Field effects influencing the probability of inflicting this status:

#### # Terrain:

- The probability of going mad is multiplied by 0.75 in a holy place.
- The probability of going mad is multiplied by 1.25 if the place is cursed.
- The probability of going mad is multiplied by 1.5 if the place is extremely cursed (Distortion World).

#### # Weather:

- Mist and Fog provide immunity to Madness.
- The probability of going mad is multiplied by 1.2 if there are strong winds, a thunderstorm or a rainy storm.

#### # Auras:

- The probability of going mad is multiplied by 1.3 in a Psychic Aura.
- The probability of going mad is multiplied by 0.75 in an Aura of Light.

### Planned:

- The maximum duration of Madness decreases with the Pokémon’s Breath level (determined at the time the status is inflicted): always 2 turns if  $\leq$  to 25%, 3 turns maximum if  $\leq$  50%, 4 turns maximum if  $\leq$  75%, and 5 turns maximum if  $>$  75%.
  - Playing Spirit Awakening with the Time Flute (requires access to the bag in battle) will definitely cure Madness, Infatuation and Sleep of all Pokémon in battle (allies and enemies).
  - Unless it is the first turn of madness, calling a Pokémon (“Call” tactic) will be able to calm it with a probability (in %) equal to:  $0.2 \times (\text{Happiness} - 400)$ . (Happiness goes up to 1023 as a reminder). From 900 of happiness, the Pokémon will definitely come to its senses!

## ***Infatuation***

Infatuation is a volatile debuff that is permanent as long as the two protagonists remain in combat. A hex smoother has been introduced to limit chains of luck or bad luck.

At the first draw, the probability of not attacking is 50%. Then depending on whether the Pokémon was blocked or not in the previous round, the probability will be modulated to 25% or 75% respectively on the current round.

If at least one turn has passed, the infatuation has a 1 in 3 chance of being broken in case of direct damage inflicted by the Pokémon that charmed ours and a 1 in 6 chance if it's from another Pokémon.

In return for this nerf, a Pokémon in love sees its two defense stats reduced by 25%, which is equivalent to taking a third more damage.

## ***Poison (and Bad Poison)***

The poison has two stages of severity:

- The simple Poison (PSN)
- The Bad Poison (TOX)

In *Sacred Phoenix*, it will be possible to transform a simple poisoning into a bad poisoning by accumulating toxins (Stacking Poison mod).

=> Re-poisoning a Pokémon with simple poison (PSN) will change it to TOX.

=> It will be possible to launch Toxic (or Poison Fang) on a Pokémon that already has the simple Poison status to change it to Bad Poison.

To avoid an effect of lowering the damage of poison (and nerfing a bit the poison that hurts a lot – being the most sought-after status ailment in strategy), the damage calculation will be slightly modified:

- **8.333% of HP** (1/12<sup>th</sup>) (calculated by truncation with a minimum of 1) lost per turn when using normal poison. (Instead of 12.5%)
- **5% of HP + 5% of HP per turn of presence** (calculated by truncation) lost per turn in case of bad poison. (So, -10% on turn 1, -15% on turn 2, -20% on turn 3...) This allows Bad Poison to inflict more damage than simple Poison from the start. (It makes more sense.)

In case of a switch from simple to bad poison, the turn 1 counts as the turn in which the bad poison was inflicted.

Of course, in case of a switch and then a come-back to battle, the turn counter returns to 1.

### **Field effects influencing the probability of inflicting this status:**

# *Terrain*:

- The probability of poisoning is multiplied by 0.75 in a holy place.
- The probability of poisoning is multiplied by 0.75 in a holy place.
- The probability of poisoning is multiplied by 1.25 if the place is cursed.
- The probability of poisoning is multiplied by 1.5 if the place is extremely cursed (Distortion World).
- The probability of poisoning is multiplied by 1.4 in a swamp, 1.15 in a sacred swamp, and 1.65 in a fetid swamp.
- The probability of poisoning is multiplied by 0.75 in a sky or windy field (unchanged if cursed and ×0.5 if holy).

# *Weather*:

- Mist and Fog provide immunity to poison.

#### # Auras:

- The North Wind and Pastel Veil abilities make the holder and its allies immune to poison.

### **Paralysis**

- Speed will be divided by 3, halfway between Gen 6's ( $\times 0.5$ ) and Gen 7's ( $\times 0.25$ ) nerf.
- The probability of being blocked by paralysis will not always be equal to 25%, but will depend on the category of move that the paralyzed Pokémon is attempting to use.
- A simplified hax-smoothing mechanism is introduced to limit chains of luck or bad luck. It will only be based on the success or failure of the previous paralysis check. If there was no check in the previous round, the initial probability is taken into account.

	Probability initial	If hax smoother set up	
		Paralyzed in the previous turn	Was able to act last turn
Melee offensive move	50 %	25 %	75 %
Ranged offensive move	15 %	4 %	17 %
Status move – buff or terrain	20 %	8 %	23 %
Status move - debuff	30 %	16 %	36 %

As for the logic of varying the probability of blocking by paralysis, it is to bring more realism as well as a touch of strategy. It's hard to charge someone with your full weight while being paraplegic! On the other hand, swinging a ranged attack is much easier, since you just have to turn and aim.

#### **Field effects influencing the probability of inflicting this status:**

Note: All non-zero factors apply only to Electric attacks.

##### # Terrain:

- The probability of paralyzing is multiplied by 0.5 if the terrain is a desert.
- The probability of paralyzing is multiplied by 0.8 if the terrain is rocky.
- The probability of paralyzing is multiplied by 1.2 if the terrain is swampy.
- The probability of paralyzing is multiplied by 1.4 if the terrain is aquatic.
- The probability of paralyzing is multiplied by 1.5 if the terrain is magnetic.

##### # Weather:

- The probability of paralyzing is multiplied by 0.5 if there is a scorching sun.
- The probability of paralysis is multiplied by 0.7 if the weather is sunny.
- The probability of paralyzing is multiplied by 1.5 if there is rain or heavy rain (without exceeding  $\times 2$ ). The multiplier is reduced to  $\times 1.2$  if the terrain is aquatic and to  $\times 1.35$  in a swamp.
- The probability of paralyzing is multiplied by 1.5 if there is a stormy weather (without exceeding  $\times 2$ )
- Mist and Fog provide immunity to Paralysis.

#### **Other effects:**

- Evasion bonuses due to abilities, held items or stat increases will be divided by 2 (a  $\times 2.33$  will become a  $\times 1.67$  for example). Only dodging due to friendship will retain its full bonus.
- A paralyzed Pokémon will have its speed penalty taken into account when it tries to run away. This also applies to wild Pokémon.

### **Burn**

Halfway between the Gen 7's nerf and the Gen 6's penalty, Burn will inflict **8.333% damage per**

**turn** (compared to 6.25% in Gen 7 and 12.5% in Gen 6.), as for Sacred Phoenix's simple Poison, although this rate can vary from half to double depending on Field effects.

The attack remains divided by 2. (Except if Guts or Facade where there, the attack penalty becomes respectively a bonus of  $\times 1.5$  and  $\times 2$ , cumulative.)

In short, very few changes compared to the official games.

### **Field effects influencing the probability of inflicting this status:**

#### *# Terrain:*

- It is impossible to burn a non-airborne Pokémon on sea terrain, and it will be healed at the end of the turn if it is already there.
- It is impossible to burn in underwater terrain, and already burned Pokémon will be healed at the end of the turn.
- The probability of burning is multiplied by 0.5 in an aquatic terrain (sea, river...).
- The probability of burning is multiplied by 0.7 in a swamp.
- The probability of burning is multiplied by 0.8 in snowy or frozen terrain.
- The probability of burning is multiplied by 2 in a burning terrain.
- The probability of burning is multiplied by 1.3 in a fiery terrain (desert, volcano or dragon's lair).

#### *# Weather:*

- It is impossible to burn in heavy rain, and Pokémon already burned will be healed at the end of the turn.
- Mist and Fog provide immunity to burn.
- The probability of burning is multiplied by 0.5 if it rains.
- The probability of burning is multiplied by 0.6 under a blizzard.
- The probability of burning is multiplied by 0.75 under hail.
- The probability of burning is multiplied by 0.9 under snow.
- The probability of burning is multiplied by 1.3 under the sun (without exceeding  $\times 2$ ).
- The probability of burning is multiplied by 1.5 under a scorching sun (without exceeding  $\times 2$ ).

### **Field effects - Fraction of max HP lost from burn:**

(Divide by 2 if Heatproof ability, without going below 1/24)

Battlefield → Weather ↓	Watery field + Grounded Pokémon* <i>Factor <math>\times 1/2</math></i>	Burning field <i>Factor <math>\times 4/3</math></i>	Desert, volcano or dragon's lair <i>Factor <math>\times 6/5</math></i>	Other fields <i>Factor <math>\times 1</math></i>
Rain or rainy storm <i>Factor <math>\times 3/4</math></i>	1/24	1/12**	1/13	1/16
Sunny <i>Factor <math>\times 5/4</math></i>	1/19	1/7	1/8	1/9
Scorching sun <i>Factor <math>\times 3/2</math></i>	1/16	1/6	1/6	1/8
Other weathers <i>Factor <math>\times 1</math></i>	1/24	1/9	1/10	1/12

\* Only applies if the Pokémon is on the ground, otherwise the "other fields" rate applies. If it's sea field, the Pokémon will take no damage and will be healed at the end of the turn, as the water is deep enough for the Pokémon to submerge. The same applies to underwater field.

\*\* Impossible, since the rain immediately extinguishes the fire of a burning field.

## **Sleep**

- With rare exceptions, falling asleep always begins by a first turn of deep sleep followed by light sleep for the remaining rounds.

- Except in the case of a forced or accelerated awakening (sleep healing item, Uproar, Time Flute, Early Bird ability...), the first fall asleep suffered by a Pokémon will last from 2 to 6 turns.
- A disobedience nap will always last between 1 and 3 turns (only one if Early Bird ability).
- The use of a Rest attack will result in 2 turns of deep sleep (only one if Early Bird ability).
- The sleep counter is not reset in case of a switch. A Pokémon that has already slept 1 turn and is sent back to battle will have one less turn of sleep to do.
- A sleeping Pokémon becomes immune to all “visual” attacks (Leer, Tail Whip ...) and to the Intimidate ability.
- A Pokémon in deep sleep is momentarily immune to loud sound attacks (Roar, Noble Roar, Boomburst ...). If its sleep is light and the loud sound attack is a debuff, the Pokémon will also be awakened. Note that sound attacks that are considered quiet (Sparkling Aria, Heal Bell, Sing, Grass Whistle, Requiem and Relic Song) are not concerned by this clause.
- A Pokémon that is no longer in deep sleep is sure to be awakened if it takes direct damage (except from Dream Eater).
- If a Pokémon is awakened by a direct hit, that attack will not be able to inflict a major status (the Pokémon is still considered to be asleep when the side effect roll is made).
- Uproar is a special case: if this move hits and there is no Soundproof immunity or zero affinity, it will deal its damage normally (including on a deeply sleeping target) while immediately waking up all Pokémon in battle (including those with Soundproof).
- The presence of an Uproar is checked every time a Pokémon tries to attack. (If a Pokémon arrives in battle while asleep, it will be awakened for sure as soon as it acts).
- Sleep Clause: if a Pokémon has been put to sleep at least once by the enemy during a single battle:
  - Its next sleeps will only last between 1 and 3 turns (i.e., half as long).
  - If it has already fallen asleep twice due to an enemy attack and it is a trainer’s Pokémon, it will be immune to any hostile effect causing sleep (including Yawn) until the end of the battle. This full immunity does not apply to wild Pokémon.
- The Early Bird ability will always guarantee only one turn of sleep (no hax). This one turn of sleep will be considered as light sleep (unless Rest), which will allow immediate wake up in case of a loud attack or direct damage.
- Yawn will no longer be at infinite accuracy, but at 120% accuracy. (So, it can fail if the opponent has set up his dodge).
- Darkrai’s Dark Void returns to 80% Accuracy, and his Bad Dreams ability will cause sleeping enemies to lose 1/8th of their HP weighted by the square root of the affinity for the Dark-Type. This attack can still be used by other Pokémon, but will be half as accurate if they do.

### **Field effects influencing the probability of inflicting this status:**

#### *# Terrain:*

- It is impossible to fall asleep on magnetic terrain (including via Rest).
- The probability of falling asleep is multiplied by 1.1 in dark places (cave or outdoor night, same conditions as the Dusk Ball).
- The probability of falling asleep is divided by 2 in a burning field.

#### *# Weather:*

- Mist and fog no longer provide immunity to Sleep (only madness, paralysis, burn and poison).
- The probability of falling asleep is multiplied by 0.7 if there is hail, a blizzard, a sandstorm or a Shadow sky.
- The probability of falling asleep is multiplied by 0.8 if there is heavy rain, scorching sun or strong winds.
- The probability of falling asleep is multiplied by 0.9 if it is raining or sunny.

#### *# Auras:*

- The probability of falling asleep is multiplied by 1.3 in a Psychic Aura.
- Falling asleep is impossible if there is an Uproar.

### **Other effects:**

- The evasion bonuses are completely cancelled, including the one generated by friendship.
- A sleeping Pokémon's speed is reduced by a factor of three when the chance of fleeing is calculated. The penalty also applies to wild Pokémons.
- A Pokémon that flies only by the power of its wings will become partially susceptible to Ground-type attacks if it becomes asleep. (Being frozen or badly injured has the same effect.)

### **Planned:**

- Playing Spirit Awakening with the Time Flute (requires access to the bag in battle) will definitely cure Madness, Infatuation and Sleep of all Pokémons in battle (allies and enemies).
- Unless the Pokémon is in deep sleep, calling it ("Call" tactic) will wake it up with a probability (in %) equal to:  $0.2 \times (\text{Happiness} - 400)$ . (Happiness goes up to 1023 as a reminder). From 900 of happiness, the awakening is thus guaranteed.

### **Freeze**

- With some exceptions, Freeze will last at least 1 turn: the frozen Pokémon must spend at least 1 turn. (To avoid the frustration of Gen 3 and its 50% chance of thawing even before the first action.)
- From the moment the Pokémon has been blocked once due to the freeze (this condition is mandatory), each time it attempts to attack or takes direct and not Ice damage from another Pokémon, it will have a chance to thaw. (If it takes direct damage AND attempts an action on the same turn, then this draw will occur twice).
- The probability of being freed from the ice increases whenever direct non-Ice damage is taken or a thawing attempt has failed since the status was inflicted. In the absence of field effects, it is:
  - # 1/8 if the occurrence has already happened 1 time (i.e., 12.5%)
  - # 1/7 after 2 occurrences (i.e., 14.3%)
  - # 1/6 after 3 occurrences (i.e., 16.7%)
  - # 1/5 after 4 occurrences (i.e., 20%)
  - # 1/4 after 5 occurrences (i.e., 25%)
  - # 1/3 after 6 occurrences (i.e., 33.3%)
  - # 1/2 after 7 occurrences (i.e., 50%)
  - # 1/1 after 8 occurrences (i.e., guaranteed thawing under neutral conditions)
  - # Guaranteed thawing beyond the ninth occurrence, even in the worst conditions.
- This probability is influenced by the battlefield:
  - #  $\times 0.5$  if the weather is freezing (Snow, Hail or Blizzard).
  - #  $\times 0.5$  if the terrain is snowy, frozen or an ice cave. (Note: cumulating Snow or Hail + frozen terrain will give a factor of  $\times 0.333$  instead of  $\times 0.25$ .)
  - #  $\times 2$  if it is sunny.
  - #  $\times 2$  if the terrain is fiery (desert, volcano or dragon's lair).
- If a Pokémon is freed from ice by a direct hit, that attack will not be able to inflict a major status (the Pokémon is still considered frozen when the side effect roll is made).

#### **Exceptions allowing a thawing from turn 1:**

- Thawing is guaranteed if there is a scorching sun, if the terrain is on fire or if there is a combination of sunny weather and fiery terrain. To put it simply, those already frozen will be cured immediately as soon as they attempt to attack.
- Fire-Type offensive moves, Scorching Sands, Scald, Steam Eruption, Infernal Parade, Sandsear Storm and Hydro Steam will have a 100% chance of thawing their user. However, half the energy of the attack will have been used to break the ice block, resulting in a loss of power equal to half the affinity. (In practical terms, the thawing roll is done first. If it is passed, it means that the Pokémon

has managed to free itself from the ice block and will be able to attack at full power. If not, half of the attack's energy will be sacrificed to ensure thawing).

– These same attacks will also unfreeze their target. No power penalty is applied in this case.

– The Rest attack will be usable while frozen and will immediately replace this status with Sleep. (The action of the turn corresponds to the execution of Rest).

– Using an Aspear Berry or Lum Berry will cure the frost immediately. (The action of the turn corresponds to the consumption of the healing item if the item was given manually, otherwise the effect is immediate and no turn is lost if the berry was already held).

Note that if the Pokémon has not yet acted when the enemy thaws it (fire damage or direct damage), it can attack. Otherwise, its turn remains skipped.

### ***Field effects influencing the probability of inflicting this status:***

#### *# Combos:*

- If there is a combination of fiery terrain and sun, freezing a Pokémon is impossible.

#### *# Terrain:*

- The probability of freezing is nullified on a burning field.
- The probability of freezing is multiplied by 0.5 if the terrain is fiery (desert, volcano or dragon's lair).

The probability of freezing is multiplied by 1.3 if the terrain is frozen or snowy.

#### *# Weather:*

- It's impossible to freeze under a scorching sun.
- The probability of freezing is multiplied by 0.5 if it is sunny
- The probability of freezing is multiplied by 1.1 if there is rain or heavy rain.
- The probability of freezing is multiplied by 1.3 if it is snowing or hailing.
- The probability of freezing is multiplied by 1.5 under a blizzard.
- Mist and Fog no longer provide immunity to Freeze (only madness, paralysis, burn and poison).

### **Other effects:**

- The evasion bonuses are completely cancelled, including the one generated by friendship.
- A frozen Pokémon's speed is reduced by a factor of three when the chance of fleeing is calculated.

The penalty also applies to wild Pokémon.

- A Pokémon that flies only by the power of its wings will become partially susceptible to Ground-type attacks if it becomes frozen. (Being asleep or seriously injured has the same effect.)