Pokemon Storium Blaze Rules and information

Here's a few facts and rules about the story, if you have any questions or things you'll like clarified, just tell me by PM. If the question could help anybody else, i will add it here ! Though, remember all of those rules could be subject to change. Most rules will be decided by discussing with the players.

You'll start as a pokemon-less inhabitant of the Pokemon world and will start your adventure like everybody else, however, your goal may differ completely from the rest of the group. Perhaps you want to be a Pokemon champion or perhaps you want to become an Archeologist. It is for you to decide. However, you'll need the help of your trusty Pokemons to do so. Filled with mysteries and lore, this Plot heavy story will aim a more mature audience than the usual Pokemon games.

Background !

As an indication, only main Game sources are cannon. In lore, but also in most realities of the world, as such, Pokemon do not especially talk with bits of their name, and type advantage exists.

Of course, for story purpose, game logic could not be fully adapted to the world. Unlike the games, because of game design, and the Anime, because of simplification. This game will borrow the best of both worlds and more adapted to a storium story. I guess the closest you could find is the Pokemon Origins Anime. But lorewise, only the games are to be considered.

Characters !

Concerning writing rules, i currently have none. Feel free to create all cards from zero or use what i have prepared myself. (Albeit it will probably mostly be examples.) Have fun creating your characters ! However, i will still favorise characters with as much info as possible.

And well, younger characters (by young i mean 10->25) might fit the story better than older adults (but that's of course not forced)
Art wise, i favor drawings in opposition to photos as i do not picture the pokemon world reastically. As such, any image i will use myself for the story, will be drawings. Hopefully not too far from the Pokemon's general Art Style. I encourage you to do the same but by no means is that a necessity, I won't penalise or refuse someone using a photo. It's just what i will do and i do not request the same of you at all (but i'll appreciate it) !

Mechanics !

Mechanic-wise, i will simulate "Nuzlocke" rules, meaning that a "fainted" pokemon can die forever, just like Blue/Green's Raticate. Thus the game will have a bit of a darker atmosphere, and will very probably involve the thematics of Pokemon Black and White it is to say, Pokemon Rights, Freedom and slavery. Not in an extreme though, this will depend on the players decisions. In a nutshell, this introduces Pokemon death, of course, a random bug catcher will, most of the time, not "kill" any of your Pokemon. Nor does a trained Gym Leader.

However, the "villain" teams could be far more violent in their playing style as well as rogue wild Pokemons. Someone which wants none of his Pokemons to die will be able to. I just want the possibility and mechanic to be there, for players that would be interested.

The three pokemons from which you'll be able to choose your starter will be decided by a small personal quiz i have prepared at the beginning of the game. As such, the probability of two peoples getting the same starter choice is very low. If requested, players will be able to write a custom story for the encounter of their first Pokemon. Meaning it does not have to be a starter from the professor's lab (which will also give out eevees). Each Pokemon is given out as a card.

To recapitulate, you either have a real starter, decided by a small test, a Pokemon of your choice with a story behind it, or an eevee.

If a disagreement occurs during a battle, Battles between players could be carried out in the chat and simulated by myself on a battle simulator. Contrary to the game and akin to the anime, a Pokemon could potentially use any attack he ever has learned. (for simulation purposes, all IV would be set to 31 and EVs to 0). Stats would also use Pokemon Volt White 2's list, as such, even a Grayhena will be a viable Pokemon. Encouraging to use the Pokemon you like.

Just like many of this page's rules, this is not a base rule and as much battles as possible should be carried out using moves, it's a rule that could be implemented to avoid arguments but by no means will it be used for many battles.

If necessary, some random events could make the use of "random Pokemon Generator"

When you get a new party member, you will get a card set picturing the pokemon. When all of those will have been spent, the Pokemon will be able to evolve. If requested, more detailed Pokemon files could be interesting. Once again, this will be discussed with players once the game will approach it's start.

Misc

If wanted, new evolutions and Mega Evolutions could be interesting, as well but ideally very rarely, only if the Player has a decent corresponding artwork, like the mega coafargius for example. Delta and Fusions could also work. But all of those would have to be discussed first with everyone, and/or introduced in the storyline beforehand.