

# pcu-what if pokemon existed

non world into pokeverse -> pokeverse ffa style, but still in the pcu taurosia. player character default names are nzk and zeyu  
we probs do rpgmaker style. do gen 9 have terrains

story wise we have either the znb or nzk story in the search for UN-taped power or overwhelming power

## rivel team

zeyu	urshifu-dark	marshadow	lucario	ursaluna	baxcal	kingambit
nzk	latias	dragonair	milotic	mienfoo	dewott	dunsparce

## new mons / form changes

mon	type change	gimmic	type	ability	updated bst	moves
Shednja	mega	looses bug gains fairy. Loosing its shell Shednja set a curse. Shednja Miraculously survived its first/second hit.	bug/fairy	miracle guard + cursed miracle	+ 50 atk/+50 spatk	

Ursaluna-regional	stance change	on switch in, Ursaluna summons the the full moon, and runs a download check. if special check, becomes blood moon Ursaluna, if physical + becomes regular Ursaluna. holds 1 item, one move, and ev/iv spread per form, moonlight is all ways 3/4.	bloodmoon ground/dark full moon ground/normal	full moon = Download + guts/minds eye.	tbd	
ursaluna-regional-steel	alternate form	gains steel type after metal eating quest	blood moon ground/dark full moon ground/steel	full moon = Download + guts/minds eye.		
Flygon	mega	tbd	tbd	tbd	tbd	
milotic						Defend Order Raging Fury Dragon Darts Spirit Break
mienfoo	regional, bond					Blaze Kick Solar Blade Head Smash V-create
dewott	regional, bond					Magma Storm Heat Wave Steam Swords Doom Desire

Clefairy	regional		fire/fairy	friend guard	(323) 75/ 20/ 55/ 75/ 85/ 13	Fiery Dance, mystical Fire, Dazzling Gleam
Dudunsparce	regional		fire/dragon or fire	Adaptability	(415) 100/ 10/ 90/ 60/ 80/ 75	Astral Barrage, Bleakwind Storm, Fiery Dance, burning soulblaze,
Dragonair	regional, split evo, bond		Fire/Dragon	Great Firewall	(420) 61/ 95/ 90/ 30/ 64/ 80	Scale Shot Aqua Jet Extreme Speed Fire Lash
baxcalibur	regional, bond	every story event it gets a new tera type and it perminantly gains that type eventually getting tera stellar				

## new items

item	effect	intended use	description
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blaze-orb	if the user's ability activates chlorophyll changes the holder's ability to Artificial sun. Else the holder takes 1/2 max hp damage at the end of each turn.	Mienfoo/sun teams or trick. use on nzk	an orb with the power of the sun
Miloticite	allows milotic to mega-evolve with (+0/+10/+20/+0/+20/+85 (+135)) on regional milotic BST: 120/60/100/20/125/115 (540) becomes 120/70/120/20/145/200 (675)	NZK's milotic final battle	One of a variety of mysterious Mega Stones. This stone will enable Milotic to Mega Evolve during battle.

## new moves

move	type	effect	base dmg	acc	catagory	intended mons	pp
Burning soul -blaze	normal	omniboost; gains no-guard, +4, priority, target's the lowest stat; ignores types; stab; can only be used once per battle.	65	1%	special	dudunsparce	1

## new abilities

ability	effect	intended mons
Flaming protector	friend guard + if partner is nfe, Opposing final stage pokemon deal 1/2 dmg; 25% if (mega/gmax/dmax/z/tera) boost. All stat changes pass to ally (including items except mega evolution).	Mega milotic
Steam Absorb	Immune to water and fire moves, powers up next fire/water move.	

Mind and body	All moves are physical, and deal 1.2x dmg if initially special. All moves are super effective against psychic and dark types.	
Fist's soul	All moves are Special and deal 1.2x dmg if initially physical. All moves are super effective against dark and steel types. dark is not immune to psychic	
Great firewall:	When the user uses a fire move untill the user feints, ally's take 3/4 dmg; for ally and self, 30% burn change on contact moves.	
leveled playing field:	if the user is a nfe, the user's stats 2x vs final stage pokemon + 1.5 vs if mega/gmax/dmax/z/terra	
Gentimans game	each mon's bst gets lowered or raised to 413; if lowerd rounded down; if increased rounded up;	
	on switch in, Ursaluna summons the the full moon, and runs a download check. if special check, becomes blood moon Ursaluna, if physical + becomes regular Ursaluna. holds 1 item, one move, and ev/iv spread per form, moonlight is all ways 3/4.	

## new mechanics

mechanic	effect	requirement	other notes

## training arcs

	training arcs	quest	the dm that inspired it all
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1	evolve kubfu	teach each elemental punch to kubfu	<p>what if you zeyu story event learns new elemental variants of wicked blow/surging strikes when baxcal inharents a type like theres a minni training ark</p> <p>so you get all the punches u teach kubfu to punch correctly before you teach it wickid blow</p> <p>so u teach it like heavy punch</p> <p>a strong ish normal punching move</p> <p>then mach punch</p> <p>but u embue it with fighting spirit</p> <p>--</p> <p>like wicked blow is buddies last step</p> <p>thats cool</p> <p>I have baxcalibur just body me with an element till I master it then</p> <p>I have baxcalibur just body me with an element till I master it then</p> <p>me and kubfu fist bump</p> <p>I transfer the energy into it so it gets the feeling and then it learns how to do it</p> <p>i was kidding about the baxcalibur part but I like the idea of like baxcalibur being the catalyst for the newfound power</p> <p>it gives like a greninja-lucario relationship vibe</p> <p>like on ash's team</p>
2	Stellar Baxcalabur	have baxcal inharent all the types	baxcal is basically the evolving godzilla
3	baxcal teaches zeyu how to control the elements	after baxcal type gain, train with baxcal to learn a new critical punch	see quest evolve kubfu

4	steely ursaluna	feed ursaluna lots of metal	yk how in the anime thers the one onyx that gets polished alot then it becomes immune to water wut if it eats alot of metal and becomes ground steel
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