

Credit for current working code should go to urkerab, Spandan, and charizard8888,
Tagging [Snaquaza](#) because it was his idea for a metagame.
Tagging [smellslikememe](#) for his original post and receiving his blessing.

Fusionmons

Note: this is a nickname based metagame

Metagame premise: This is an OU-based metagame where the basic concept is that you may create fusions of any legal Pokemon at your own discretion.

Further explanation of mechanics: To fuse two Pokemon, simply replace the name of a base Pokemon with the name of the Pokemon you want to fuse with. The stats of fused Pokemon are determined by averaging the stats of the two used to create said fusion. Abilities, movepool, and typing will be covered in "The Section Concerning Abilities, Movepool, and Typing."

"The Section Concerning Abilities, Movepool, and Typing."

For example, take Pokemon A and Pokemon B:

B (A) @ Leftovers

Ability: abilityx

EVs: (insert some ev spread here)

- moveslot1

- moveslot2

- moveslot3

- moveslot4

Here you can see that the base Pokemon in question is A. The Pokemon being fused with is B.

Abilities - You will still choose an ability for Pokemon A. Say it has three abilities, abilityx/abilityy/abilityz. You can choose one of said abilities from Pokemon A. However, as you are naming Pokemon A "B", you will not be able to choose an ability from Pokemon B. Say that Pokemon B has 3 abilities, abilitya/abilityb/abilityc. You will receive "abilitya". Essentially you now have a combination of the ability you chose from Pokemon A and the first ability of Pokemon B.

Typing - Typing is considered based on the two Pokemon in question. In this example, the typing will be determined by the primary typing of Pokemon A and the primary typing of Pokemon B. However, if it is shiny, it will change to the primary typing of Pokemon A and the secondary typing of Pokemon B.

Movepool - Movepool is merged but 2 moves come from Pokemon A and 2 moves come from Pokemon B. If a move is shared between the 2 (Ex: Protect), then it can count for either.

Example:

Potential bans and threats:

As it is an unofficial meta, current bans are of course not official. However they are a couple of things that should be immediately banned:

Pokemon:

- Shedinja: Wonderguard and shed having an HP stat >1.
- Swoobat: Simple + Stored Power is extremely powerful. Fuse Swoobat with a shell smasher, set up, and win.

Abilities:

- Moody: Ability is banned in OU.
- Shadow Tag: Ability is banned in OU.
- Arena Trap: Ability is banned in OU.
- Huge Power/Pure Power: Increasing the atk stat of Azumaril or Diggersby is extremely dangerous. Stacking them is even worse.

Moves:

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Threatlist:

A better question to ask is what isn't a threat? But here are some that stood out in testing:

- Eviolite Users: Fusing with fully evolved pokemon gives Evio mons better stats, movepools, and typing. But potentially held back by Knock Off spam.
- Speed Boost: Snowballs unprepared teams.
- Weather setting + weather abuse ability (Dracozolt+Ttar = sand stream+Sand Rush, TTar + Garchomp = Sand Steam + Sand Veil, etc).

Questions:

For the Community:

- Is Fusionmons a good enough name for this metagame?
- Is this idea original enough to warrant its own metagame?
- Is this idea too complex for the average player to understand?

FAQ:

Q: How are special items handled?

A: Special items (i.e Light Ball, Thick Club, etc.) work, same as Eviolite, as long as the base Pokemon in question is the one that can wield said item, meaning it'd be alright for a Marowak named Garchomp to use a Thick Club, but it would have no effect vice-versa.

Q: Do abilities stack?

A: No. If you nickname Tangrowth Torunadus Therian, you would heal $1/3$ HP rather than $2/3$ when you switch out. However, abilities with identical effects but different names will stack, such as Shadow Shield + Multiscale or Rough Skin + Iron Barbs.

Q: What if the base stat average is not an integer?

A: Then the stat would be rounded down. For example, if I fuse Mew and Buzzwole, the average of their HPs would be 103.5 which would be rounded down to 103 rather than 103.5 or 104.