Pokemon Ascent

Tearisten

Current Version: Alpha 5.0

Rom base: Emerald

# Overview

Pokemon Ascent is a battle focused tower climb, similar to a more complex Battle Frontier facility. It’s more like a game mode than an adventure, with mechanics heavily inspired from roguelikes. There are no gym leaders, items to find, nor routes to explore. Instead, the experience centers around honing the battle experience, managing resources, and procuring an array of powerful pokemon to conquer the challenges you will face on your way to conquer the tower.

# Alpha Version

Currently Ascent features 15 out of the 30 planned floors. This is around 30% of the planned trainers, and runs up to the end of the 3rd area out of 6 planned. These areas run from little cup up to some middle and weaker final stage evolutions. Area 4 is planned to be somewhere between OU and UU.

The update schedule is one per month, not including bug fixes. Updates drop around the 1st of every month. The planned breakdown for alpha releases is as follows:

* September - Attack and moveset updates, mode updates, general bug cleanup
* October - Area 4
* November - Area 5
* December - Area 6 (final area)
* January - Polish and final alpha version.
* Feb 2023 onward - Beta updates start. Beta will be focused on Beauty, Balance, and Bugs.

# Feature Breakdown

### Progression

The only way to progress through a floor is to defeat all the trainers on that floor in a row without losing. Talk to the receptionist to begin battling. There will be no breaks once you commit to battling the trainers on that floor. Losing or forfeiting will result in starting again from the first trainer for that room. There is no direct punishment for losing or whiting out.

All items and health are restored between every battle.

Floors will alternate between single and double battles.

Once you clear all the battles, the door to the next room will open. Battles are disabled for the current floor after victory. You are gated from moving back to previous floors, but this does not limit you in any way.

Clearing a floor is the only way to receive more currency for use in the various shops.

See Also:

* [Pokemon Stats](#_ct1yb9vyntq5)
* [Evolution](#_yexmmt412jaj)

### Currency Types

When clearing a floor, the player will receive three different kinds of currency. All of them have different uses. How much you receive of each will increase as you climb. These items may be used in the shops on every floor. These shops are dynamic, meaning that their inventory depends on how many floors you have cleared .They are all the same no matter which floor you are physically on.

Currency Types:

1. Battle Points - Used to buy new pokemon and convert any pokemon to a shiny.
2. Money - Used to buy held items, single use items, and TMs.
3. Heart Scales - Used to remember moves from the move reminder.

### Free Shops

In addition to the services provided through spending currency, the following features are available for free on every floor.

1. Nature changer,
2. EV changer
3. EV reset

See Also:

* [EV Preset Mode](#_9wzv8uiopgq2)

### Rotating trainer pokemon

Trainer Pokemon may switch around between battles.Which pokemon they bring will be completely random, but their options are limited on a slot by slot basis. Each of their 6 party slots will always be one of the X# of pokemon available for that slot. Every trainer pokemon and their backups are limited to one specific party slot and may not be swapped for any of the pokemon in the other slots. Most slots will contain pokemon that fill the same niche. This keeps team compositions somewhat varied while encouraging proactive team planning rather than reactive team planning.

Most trainers have around 12 or so different pokemon they may choose to bring to the fight. In general the earlier you are in any room's gauntlet, the more total pokemon a trainer is likely to have. Some trainers also have multiple sets for the same pokemon. Most trainers also have an ace, or sometimes two, that do not have any alternatives for their slot.

### Peeking

The peek option has replaced bag use in battle. At any time in battle, the player may view the enemy trainer party. This helps the player respond to rotating trainer teams. It’s inspired by VGC team preview and pokemon showdown’s ability to keep track of revealed enemy pokemon.

See Also:

* [Advanced Peek](#_vpr379a6pgtj)

### Record Tracking

Save files now keep track of a few battle stats throughout the entirety of a playthrough. They can be found on the first pokemon summary screen page. These stats all max out at 255 due to save block limitations.

* Battles - How many battles this pokemon has participated in. Increments at the start of battle.
* Knockouts - How many direct knockouts this pokemon has achieved. Does not count KO’s by status effects inflicted nor KO’s on your teammate.
* Faints - How many times this pokemon has fainted in battle. Increments when your HP reaches 0.
* Switches - How many times this pokemon has switched out during battle. Increments when hard switching and when using switch attacks. Does not count switch ins, only switches out.
* Crits - How many times this pokemon has crit. Increments once for every crit.
* Misses - How many times this pokemon has missed. Increments once for every miss.

### Custom Natures

Ascent features a few custom natures that are available from the nature NPC.

1. Demon
   1. -10% to all stats except speed and hp
   2. +20% to speed
2. Pacifist
   1. -20% attack
   2. -20% special attack
   3. +10% defense
   4. +10% special defense
3. Rager
   1. +10% attack
   2. +10% special attack
   3. -20% defense
   4. -20% special defense

### Bag

Pressing start in the bag will allow you to sort based on name and quantity.

Item use has been streamlined. Whenever you press A on an item that is not a TM, it will automatically initiate its function without the need for a second menu operation.

Item pockets categories have been changed to USE, HOLD, BERRIES, and TMs

TMs have infinite uses.

No item use in battle.

### Switch HP Bar for Text

Press start at any time during battle to switch player and NPC health bars for a text display. This normally only works in double battles for the player’s pokemon, but it has been extended to work in every situation. Since the bag option in battle has been replaced with enemy trainer party scouting, this feature doesn’t give the player any extra information on its own.

### UI Quality of Life

Most shops and other text displays have been overhauled to allow for looping. Pressing UP on the top item will instantly take you to the bottom of the list and pressing DOWN on the bottom item in a list will take you to the top of the list.

Instant text has been copied over from emerald speed choice. It must be enabled in the settings menu. Holding A will automatically advance any text box as quickly as possible when using instant text speed.

Fast text is now the default and is twice as fast as vanilla fast text.

Battle text box prompts for button presses have mostly been removed. In general, once you pick all your moves in battle you will not have to press any buttons till the end of the turn. This works with any text speed setting.

Attack type effectiveness can now be seen in the move selection window during battle. The color of the type text will change depending on the type of the attack and the target. In double battles, spread move text color will reflect the right side enemy pokemon type and ignore the left side pokemon.

HP bar speed has been doubled.

Type Icons have been updated.

Level text and gender icons have been removed from most displays.

Removed the ability to hold the D'Pad and move more than one space in the party menu. This should prevent the situation when playing in fast forward where you have to tap really fast to select the exact pokemon you want.

Pressing select can now be used to switch pokemon around in the party menu.

Natures and EVs have been added to the pokemon stat screen.

Nature affected stats are now displayed with +red+/-blue- text

# Game Mode Modifiers

**Default settings** are marked in bold. Modes can be selected in the starter lab and may not be changed later.

### Difficulty Settings

The difficulty mode setting will only affect trainer IV and EV counts and natures. It does not affect player stats.

1. Easy
   1. 10 IVs
   2. 50% EVs
   3. Nature always set to Serious
2. **Normal**
   1. 20 IVs
   2. 66% EVs
3. Hard
   1. 31 IVs
   2. 100% Evs

### Gen8 Speed Calc

On: Calculate turn order after every pokemon’s turn. When pokemon slow down or speed up mid turn and that will be reflected mid turn. Works like gen8.

**Off**: Calculate turn order only at the beginning of the turn. Does not take into account speed adjustments mid turn.

### EV Preset Mode

On: Whenever a new Nature is assigned at the Nature NPC, a preset EV spread will be assigned to the pokemon mon as well. This may still be reset freely and reassigned using the EV NPC. In general, these presets use a 252,252,4 setup with the two most important stats for that nature. There are a few exceptions like neutral natures and some of the custom ones.

**Off**: The Nature NPC will not change EV spreads at any time. You must use the EV NPCs to edit them directly.

### Permadeath

On: Pokemon will be released from the player whenever they faint in battle. White outs and forfeits end the run completely. This will happen automatically at the end of every battle. Held items are returned to the player’s bag and all conscious pokemon will heal like normal. If the battle was not the last in the room’s series, the player will be prompted to withdraw any new pokemon from their PC and then adjust their party setup slightly. Warning: Until fully clearing a room, you may not deposit pokemon even if you just withdrew it. All withdrawal actions are final.

**Off**: Pokemon will suffer no penalty for fainting in battle. No party adjustment is allowed after initiating the battle gauntlet for that room, unless the player wipes out or forfeits the battle.

### Random Gifts

On: Instead of spending earned currency at the pokemon shop, every floor the pokemon shop NPC will give a player a single random pokemon from the list of pokemon unlocked on that floor. Simulates a nuzlocke encounter experience. There will never be any duplicates due to how the shop is set up. Starter choice will also be randomized. This mode can not be enabled after choosing any starters.

**Off**: The player may spend currency as they please on any mon unlocked. New pokemons will be unlocked every floor starting with the 2nd and the option to purchase previous floor’s pokemon will always be available.

### Advanced Peek

On: Enables full enemy party composition and status scouting. You may view enemy trainer party moves, evs, items, natures, etc at any point during a battle. This is intended to be used as an alternative for using trainer documentation if desired.

**Off:** Peek will still be enabled in battle, but accessing any menus past the party screen will be disabled. This will allow only status and composition scouting while preventing checking the exact set of enemy pokemon. This is intended to be used when not using trainer documentation and playing through blind.

# Normal Mechanic Changes

### Pokemon Stats

Ascent does not use the traditional stat growth mechanics. All pokemon remain level 50 for the entirety of a play through. Most UI indicating level has been removed. Defeating enemy pokemon yields no exp and no EVs. Additionally, all player pokemon have 31 IVs at all times. IVs are never displayed on any UIs since there is no way to change it. The default nature is always serious.

Instead, EVs and natures can be assigned for free at any time outside of battle by talking to the NPCs in the front part of every floor. All attacks are available from the move relearner immediately. Some egg and tutor moves have been added to learnsets as necessary.

Pokemon always come with their slot 1 ability. A few ability capsules are given at the start of the game. These can be used to swap between ability slots 1/2.They will become available in the shop starting on floor 11. Ability patches can swap pokemon to their hidden abilities. These will become available in the item shop starting on floor 16.

### Evolution

Since there is no experience and leveling mechanics, evolution has been reworked to be all stone based. Which specific stone works with which pokemon are based one their evolution line break length.

Pokemon with branching evolution paths are not given out until after they have branched in order to keep this mechanic simple. For example, ralts is unavailable but Gardevoir and Gallade may be available at some point.

1. Mid Evo stone
   1. Available starting on floor 6.
   2. Evolves 3 stage pokemon to their middle stage.
   3. Charmander into Charmeleon, but not Charizard.
2. Second Stage Final stone
   1. Available starting on floor 11.
   2. Evolves 2 stage pokemon to their final stage.
   3. Growlithe into Arcanine.
3. Third Stage Final stone
   1. Available starting on floor 16.
   2. Evolves 3 stage pokemon to their final stage.
   3. Charmeleon into Charizard.

### Mobile PC

The PC has been moved to the start menu.

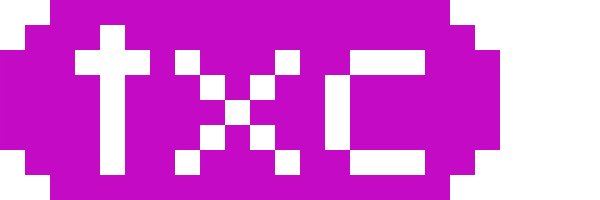
### Status Effects

Freeze - No longer causes turn loss. Mimics the Pokemon Legends Arceus and Radical Red implementations of frostbite. Does 1/8th damage per turn and lowers special attack by half.

Burn - Burn does 1/8th hp damage per turn.

Sleep - Sleep clause is now in effect. You may only put one pokemon per team to sleep at a time.

Toxic - Toxic now has a separate status icon than regular poison. It’s slightly darker and used a different abbreviation.



### Trainer Switches

Trainer Switch AI has been overhauled from the base RHH decomp logic.

NPC trainers now always have a random chance to switch depending on the current situation. This percentage may increase or decrease depending on a variety of factors a human would normally take into consideration like type matchups, turn order, damage calculations, current HP, stat boosts, and which pokemon it has in the back still, among a few others. These factors also affect which pokemon is sent out.

Trainer AI has been updated to choose its move before checking the viability of switching. This allows AI to take damage and turn order into consideration when deciding to switch.

### Weather

1. Sand
   1. Ground types and pokemon with Overcoat also receive a 50% boost to special defense in sand, in addition to Rock types. This does not stack.
2. Hail
   1. Ice and Fighting types and pokemon with Overcoat receive a 50% boost to defense in hail. This does not stack. The reason Fighting, in addition to Ice, was chosen is because it could use a defensive niche. The *lore justification* is that martial arts masters have conquered the climates of even the tallest of mountains long ago.

# Abilities

### New Mechanic Abilities

These abilities have mechanics that probably aren’t seen in any existing abilities. Some of them may take inspiration from moves or items..

1. Enchanting - Is the center of attention while on the battlefield. Essentially acts like a permanent follow me or rage powder.
2. Twisted mind - Apply trick room on switch in. Lasts for 4 turns and is applied depending on the gen8 speed calc flag on a switch in. Works with the new trick room extension item.
3. Gift of wind - Apply tailwind on switch in. Lasts for 4 turns and is applied depending on the gen8 speed calc flag on a switch in. Works with the new tailwind extension item.
4. Hazard crew - clears entry hazards on your side of the field on switch in. Effectively a rapid spin as far as clearing hazards go. Will only affect your side of the field.IImmune to entry effects as well.
5. Running Riot - Recharge moves do not require recharge turn on KO. Works like gen 1 hyper beam.
6. Inversity - flips the defense type chart when receiving attacks. Effectively treats incoming attacks as if it was an inverse battle.
7. Vampire - Fang moves heal the attacker by 1/3rd of the damage done. Works on any move boosted by Strong Jaw.
8. Holy Aura - Heal by 10% at end of turn. Works on both pokemon in double battles.
9. Silver Spoon - Safe from attacks on switch in. Essentially a free switch in. Works like protect and can be broken through by anything that normally goes through protect. Does not work if you switched out with a switch attack. Only activates on hard switches.
10. Fist of Fury - Fist moves will hit both enemies in double battle. Works on any move that receives an Iron Fist buff. Applies the normal damage modifier for when attacks hit more than one target.

### New Sister Abilities

These abilities work similar to existing abilities. For example, they may affect a different type or stat in a way that existing abilities already do.

1. Dragonborn - Immune to dragon type attacks.
2. Bull Rush - Speed version of Gorilla tactics. Acts like a Choice Scarf. Will stack with other choice items. 50% boost.
3. Obsession - Special Attack version of Gorilla Tactics. Acts like a Choice Specs. Will stack with other choice items. 50% boost.
4. Skeptic - Immune to fairy type attacks.
5. Intrepid wand - Special Attack version of Intrepid Sword. Boost special attack one stage on switch.
6. Dauntless Crown - Special defense version of Dauntless Shield. Boost special defense one stage on switch.
7. Oppression - Special Attack version of intimidate. Lowers special attack on entry.
8. Split - turns any single target move into a two hit move. Works like Parental Bond but is less strong. Does not work with spread moves. Each attack has 50% of the normal base power.
9. Clutch - Boost damage by 50% when under 30% health. Works for all attack types.
10. Brilliant - Prevent special attack drops. Essentially a special attack version of Hyper Cutter. Also prevents self inflicted special attack drops.
11. Water Lily - Boost partners defense and special defense stats by 50% in the rain. The rain version of Flower Gift.
12. Static shock - Inflicts paralysis 100% of the time on any contact.Works on taking and giving damage. Replaces Static.
13. Brand - Inflicts burn 100% of the time on any contact. Works on taking and giving damage. Replaces Flame Body.
14. Ice Cold - Inflicts freeze 100% of the time on any contact. Works on taking and giving damage.
15. Spunky - Special Attack version of Guts. Boost Special Attack by 50% when suffering from any status ailment. Replaces Flame Boost.

### Existing Ability Adjustments

Most abilities have had their in game descriptions updated to reflect their new effects.

1. Telepathy - Now also protects the partner pokemon from the pokemon with Telepathy’s spread moves, in addition to protecting it from it’s partner’s spread moves.
2. Aroma Veil - Protects the user and its partner pokemon from being limited by choice effects. Choice items and Choice abilities are both affected.
3. Quickdraw - Always activates but only deals 66% total damage.
4. Sand Veil - Removed evasion increase. Now heals by 20% at the end of the turn when sand is up. Effectively the sand version of Ice Body.
5. Perish Body - Inflict perish song on contact, ~~3~~ 2 turns.
6. Unseen Fist - Deal ~~100%~~ 66% damage with contact moves through protection.
7. Infiltrator - Deal 25% damage through protection.
8. Power Spot - Only boosts partners physical damage by 50%
9. Water compaction - Additionally reduces water damage to 75%
10. Victory star - Increase team accuracy by ~~110%~~ 120%
11. Rough Skin / Iron Barbs - Deal ~~12%~~ 20% to attacker when hit by contact move.
12. Mummy - Additionally lowers speed to 25% normal amount.
13. Friend guard - Lower partners damage taken to ~~75%~~ 66%, but take 20% more damage when in a double battle and partner is alive.
14. Natural Cure - heal partner status at end of turn and heal self when switching out.
15. Cursed body - Always activates on contact.
16. Flower Gift - Boosts partners ~~attack~~ def and special defense in the sun.
17. Iron Fist - Boost punch move damage by ~~20%~~ 30%
18. Reckless - Boost recoil move damage by ~~20%~~ 40%
19. Scrappy - Fighting and Normal attacks are now Super Effective on Ghost types.
20. Filter / Solid Rock / Prism Armor - Super Effective attacks deal ~~75%~~ 66% damage.
21. Aftermath - Deal ~~25%~~ 33% to attacker after fainting to a ~~contact~~ any move.
22. Dry Skin - Heal from water attacks and heal ~~10%~~ 12% in the rain and sun. No longer take damage in the sun.
23. Normalize - All attacks are normal type and deal ~~20%~~ 50% increased damage
24. Poison Heal - Heal by ~~12%~~ 20% and the end of the turn when suffering from poison or toxic.
25. Limber - Additionally resists Flying type attacks.
26. Immunity - Additionally resists Poison type attacks.
27. Water Veil - Additionally resists Fighting type attacks.
28. Magma Armor - Resist Rock and Ground type attacks.
29. Overgrow / Torrent / Blaze / Swarm - Always boost their respective type attacks by 50%
30. Shed skin - Now always activates at end of turn
31. Hustle - No longer drops accuracy. Boosts speed and damage by 10%
32. Ice Body / Rain Dish - Heal by ~~6%~~ 20% if in hail/rain at end of turn.
33. Illuminate - Resist Ghost and Dark type attacks
34. Magnet Pull - Prevents ~~steel~~ all types from switching out.
35. Hyper Cutter / Big Pecks / Keen Eye - Additionally prevents self drops to their respective stats.
36. Swift Swim / Chlorophyll / Sand Rush / Slush Rush - ~~200%~~ 150% boost to speed in the associated weather.

# Items

### New Mechanic Items

These items bring a new set of effects to held items. Some may take inspiration from existing moves/abilities.

1. Weighted Boots - Deal half damage if above 1/3rd HP. Deal double damage below 1/3rd HP.
2. Triforce - Boost all stats in battle except HP by 10%
3. Hourglass - Attacks will hit the target across the defense spectrum. Attacks will still use their normal Attack stat. Effectively psyshock’s effect as an item but it functions for both attack styles.
4. Brass Knuckles - Boost contact move damage by 25%
5. Plate Mail - The assault vest sister item. Boost defense by 50% but lower speed by 75%
6. Wind Chimes - Extends Tailwind by 1 turn. Works with new Tailwind ability.
7. Magic Hat - Extends Trick Room by 1 turn. Works with new Trick Room ability.
8. Greedy Pot - Move first in your priority bracket for the first turn after switching in. Can only be used once per battle.

### New Convenience Items

These are new items that fill rolls which other existing items may have filled normally. Ascent only has one item shop and no floor pickup items, so keeping the item shop from being 200 items long is important.

1. Heel Guard - Lowers the damage of 4x super effective moves against the holder to 2x. Does not consume on activation. Works on every type. Effectively the replacement for type resist berries.
2. Stab Gem - Boost damage of any stab move by 33%. Can only be used once per battle. Effectively a replacement for type gems.
3. Coverage gem - Boost damage of any non-stab move by 33%. Can only be used once per battle. Effectively a replacement for type gems.
4. Thermometer - Extends all weather effects by 3 turns if used by the holder. Works with weather setting abilities too. Effectively the replacement for all the normal \weather turn boosting items.

### Item Overhauls

These items no longer have their previous effect and instead have something completely new. Their in game description will reflect this.

1. Lucky Punch - Boost level based move damage by 50%. Does not work with other static moves like Dragon Rage.
2. Destiny Knot - If the holder faints from a contact attack, they will knock out the attacker with them. Essentially a Destiny Bond effect when receiving contact moves.

### Existing Item Adjustments

1. Expert Belt - Boosts super effective damage by ~~20%~~ 30%
2. Bright Powder - Boosts evasion by ~~10%~~ 15%. Enemy trainers don’t use this item.
3. Quick Claw - Chance to move first ~~20%~~ 25%. Enemy trainers don’t use this item.
4. Shell Bell - Recover ~~12%~~ 33% of damage done
5. Figi Berry - No longer relies on nature. Always restore 50% HP when activating. No side effects.
6. Kings Rock - Chance flinch enemy after hit ~~10%~~ 30%
7. Power Herb - No longer removed after use
8. Big Root - Boosts health restored by draining attacks by ~~30%~~ 50%

# Moves

### New Moves

All new moves are all similar enough to existing attacks.

1. Abdicate - Inflict a weak attack then switch out. Heal incoming mon by 25% of their max HP. Does not use the attacking pokemon’s max HP. Similar to a combination of Wish + U-Turn.
2. Hearten - Boost partners Special Defense by one stage. The pair for Coaching.
3. Mind Flay - Attacks power based on Special Defense. The pair for Body Press.
4. Psyche out - Priority attack that flinches the target. Can only be used on first turn after switch. Psychic type special attack. The pair for Fake out.

### Adjusted Moves

1. These status moves will not miss if the user is of the same type as the move.
   1. Hypnosis
   2. Thunder wave
   3. Will-o-Wisp
   4. Sheer Cold
2. Aqua Ring/Ingrain - Raise HP per turn to 12% in addition to being boosted by Big Root. PP reduced to 1.
3. Fire / Ice/ Thunder Punch - Chance of inflicting status ~~10%~~ 30%
4. Gust - Added a team speed boost effect that works like Max Airstream.
5. Rolling Kick - Accuray ~~85%~~ 100%, additionally has a high crit chance.
6. Sing - Accuracy ~~55%~~ 80%
7. Acid - Now a priority move.
8. Bubblebeam - Removed speed lowering effect and added high crit chance
9. Aurora Beam - Added high crit chance, changed effect to freeze on hit with a 10% chance.
10. Hyper Beam / Giga Impact - PP ~~5~~ 2
11. Sleep Powder - Accuracy ~~75%~~ 80%
12. Hypnosis - Accuracy ~~60%~~ 80%
13. Fire Spin - Removed trapping effect. Now 40bp, 100 accuracy, priority fire move.
14. Toxic - Lower base accuracy for non poison types to 75%
15. Clamp - 100% accuracy and 20 BP 2-5 multi hit move.
16. Bubble - Speed down effect removed. Priority special water move.
17. Crabhammer - ~~90%~~ 100% accuracy. Changed to Hammer Arm effect.
18. Rock Slide - ~~75%~~ 80% accuracy, ~~75~~ 80 BP
19. Flame Wheel - Add high crit chance.
20. Powder Snow - ~~10%~~ 50% chance to freeze. Single target.
21. Protect - PP ~~10~~ 2
22. Mud Slap - 60 BP Switch move.
23. Octazooka - ~~85%~~ 100% accuracy.
24. Will-o-Wisp - ~~85%~~ 90% accuracy for non fire types.
25. Secret Power - Now a special type facade. Removed type change effect.
26. Shadow Punch - ~~60~~ 80 BP. Physical move that hits against special defense.
27. Sky Uppercut - ~~90%~~ 100% accuracy.
28. Sheer Cold - Removed 1HKO effect. Now inflicts freeze. 90% accurate.
29. Aerial Ace - Removed ability to never miss. Now a switch move.
30. Hammer Arm - ~~90%~~ 100% accuracy.
31. U-Turn - ~~70~~ 60 BP
32. Bug Bite - Gets Strong Jaw boost.
33. Wood Hammer - ~~120~~ 100 BP, no longer takes recoil damage. Effect changed to Hammer Arm effect.
34. Clear Smog - 60 BP switch move.
35. Volt Switch - ~~70~~ 60 BP.
36. Razor Shell - ~~95%~~ 100% accuracy.
37. Snarl - ~~95%~~ 100% accuracy.
38. Icicle Crash - ~~85~~ 90 power, ~~90%~~ 100% accuracy, 10% ~~flinch~~ freeze
39. Fairy Wind - Now a priority move.
40. Ice Hammer - ~~90%~~ 100% accuracy.
41. Dragon Hammer - ~~90%~~ 100% accuracy. Added Hammer Arm effect.
42. Splishy Splash - 70 bp physical move.
43. Floaty Fall - 100% accuracy, 10% chance to flinch.
44. Bouncy Bubble - 75 BP.
45. Buzzy Buzz - 50 BP.
46. Sizzly Slide - 50 BP.
47. Glitzy Glow - 40 BP.
48. Baddy Bad - 40 BP.
49. Sappy Seed - 50 BP.
50. Freezy Frost - 75 BP. 100% accuracy.
51. Sparkly Swirl - 40 BP.
52. Drum Beating - Removed speed down effect. Now hits against special defense.
53. Behemoth Bash - Effect changed to use defense stat for attack power.
54. Glassy Glide - ~~70~~ 60 BP.
55. Lash out - 75 100 BP. Effect removed. Hits against special defense.
56. Dual Wingbeat - ~~90%~~ 100% accuracy.
57. Thunder Cage - ~~90%~~ 100% accuracy.
58. Freezing Glare - ~~10%~~ 30% freeze chance.
59. Thunderous Kick - ~~Fighting~~ Electric Type.

# Custom Shiny Palettes

