

Conditions spec

Conditions list and details: <https://wiki.tuxemon.org/index.php?title=Category:Condition>

Conditions JSON files

Can be generated from the wiki: <https://wiki.tuxemon.org/index.php?title=Category:Condition>

Techniques JSON files

Two new fields: “user condition” and “target condition”.

These can be one of the 20 conditions.

The “user condition” and “target condition” for each technique are listed in the Techniques spreadsheet: sanglerian.github.io/downloads/Tuxemon/techniques.xlsx

Condition basics

A monster can only ever have one condition.

After a monster has a condition, it remains until:

- It is removed through use of an item.
- It is removed through use of a technique in battle.
- The party is “fully healed”, for example at a Centre.

There are two “pseudo-conditions”: Spyder Bite and Eliminated. These do not work the same way as other conditions.

- A monster *can* have Spyder Bite and another condition.
- A monster *cannot* have Eliminated and another condition. They always get Eliminated instead of the other condition.

Throughout

- In battle, if a monster has a condition, display the condition’s symbol beside the monster’s name.
- In the monster selection screen, if a monster has a condition, display the condition’s symbol beside the monster’s name.
- During battle, stat modifications apply to monsters with certain conditions:

Condition	Stats
Exhausted	Melee x 0.5 Ranged x 0.5
Blinded	Dodge x 0.5 Speed x 0.5
Softened	Armour x 0.5 Speed x 0.5
Sniping	Melee x 0.5 Ranged x 2
Enraged	Melee x 2 Ranged x 0.5
Charged Up	Speed x 2 Armour x 2 Melee x 2

	Ranged x 2 Dodge x 2
Focused	Dodge x 1.5
Hard Shell	Armour x 1.5

When a player tries to retreat from battle

If their current monster is Stuck or Grabbed, they cannot.

Display dialogue: “Cannot escape. MONSTER is stuck.” or “Cannot escape. MONSTER is grabbed.”

When a player tries to switch the current monster

If their current monster is Stuck or Grabbed, they cannot.

Display dialogue: “Cannot switch monsters. MONSTER is stuck.” or “Cannot switch monsters. MONSTER is grabbed.”

If a monster tries to use a technique while Grabbed or Stuck

- While Grabbed, halve the Power and Potency of Ranged and Reach techniques.
- While Stuck, halve the Power and Potency of Melee and Touch techniques.

If a monster tries to use a technique while Confused

- 50% chance that the technique is successfully selected.
- Otherwise, choose one of the monster’s *other* techniques at random.
- Display the text: “NAME gets muddled and uses TECHNIQUE NAME instead!”

If a monster tries to use a technique while Dozing

- The technique is not used.
- Display the text: “NAME dozes off!”
- Then remove the Dozing condition.

If a technique hits

If a technique hits (i.e. `self.accuracy >= random.random()`), then check to see if the technique is potent.

This is the exact same process as checking whether a technique hits, except the technique’s *potency* is used instead of its *accuracy* (`self.potency >= random.random()`).

If the technique is *potent*, the technique’s “user condition” (if any) is applied to the user, and the technique’s “target condition” (if any) is applied to the target.

When a condition is applied to a monster

When a condition is applied to a monster, it is *checked* against the monster’s current condition’s “Response to Positive Condition” (if the *applied condition* is a positive condition) or “Response to Negative Condition” (if the *applied condition* is a negative condition).

“Response to X Condition”	What happens
Monster has no condition	Gains applied condition
Replace	Gains applied condition
Remove	Loses current condition. Does not gain applied condition.
None listed	Keeps current condition.

- If the monster already had a condition, display: “NAME loses PREVIOUS CONDITION NAME”.
- Display the “Text When Gained” dialogue for the new condition.

After a technique is used

- Check the user’s current condition’s “Response to Technique Use”.

“Response to Technique Use”	What happens
X	Loses current condition. Gains X condition
Remove	Loses current condition.
None listed	Keeps current condition.

- If the monster gains a condition, display “Text While Gained”.
- For the “Charging” condition, it should be a two-step process:
 - Turn 1, when they use the technique that gives them the Charging condition, they gain the Charging condition.
 - Turn 2, when they use a technique or item, the Charging condition is replaced with the Charged Up condition.
- For the “Exhausted” condition, it should be a two-step process:
 - Turn 1, when they use the technique that gives them the Exhausted condition, they gain the Exhausted condition.
 - Turn 2, when they use a technique, the Exhausted condition is replaced with the Tired condition.

For “Charging” and “Exhausted”, the point is that the monster only loses the condition when they *start* the technique with that condition. They shouldn’t gain and lose the condition as part of the same technique use. I’m not sure how to arrange the logic to make sure that this happens.

When an item is used

- Check the user’s current condition’s “Response to Item Use”.

“Response to Item Use”	What happens
X	Gains X condition
Remove	Loses current condition.
None listed	Keeps current condition.

- If the monster already had a condition, display: “NAME loses PREVIOUS CONDITION NAME”.
- If the monster gains a condition, display “Text While Gained”.

When a monster with the festering condition would heal HP

- Dialogue: “The healing fails. The wound festers.”
- No healing occurs.

When a monster with the diehard condition is reduced to <1 HP

- Set their HP to 1.
- Dialogue: NAME fights through the pain.
- They lose the diehard condition.

End of the Round

- Check the monster’s current condition’s “Response to End of Round”.

“Response to Item Use”	What happens
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X	Gains X condition
Remove	Loses current condition.
None listed	Keeps current condition.

- Display condition's "End of Round Text", if any.
- Poisoned monster loses 1/8th of Maximum HP
- Lifeleech monster loses 1/16th of Maximum HP. Enemy monster heals that amount.

A monster is eliminated

When a monster is eliminated, it loses all conditions (or gains the "eliminated" condition, if we'd rather handle it as a condition).

Spyder Bite

Spyder Bite is a pseudo-condition. It doesn't follow the normal rules for conditions:

- Do not display the icon indicating that a monster has Spyder Bite
- It is not healed by a "full heal".
- A monster can have other conditions as well as Spyder Bite.
- Even being eliminated does not cause a monster to lose Spyder Bite.
- Some enemy trainers have the property "infected", which means that their monsters have Spyder Bite.
- Some enemy trainers have the property "inoculated", which means that their monsters cannot be afflicted by Spyder Bite.
- There will be a special location in the game that cures monsters that have Spyder Bite.

If a monster tries to use a technique while afflicted with Spyder Bite

- Check a random number:
 - 7/8th of the time, the technique does work.
 - Ah ... Ah ... Ah. USER held in a sneeze. (Turn then continues without the tuxemon losing their action)
 - 1/8th of the time, the technique does not work.
 - Dialogue: Ah ... Ah ... Ahchoo! USER sneezed on TARGET.
 - If the target is already afflicted, dialogue: USER wiped it off.
 - If the enemy trainer is inoculated, dialogue: USER wiped it off.
 - If the target is not afflicted yet, dialogue: USER begins to sniffle.
 - They are afflicted with Spyder Bite