

Introduction

Pokémon come in all sizes and shapes...and from different groups too! Many people come from different areas to the world of Kogranar to either begin a new story or continue one that has been long lost...or just for fun! This is a document covering the list of traits from possible other groups which can easily be converted to Destruction Call's trait list due to it having a more simplified list.

One of Destruction Call's biggest goals is to promote creativity and artistic freedom for designs so that people can focus on story writing & character development more. Though, for those who prefer more traits, this document serves as a non-exhaustive list of traits covered under each of Destruction Call's traits.

Default

It can also be named Basic by certain groups.

Variant

Destruction Call's definition of Variant covers so much more than slight color changes & markings. Due to this, a LOT of traits usually found in other groups can easily be classified as a Variant in Kogranar.

- Colored: Giving a Pokémon any colors outside of their usual color palette. Changing the entire color palette counts as well.
- Shiny: Kogranar doesn't have anything too special for Shiny Pokémon, as there are more uncommon things out there. Thus, Shiny Pokémon fall under Variants.
- Domesticated/Wild: The Pokémon is inspired by its real life counterpart or by any similar real life animals.
- Alpha/Mini/Pygmy/Sizeshift: Any trait that involves changing the size of one body part or the entire Pokémon falls under Variant in Destruction Call.
- Transitional/Evolutionary: Pokémon that adopt traits from its evolution line.
- Mutated/Multiplied/Keratinous: The addition of extra limbs, fur, horns, crystal growth & other similar traits would be variant.
- Luminous/Aura: Giving a Pokémon bioluminescence or an aura fall under Variant.
- Shadow: Pokémon with dark colors, red eyes & shadow auras fall under Variant in DC terms.

Delta

Also known as Elemental, this trait covers both the use of moves related to the Delta type and the appearance of traits related to the element. For example, a Delta(Fire) Swablu can have fire wings instead of cloud wings.

Ethereal

- Themed traits such as Robotic, Cosmic, Angelic, Demonic, Toy, Cuisine/Food, Mermon, Vampire, Weremon, Alien, Terrarium all fall under Ethereal as they all break the convention of the Pokémon species itself.
- Generally, having an alternative form that can be switched to requires Ethereal as well.
- The ability to change evolution forms & colors fall under Ethereal.
- Most of the time, Pokémon made of odd substances fall under Ethereal unless fused with a relevant Pokémon (Alcremie fusion for a cream-themed Pokémon for example)
- Custom Paradox Pokémon fall under Ethereal.

Godly

This is the trait that covers everything that isn't already covered above aside from basically having a gijinka/human version of a Pokémon, as Kogranar would basically force them to turn into something more Pokémon-like.

- Eldritch traits typically fall under Godly.
- The ability to change Pokémon species at will fall under this as well.