Tuxemon Combat Details

# Elements

**Overcoming Cycle:** Wood strong vs Earth strong vs Water strong vs Fire strong vs Metal strong vs Wood

**Generating Cycle:** Wood weak vs Fire weak vs Earth weak vs Metal weak vs Water weak vs Wood

Table 1: Elements

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| ID | Name | Techs  x2 dmg vs | Techs 1/2 dmg vs | Monsters x2 dmg from | Monsters 1/2 dmg from |
| 0 | Aether |  |  |  |  |
| 1 | Wood | Earth | Fire | Metal | Water |
| 2 | Fire | Metal | Earth | Water | Wood |
| 3 | Earth | Water | Metal | Wood | Fire |
| 4 | Metal | Wood | Water | Fire | Earth |
| 5 | Water | Fire | Wood | Earth | Metal |

Table 2: Dual Elements

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Nickname | Elements | | Techniques | | | Monsters | |
|  | First | Second | x2 dmg vs | ½ dmg vs | x2 dmg from | | ½ dmg from |
| Battle | Wood | Fire | Metal | Fire | Metal | | Wood |
| Fungus | Wood | Earth | Earth, Water | Fire, Metal | Metal, Wood | | Water, Fire |
| Heaven | Wood | Metal | Earth, Wood | Fire, Water | Metal, Fire | | Water, Earth |
|  | Wood | Water | Earth | Wood | Earth | | Water |
| Lightning | Fire | Earth | Water | Earth | Water | | Fire |
| Psionic | Fire | Metal | Wood, Metal | Earth, Water | Water, Fire | | Wood, Earth |
| Cosmic | Fire | Water | Fire, Water | Earth, Wood | Water, Earth | | Wood, Metal |
| Vermin | Earth | Metal | Wood | Metal | Wood | | Earth |
| Ice | Earth | Water | Fire, Water | Wood, Metal | Wood, Earth | | Fire, Metal |
| Darkness | Metal | Water | Fire | Water | Fire | | Metal |

# Combat Options

|  |  |  |
| --- | --- | --- |
| Option | Order | Details |
| Retreat | 1st | Only against wild tuxemon |
| Capture | 2nd | Only against wild tuxemon; only one attempt permitted per tuxemon; may be done via selecting the “Capture Device” item in the Item Combat Option |
| Switch | 3rd | Only if conscious tuxemon remain on team |
| Item | 4th |  |
| Technique | 5th | Choice between three or four techniques; some conditions stop Technique selection; any technique that has a Recharge Timer greater than 0 cannot be selected |
| No Action | N/A | Only available as an option if the active tuxemon is affected by certain conditions or no technique is selectable (e.g. if all techniques have a Recharge Timer greater than 0);  In these cases, “Technique” is not available as an option and “No Action” appears in the space that “Technique” normally occupies |

# Techniques

Each technique has or can have the following properties:

|  |  |  |
| --- | --- | --- |
| Variable | Details |  |
| Name | String |  |
| Animation | String | The name of the animation that plays |
| Animation\_target | 0–3 | Whether the animation plays over the user (0) or the target (1) or both (2) or in the middle of the screen (3). |
| Element1 | 0–5 | See “Elements” for codes. |
| Element2 | 1–5 | See “Elements” for codes. Cannot be the same element as was chosen for Element1. If “Aether” was selected for Element1, nothing can be selected for Element2. Aether cannot be selected for Element1. |
| Recharge | 1–5 |  |
| Range | 0–5 |  |
| Accuracy | 0–100 | The chance of the technique succeeding. |
| Power | 0–4 | Damage multiplier. |
| Potency | 0–100 | The change of conditions occurring. |
| User\_condition | 0–100 | Each number represents a condition. |
| Target\_condition | 0–100 | Each number represents a condition. |
| Healing\_power | 0–16 |  |
| Is\_fast | 0–1 |  |
| Is\_area | 0–1 |  |

## Animation

Most techniques will display an animation when used.

In addition, if an attack is used (Range >0) and it hits (passes the Accuracy test), the two sprites move (see “Range and Damage”). The attacker motion occurs before the animation is displayed, and the defender motion afterwards.

## Accuracy

Test to see if it’s a Hit or a Miss. If a Miss, the Action ends – unless the Technique has the Area property, in which case it does some Damage first.

## Range and Damage

Techniques with a Power must have a Range other than Special. Techniques without a Power must have a Range of Special.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Range | ID | Definition | Motion | Notes |
| Special | 0 | No Damage |  |  |
| Melee | 1 | User Melee/Target Armour | User moves right quickly then left slowly. Target moves backward quickly then forward slowly. |  |
| Ranged | 2 | User Ranged/Target Dodge | User moves left slowly then right quickly. Target shakes. |  |
| Touch | 3 | User Melee/Target Dodge | User moves right quickly then left slowly. Target shakes. |  |
| Reach | 4 | User Ranged/Target Armour | User moves left slowly then right quickly. Target moves backward quickly then forward slowly. |  |
| Reliable | 5 | Multiply by 1 | User moves down and right quickly then up and right quickly, then left slowly. Target “jumps” up. |  |

**Damage Formula:** (User Melee or Ranged/Target Armour or Dodge OR 1 if Reliable) \* (7 + User Level) \* Technique Power \* Weakness or Resistance Multiplier

## Area

Do half Damage on a Miss. No Conditions on a Miss, however.

## Fast

Multiply the user’s Speed by 1.5 until Chapter 5.

## Recharge

How long it takes a technique to be available for use again. “1” means it is available for the next turn (i.e., recharges immediately).

## List of techniques

See separate spreadsheet.

# Items

It would be possible to remove in-combat items altogether, and just have “Capture” as a separate button.

If we do have items, we only need two types:

* Capture Devices (Power between 100 and 1,000)
* Potions (Power between 50 and 856 – the highest possible HP)

# Conditions

Each condition is Positive or Negative, which affects capture chances.

See wiki for the symbol accompanying each condition.

|  |  |  |  |
| --- | --- | --- | --- |
| ID | Name | Positive or Negative | Replacement |
| 0 | No Condition | N/A | Any condition |
| 1 | Hard Shell | Positive | **Positive condition:** Yes  **Negative condition:** No, but lose Hard Shell |
| 2 | Poisoned | Negative | Any condition |
| 3 | Lifeleech | Negative | Any condition |
| 4 | Diehard | Positive | Any condition  **If used:** Lose Diehard |
| 5 | Grabbed | Negative | Any condition |
| 6 | Nodding Off | Negative | **Positive condition:** No  **End of turn:** With Dozing |
| 7 | Dozing | Negative | **Positive condition:** No  **End of turn:** Lose Dozing |
| 8 | Charging | Positive | **Negative condition:** No  **End of turn:** With Charged Up |
| 9 | Charged Up | Positive | **Negative condition:** No  **End of turn:** With Exhausted |
| 10 | Exhausted | Negative | **Positive condition:** No  **End of turn:** With Tired |
| 11 | Tired | Negative | **Positive condition:** No  **End of turn:** Lose Tired |
| 12 | Enraged | Positive | **If used:** Lose Enraged |
| 13 | Sniping | Positive | **If used:** Lose Sniping |
| 14 | Focused | Positive | **Positive condition:** Yes  **Negative condition:** No, but lose Focused |
| 15 | Recovering | Positive | Any condition |
| 16 | Softened | Negative | Any condition |
| 17 | Blinded | Negative | Any condition |
| 18 | Stuck | Negative | Any condition |
| 19 | Confused | Negative | Any condition |
| 20 | Festering | Negative | **Positive condition:** No  **Negative condition:** Yes |
| 99 | Eliminated | N/A | N/A |
| 100 | Spyder Bite | N/A | N/A (separate to all other conditions) |

## Other

### Eliminated

* Replaces every other condition
* Cannot be replaced by any other condition
* Continues after the battle
* Must be replaced in combat; cannot be chosen in combat

### Spyder Bite

* Plot-specific
* Exists separate to other conditions (neither replacing nor replaced by)
* Cannot be traded or swapped off your team once infected
* 1/8th of the time, on turn, just sneezes instead of taking turn

## Buffs and debuffs

### Hard Shell

* Positive
* Armour increases by 50%
* If you would gain a negative condition, lose this condition but do not gain the new one

### Focused

* Positive
* Dodge increases by 50%
* If you would gain a negative condition, lose this condition but do not gain the new one

### Diehard

* Positive
* HP cannot fall below 1
* After use, remove

### Enraged

* Positive
* Double Melee, halve Ranged Stats
* After use, remove

### Sniping

* Positive
* Double Ranged, halve Melee Stats
* After use, remove

### Softened

* Negative
* Halve Armour and Speed Stats

### Blinded

* Negative
* Halve Dodge and Speed Stats

### Confused

* Negative
* Cannot choose a specific technique – must choose a random one if a technique is chosen at all

### Festering

* Negative
* Cannot heal damage
* Cannot be displaced by a Positive condition

## Technique limitations

### Grabbed

* Negative
* Cannot Retreat
* Cannot use Ranged or Reach techniques

### Stuck

* Negative
* Cannot Retreat
* Cannot use Melee or Touch techniques

## Cycles

### Nodding Off

* Negative
* After technique use, replace with Dozing
* Cannot be displaced by a Positive condition

### Dozing

* Negative
* Must select “Nothing” for technique choice
* After technique use, remove

### Charging

* Positive
* Cannot be displaced by a Negative condition.
* After technique use, replace with Charged Up

### Charged Up

* Positive
* Cannot be displaced by a Negative condition
* After technique use, replace with Exhausted
* Double all Stats

### Exhausted

* Negative
* Cannot be displaced by a Positive condition
* Halve Melee and Ranged Stats
* After technique use, replace with Tired

### Tired

* Negative
* If you would gain a positive condition, lose this condition but do not gain the new one

## End-of-Round Effects

### Poisoned

* Negative
* At End of Round, lose 1/8 of Max HP

### Lifeleech

* Negative
* At End of Round, lose 1/16 of Max HP
* Other monster heals this amount

### Recovering

* Positive
* At End of Round, heal 1/16 Max HP