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## Battle calculator loomian legacy

I am 134-5 with my computer, although the current version is 16-0. I honestly don't think Eleguana, Ursoul, Eruptidon and wiki-wiki are meta right now. Zuelong may fit on some computers, but now it has many counters. I prefer Avitross as a remover because he takes Terraflly with Nosedive and I have good counters for Himbr. If you want to keep Eruptidon, you should have burned because that's the only extraction you can get. I see you have a good defense user r and a good m defense user, but your computer does not complement your weaknesses. For example, I like to use Boarrok because when I think the neneum is going to use an electric attack, I can switch to Boarrok. Boarrok is immune to electicity so he will not take damage and my luminami gets 1/4 of his life back (with his HA). Boarrok also cannot be defeated by any currently in-game electricity user in a 1vs1 when both are full-life. If you want to fight me, my username is ChooseANametag. I don't think I have a problem with your team, but maybe I'm wrong. Select One to display detailed results Blizzard 65-75% Flamethrower 65-50% Mud Buck 53-34% Burning Steel 32% - 54% Select One to Show Blizzard Detailed Results 65-75% Flamethrower 65 -50 % Mud Buck 53-34% Burning Steel 32% - 54% Loomian 1 Loomian Field 2 This is loomian's Legacy Damage Calculator repository Contributing There are 3 areas you can contribute to: loomiane data, movement data, and establish data. For loomiane data, follow this template: searknight: a name: Searknight, number: 3, types: [Fire, Metal], baseStats: hp: 50, power: 41, attack: 38, defense: 41, attackR: 42, defenseR: 38, speed: 40o To move data, follow this template: rapidFire: a name: Fast fire, power: 20, type: Fire, mr: Ranged, contact: true, hits: 3, aoe: true, secondaryEffect: true - If the movement does not make contact, it is a single hit, does not aoe, or does not have a side effect, does not include that property at all. The first 4 must be included, the last 4 are optional. To set data, follow this template: name: Duskit, setName: Peace of mind, evs: hp: 100, power: 0, attack: 0, defense: 0, attackR: 200, defenseR: 0, speed: 200o, ivs: hp: 40, power: 40, attack: 40, defense: 40, attackR: 40, Defense: 40, speed: 40o, moves: a move1: Spectral Burst, move2: Brainwash, move3: Peace Of Mind, move4: Final Rusemble, negNature: none, skill: None, element: Power Cuffs, level: 50 - Note that everything is case sensitive, so nature must be lowercase, abilities, objects and movements all in uppercase. I would recommend keeping the level at level 50. Other than that, make any set you want. Page 2 This is loomian's inherited damage calculator repository contributing there are 3 areas you can contribute to: loomiane data, data and sets data. For loomiane data, follow this template: searknight: a name: Searknight, number: 3, types: [Fire, Metal], baseStats: hp: 50, energy: 41, attack: 38, defence: 41, 41, 42, Defense: 38, Speed: 40o To move data, follow this template: rapidFire: name: Fast fire, power: 20, type: Fire, mr: Ranged, contact: true, hits: 3, aoe: true, secondaryEffect: true - If the movement does not make contact, it is a single hit, does not aoe, or does not have a side effect, does not include that property at all. The first 4 must be included, the last 4 are optional. To set data, follow this template: name: Duskit, setName: Peace of mind, evs: hp: 100, power: 0, attack: 0, defense: 0, attackR: 200, defenseR: 0, speed: 200o, ivs: hp: 40, power: 40, attack: 40, defense: 40, attackR: 40, Defense: 40, speed: 40o, moves: a move1: Spectral Burst, move2: Brainwash, move3: Peace Of Mind, move4: Final Rusemble, negNature: none, skill: None, element: Power Cuffs, level: 50 - Note that everything is case sensitive, so nature must be lowercase, abilities, objects and movements all in uppercase. I would recommend keeping the level at level 50. Other than that, make any set you want. leaturface124 • July 16, 2019 • User Blog:leaturface124 Heyo. I finally found a place to publish these things. I'm working on a damage calculator for Loomian Legacy. I'll let you know how progress is going as it happens. However, is it possible that you create a page with a table with all the known movements in Loomian? I know I can try to navigate through all the separate pages for them, but it would be much easier if there was a table with all of them. Community content is available on CC-BY-SA unless otherwise noted. The power of each loomian species is measured by its Loomiane Statistics, or Statistics. Looms have seven stats: Health, Energy, Melee Attack and Defense, Attack and Ranged Defense, as well as Speed. Health Stat determines the maximum number of hit points (HP) a Loomian can have in battle. In battle, PS determines how much damage a loomiane can take and is represented by a green bar. If your HP is reduced by half or below, the bar turns yellow; once it is further reduced to 1/5 or below, it turns red. The health of a Loomian can be restored by certain elements of medicine or by movements such as Photosynthesis or Rejuvenation during a match. When a Loomian's health reaches 0, he faints and cannot be sent into battle again until he heals at a Loomian Coach Station. Under normal circumstances, a loomiano's health is not automatically restored after being removed, or at the end of the battle. It is important that Trainers heal their Telaomians after battles by taking them to Loomian Coaching Stations or through the use of medicine. Energy determines the maximum amount of energy a loomiane can have in In battle, energy represents the resistance of a loomiano and determines which moves a Loomian can use during a battle. The use of a movement depletes the energy, which is displayed through the purple bar, according to the energy cost of that movement. If a Loomian does not have enough energy to use a certain movement, and the coach orders the to use it anyway, that Loomian will denigrating into exhaustion, inflicting the equivalent of an unco kinds of movement with 60 melee damage to the target with half of it as a recoil and consuming all his energy if he has any. His priority is the same as the movement he tried to use. In general, stronger movements require more energy. [1] The looms become completely re-energized after a battle ends, but not when they retreat during a match. To replenish energy in battle, a Loomian has to spend a turn using Wait or Rest. Wait recovers 1/3 of its maximum energy without any defensive penalty, while Rest recharges 2/3 of its maximum energy at the cost of reducing its defenses by 1 stage for that turn, risking significant damage if a Loomian rests at the wrong time. Attack Attack influences the damage dealt by a Loomiano when using a move. It is divided into Melee Attack and Ranged Attack. The corresponding statistic is used for the calculation of damage according to the Attack Category. For example, Singe is a distance movement; Therefore, it uses the Loomian's Remote Attack for calculation, while Pounce, being a melee movement, calculates using the Loomian's Melee Attack. Approximately speaking, the damage is in direct proportion to Attack, so a Loomiano with 100 Attack will deal twice as much damage as a Loomian with 50. Because the melee attack of many Loomian species is very different from their ranged attack, trainers should make sure they teach their telarian movements that take advantage of their best stat. Like Attack, Defense is also divided into Melee Defense and Ranged Defense. When a Loomian is hit by melee motion, its Melee Defense is used in damage calculation, and if damaged by a ranged move, Ranged Defense is used. Damage is approximately inversely proportional to Defense, so a Loomiano with 100 Defense will take half the damage a Loomian takes with 50. Since many Looms have a substantial difference between their Melee Defense and Remote Defense, trainers should try to use moves that take advantage of their opponent's weakest statistic. In general, Loomian faster moves first at each turn. In battle, Telaomians perform actions in order of their Speed, unless a Loomiano uses a higher priority movement (such as Quick Jump), or performs an action other than a movement, such as resting, changing, or using an object. Sometimes Loomians can have very similar speed statistics, which means that small differences can change the outcome between going first or second, so it's common to see Coaches investing in the speed of a whenever possible. In a situation where multiple looms have the same speed and priority of movement, the order of which goes first will be random. Sources Statistics Base Statistics Base statistics are the same for all Looms of the same species and are the main factor in how a Loomian's statistics increase as Loomian levels sound. The Statistics of a Loomian can be seen approximately on the radar chart in the Loomians LoomiWatch app as the solid shape in the center of the chart. It is impossible to change the base statistics of a Loomian, although Telaomians evolving into a different species will adopt the base statistics of their new form (which can result in statistics going up or down, depending on the new base statistics). Unique points (UPs) are randomly generated for a Loomiano when it is first found and can only be changed by fragments. Two single points equal a single base statistic. The exact number of unique points can only be seen by a player with the Advanced Stat View game pass, and unique points are indicated by up to five colored stars under each statistic on the Loomians LoomiWatch app overview screen: Stars Unique Points 5 Golden Stars 40 5 White Stars 39 4 White Stars 31-38 3 White Stars 21-30 2 White Stars 11-20 1 White Star 1-10 1 Red Star 0 Training Points Points Training ( TPs) earned every time a Loomian gains experience by defeating an enemy or is fed as Training Gummies. Eight training points equal a base statistic in the calculations. With the exception of Energy, at level 100, four Training Points are required to increase a statistic (non-base statistic) by one, while at level 50, eight are required. Each Loomian can earn up to 200 training points in each statistic and cannot earn more than 500 in total. The number and type of training points earned per battle depend on the species of Loomian defeated (see List of Telanos for base experience and TP performance for a list of TP yields) or type of gummie used. It is also possible to reset a Loomian's training points to 0 in a given statistic by purchasing statistics reset items for 10 CP each in the Colosseum Market. Similar to unique points, only players with the Advanced Stat View game pass can see the exact number of training points their looms have. Players without it can get a rough idea using the radar chart on the Overview screen using the Loomians LoomiWatch app. Health calculation is calculated using the formula: Energy is calculated using the formula: The basis is the relevant base statistic for that loomiane species. UP is the Loomian Single Points in the relevant statistic. The level is the level of the Loomian. The personality is 1.2, 1.1, 1, 0.9 or 0.8, depending on whether the Loomian's personality increases, decreases or does not affect the relevant statistic. In all calculations, if the result is a decimal, it is rounded down. Statistics modifiers Some movements, especially Support Movements like Sharpen, apply a modifier Statistics in battle to a Loomian that can affect Loomian's Melee Attack, Ranged Attack, Melee Defense, Ranged Defense, or Speed statistics. Statistics modifiers are temporary and will disappear when the Loomian is disconnected or Ends. They can accumulate up to six stages and apply a multiplier to the statistic as follows: Stage 6 x 5 x 4 x 3 x 2 x 1 0 1 2 3 4 5 6 Multiplier 1/4 2/7 1/3 2/5 1/2 2/3 1 11/2 2 21/2 3 31/2 4 Attempts to raise or lower a statistic beyond six stages will have no effect, and movement will fail if it has no other effects. Some movements can change a statistic in more than one stage, and the number of stages that alter a movement causes different messages to be displayed. The messages displayed depending on the number of altered stages is as follows: Change message +3 or more Loomian statistics increased drastically! +2 Loomian's statistic rose sharply! (Melee) Loomian's statistic was greatly lifted! (Range) +1 Loomian's statistic was lifted! 1 Loomian's statistics are down! 2 Loomian's statistic fell hard! 3 or less Loomian's statistic fell severely! Statistics Gallery Statistics listed in the Overview section of the Loomians application. The radar table to display statistics. The Advanced Statistics view in the Overview section of the Loomians application. References: Let's talk about energy. Tbradm. March 23, 2019. 2019.

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