

# 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	1 <sup>st</sup>	Only against wild tuxemon
Capture	2 <sup>nd</sup>	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	3 <sup>rd</sup>	Only if conscious tuxemon remain on team
Item	4 <sup>th</sup>	
Technique	5 <sup>th</sup>	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	
<b>Name</b>	String	
<b>Animation</b>	String	The name of the animation that plays
<b>Animation_target</b>	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).
<b>Element1</b>	0–5	See “Elements” for codes.
<b>Element2</b>	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.
<b>Recharge</b>	1–5	
<b>Range</b>	0–5	
<b>Accuracy</b>	0–100	The chance of the technique succeeding.
<b>Power</b>	0–4	Damage multiplier.
<b>Potency</b>	0–100	The change of conditions occurring.
<b>User_condition</b>	0–100	Each number represents a condition.
<b>Target_condition</b>	0–100	Each number represents a condition.
<b>Healing_power</b>	0–16	
<b>Is_fast</b>	0–1	
<b>Is_area</b>	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
<b>Special</b>	0	No Damage		
<b>Melee</b>	1	User Melee/Target Armour	User moves right quickly then left slowly. Target moves backward quickly then forward slowly.	
<b>Ranged</b>	2	User Ranged/Target Dodge	User moves left slowly then right quickly. Target shakes.	
<b>Touch</b>	3	User Melee/Target Dodge	User moves right quickly then left slowly. Target shakes.	

<b>Reach</b>	4	User Ranged/Target Armour	User moves left slowly then right quickly. Target moves backward quickly then forward slowly.	
<b>Reliable</b>	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
<b>0</b>	No Condition	N/A	Any condition
<b>1</b>	Hard Shell	Positive	<b>Positive condition:</b> Yes <b>Negative condition:</b> No, but lose Hard Shell
<b>2</b>	Poisoned	Negative	Any condition
<b>3</b>	Lifefeech	Negative	Any condition
<b>4</b>	Diehard	Positive	Any condition <b>If used:</b> Lose Diehard
<b>5</b>	Grabbed	Negative	Any condition
<b>6</b>	Nodding Off	Negative	<b>Positive condition:</b> No <b>End of turn:</b> With Dozing
<b>7</b>	Dozing	Negative	<b>Positive condition:</b> No <b>End of turn:</b> Lose Dozing
<b>8</b>	Charging	Positive	<b>Negative condition:</b> No <b>End of turn:</b> With Charged Up

9	Charged Up	Positive	<b>Negative condition:</b> No <b>End of turn:</b> With Exhausted
10	Exhausted	Negative	<b>Positive condition:</b> No <b>End of turn:</b> With Tired
11	Tired	Negative	<b>Positive condition:</b> No <b>End of turn:</b> Lose Tired
12	Enraged	Positive	<b>If used:</b> Lose Enraged
13	Sniping	Positive	<b>If used:</b> Lose Sniping
14	Focused	Positive	<b>Positive condition:</b> Yes <b>Negative condition:</b> 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	<b>Positive condition:</b> No <b>Negative condition:</b> 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
- 1/8<sup>th</sup> of the time, on turn, just sneezes instead of taking turn

## Bufs 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

#### Lifefeech

- 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