

PokemonRP Discord

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Pokemon Mechanics:

Stats and why we don't use them:

This one is pretty straight forward. This isn't a gameboy game. There is no HP bar, no PP, no, exp chart. That said a lot of decisions fall to the **golden rule** (see the top of this document). Likewise, because these things don't exist, we don't type posts in a fashion to imply that they do.

Meaning instead of seeing "The hit drops my eevee to half health."

Expect things like "Eevee hits the ground hard and struggles slightly to stand again."

Above all when worrying about things like this **be reasonable**. If a move is super effective, It still is, just not by an HP bar.

So a Scrafty getting hit by dark pulse? [Scrafty flinches slightly yet shrugs off the blast with a smirk.]

Same scrafty getting hit by dazzling gleam? [The Scrafty hisses in pain as its eyes snap shut and it recoils in agony.]

If it would wreck your shit then it would wreck your shit.
You know what godmodding is, **don't do it.***

*For those of you who actually don't know what godmodding is, it is a term used to define actions that are clearly impossible or at the very least ridiculously improbable to perform for the sake of not having something negative happen to your character. An example of this would be saying that your character simply 'steps out of the way' of an incoming bullet being shot at them from behind. In 99% of all instances where this might actually happen, that action is near impossible and everyone else involved is going to call bullshit on you anyway.

Infinite Accuracy Moves:

They do not have infinite accuracy in the rp, sorry to say. Read the descriptions. Aerial Ace, for example, confuses the foe with speed before striking. This means that they **can** avoid it if they keep a cool head on their shoulders. Faint Attack? Works by acting all sweet and charming, then taking a cheap shot. Do not expect it to work more than once unless your opponent is a real idiot (which describes half of Vee's characters, admittedly). So just keep the golden rule in mind about it, please.

Mega Evolutions:

A) Conduit requirement. Mega-stones are a requirement for mega evolution as is the trainer's Keystone. This items are merely a conduit of power and are not destroyed or otherwise harmed in the mega evolution process **unless** one goes over the time limit (See section C).

B) Energy requirement. Pokemon can not mega evolve alone. There must be another entity willing to 'give their life' to the first in order to activate the overdrive. This does not mean they die, but rather when the pokemon enters the Mega Evolution their 'Donor' becomes drained. This donor can be either a human or a pokemon so long as the item requirements are met. They remain conscious, able to talk and move yet cannot do anything physically straining such as defending themselves if human or using moves if pokemon. This status remains until the end of the mega evolution. There **cannot** be more than one 'Donor' in a mega evolution or the energy will be too much in flux for the process to work. Likewise a mega evolution cannot be extended by switching 'Donors'.

C) Time limit. This cannot be sustained for long, in fact a few minutes is the physical limit of the emotional energy giveable to sustain a mega evolution. After that it immediately switches to its 'backup' power. The donors direct life force. Meaning, go over the time limit and they start dying

on the spot. Equally, if the time limit is exceeded the conduit item transferring the power will shatter upon the completion of the mega evolution or upon the death of the 'Donor'.

D) Cooldown. Mega evolutions cannot be used again in succession without *high* chance of killing the 'Donor'. Likewise if the pokemon has another person to be a 'Donor' there is also a *high* chance of the pokemon dieing as well if use too quickly in succession. The amount of energy expended will literally wear away their body.

E) Mega Evolutions require mod approval for an arc or episode, due to their nature. *The nature being a complete change in everything but moveset like some sort of cheesy superhero transformation.*

League Official Matches:

League official match in our canon is merely a term meaning that the battle underway is going to be held up to the standards of the pokemon league. IE. it will follow such rules as [the four moves ruling](#), six pokemon team maximum, and the one at a time, two at a time, rotational, or other league official battle styles.

For a match to be considered 'league official' it must either already be a match in part of the league itself, IE. a gym battle in a certified league gym, a battle with a certified league member, or a match between two individuals where both combatants have agreed to following league rulings and have access to an official referee for the match.

Any 'battle' outside of these conditions can still follow 'league official' rules if agreed upon by the two combatants but will not be viewed as an official match in terms of league standing or badge standing without an actual official present.

The Four Moves Ruling:

Pokemon can know all of the moves they can possibly know at once from Gen III onwards, the only limitation to this being egg moves, which remain restricted to one (per parent) for a max of two. *However*, the four moves ruling is just that, a ruling. Used mainly in [league official matches](#) and gyms. Using more moves than four in these instances is grounds for immediate disqualification from the match. Outside of league official matches, trainers may choose to abide by, or disregard the ruling if both parties agree. And in the wild there is no need for such things as rules, it is survive or die.

The Four Moves Ruling - Smeargle

Smeargle. This fucker is an **Artist**. And theoretically capable of learning any move. That said, he can only know 4 at a time unlike other pokemon who we do not restrict to this ruling. Period. And to copy a move he has to use sketch *immediately* upon that move being used, and *able to get paint on* the pokemon using the move. *No seeing oblivion wing being used a mile away and going Ha! Got that!* Equally, legendaries and their key moves cannot just be 'used' by a smeargle. If one somehow obtains one of these moves legitimately, attempting to use it will alert the legend of the attempt. The legend then has the option of approving the action, thus the move will happen, *or laughing and going HAHA NO*, and the move will auto-fail.

Smeargle cannot pass on egg moves. *Not no way not no how*. Yes, in the games, it does work. Other things that happen in the games include a 10 year old kid capturing a genetically altered legendary that can, under normal circumstances, *make his head explode*. Smeargle passing on egg moves has been deemed broken, so no.

The Four Move Ruling - Pokémon Mystery Dungeon

Given the nature of Mystery Dungeon, and the heavy focus on team building, characters are limited to **6 moves**. This includes any combination of level-up moves and TMs, however only **2 Egg moves** and **1 Tutor Move** are permissible.

Pokemon Moves:

TMs

TM's (Technical Machines) function as an educational video of a Pokémon move, which is shown to a Pokémon to be learned. They are typically displayed on any electronic device with a screen. They cannot be 'hacked' or 'forged' as they are essentially the same as a YouTube Tutorial (though if you're handy you can remove the DRM). In the same vein, a Pokémon can teach another compatible Pokémon how to execute a TM move.

Z moves:

Z-Moves are a concept introduced in the Generation VII games, Sun, Moon, and their sequels Ultra Sun and Ultra Moon. They function much the same as the previously added Mega Evolutions, but are instead applied to a Pokémon's moveset rather than the pokemon itself. They use a similar method of activation via a special stone as a conduit, the Z-Bracelet and Z-Crystal, and the energy sacrificed to perform the move comes from a Trainer's own life force.

In the games, this is represented by limiting all Z-Moves to one use per battle. In a roleplay situation, after use of a Z-Move, one would expect the average human to become fatigued and lethargic for a short period of time from the strain of outputting so much of their own strength. Overuse of Z-Moves could quickly lead to much more serious consequences, and as such, would never be allowed in an official, reffed Pokémon battle.

[Satoru Iwata voice] Please understand, Pokémon as a series is very, very *anime*. It is also a video game. Some animations or things you would see in either the main line games, the anime, or especially in the manga, are over exaggerated because of it.

Z-Moves are *not* the planet busting Dragon Ball Z-esque super moves you see play during a battle on your 3DS. Inferno Overdrive will not cause a nuclear detonation to annihilate all life within a 3000 meter radius. In a roleplay scenario it would be much more like a giant fireball that would cause intense pain and probably set a large area on fire. The point being, when using Z-Moves in the RP, do not go overboard with their descriptions, or ever decide the damage that one would do the opponent for the other player. Regardless of source that kind of post is still considered god-modding.

-We wanna have fun here, but we can't really do that if a region turns into a moon sized crater every time an eleven year old does a silly dance with his magic Jolly Rancher bracelet and his Caterpie.

Event Moves:

Short version: No

Long version: Nooo.

It depends. Some moves like Celebrate are possible, although incompatible with a lot of backstories as it requires essentially being sold for knowing a cute little party trick, for example. Other moves, due to being exclusive to legendaries, are known by them regardless. The vast, **vast** majority of the time, however, only one instance of a Pokemon can know an event move, so unless you can pitch an extremely good reason to the mods why your Pikachu character knows Extreme Speed, or Sing, or something else to that effect, the answer is likely to be a resounding, "HAHAHAHAH No".

HM Moves:

These moves are pure, unadulterated bullshit in game. So there is going to be a section here telling you what you can and can't do. **Do not try to argue** that the games allow it, or I will say no before mocking you relentlessly.

In General

Not all HMs need their own section. Some are actually quite reasonable, provided you aren't being stupid. Cut, for example, cuts small trees and bushes in game with sharp claws. Reasonable enough. Flash creates a sudden flash of light that blinds foes and lights up an area. Also reasonable. In general this whole section shouldn't be needed - in fact, the guidelines should ideally just be the golden rule. However, there are some who want to toe the lines, so this section is for those people. As a small addendum to all these sections: **Yes, adrenaline is a thing. If you are going to use this as an excuse for why a Pikachu is throwing a boulder, or Goldeen shooting up a Waterfall, then prepare to visit a Pokemon Center as they are likely going to *DIE* afterwards.**

Fly

Fly in battle? You fly up out of reach, then dive down and slam them. Out of battle? You carry somebody. Now consider the golden rule. **Yes, this means that Pidgey cannot carry you, even if it could in game. Don't even try.**

A ~~short~~ addition to this: Yes, Dodrio can - somehow - use Fly despite having no wings. No, we do not know what Gamefreak was smoking when they did this. Please, if you are going to have a Doduo or Dodrio use Fly, either find a way to have it make sense, or at least make it entertaining enough that we can excuse the bullshit. Pretty sure that if it gets to be a problem though, the ability will be removed. [This while hilarious, will not fly.](#) *Ahaha, see what I did there?*
-Smith

Surf

Like Fly, Surf is used by Pokemon who have no right to be using it outside of battle. However, it is at the same time more reasonable, as a human character can do something in the rp that main characters have only DREAMED of in the games! It's called... Get this, SWIMMING! So take this into account. A moderate swimmer can hang onto a Marill or Poliwhg to assist them in rougher waters. This is fine, they are acting like a floatation device. These same Pokemon helping a person who **sinks like a rock** get through **choppy ocean waters**? Uh, no. Just no. Both the human and the Pokemon are likely to drown. Hell, this is even shown in the anime in one of its rare fits of being realistic. When even the **anime** gets it right on occasion, then there is **no** excuse for you to bullshit on this matter.

Strength

Oh boy, this is one of the two HMs, along with Fly, that inspired this section. Let's get this straight right here. No your Squirtle is not going to be pushing massive boulders. Strength is, at its core, a Pokemon going at full strength to move a heavy object or punch a target with massive force. Take into account a human being. A strongman going at full force pushing or even lifting a massive boulder a short distance? Plausible, although wearing. A small, sickly kid doing the same? Uh, maybe if there is a slight decline and the heavy object is a perfectly round, say, 50 pound boulder. In the same vein, not all Pokemon have the same strength levels. A Machop? Could probably, at full force, use the boulder in a Rock Throw attack. A Pikachu? You're better off asking another human to help you out. *Donivan is strong man! Pull 18 wheeler with TEETH. Become make country proud! Do fifty thousand squat per day. -Smith*

Whirlpool

This move, in battle, uses water type energy to create a swirling vortex around the target. Alright, bit hard to explain on land, but alright. Out of battle is where it gets interesting. First off, as a reminder, we are working off of Gen III and beyond. Now, Heartgold and Soulsilver retconned how Whirlpool works outside of battle. Originally, it involved creating a whirlpool to cancel out the one in the way. This is not the case, as we follow the retcons, and in the retcons, Whirlpool involves swimming against the powerful currents to get to where you need to go. The rules for Surf are **really** important here - For example, Horsea could use it to push past eddies and weaker rapids with ease, but to cross a full strength Whirlpool - **especially** the ones at Whirl Islands which apparently are made by Lugia himself? You're going to need something like a Kingdra or Tentacool. Pokemon who are known for being able to weather the toughest storms. *SPLIT YOUR LUNGS WITH BLOOD AND THUNDER, WHEN YOU SEE THE WHITE WAILORD -Cpt. Smith*

Waterfall

The most bullshit one of them all, this attack, outside of battle, involves **DENYING GRAVITY and SHOOTING UP POTENTIALLY HUNDREDS OF FEET OF CRASHING WATER** to get to the top. Needless to say, **NO. FUCK NO! You are NOT going to pull this off, if you try you are going to die, end of story!** "But Mister Guideline Writer," you may ask, "This is like saying Fly does not work no matter what, or Cut, or Flash!" You'd be correct. What I am saying no to is shooting up **HUNDRED FOOT TALL** waterfalls. Now let's look at more realistic scenarios. Goldeen can swim powerfully up a SMALL waterfall, like, really short. Maybe 10, 12 feet? And this is more akin to what the description is - they would back up, then swim at full speed to LEAP over the waterfall. Now, taller ones? Let's look at Feraligatr. This glorious, wonderful, awesome gator probably swims up as far as it can go, then grabs the rocks BEHIND the waterfall, and continues to pull and leap up. It will likely be exhausted after a moderately sized waterfall. If you really, REALLY want to try to claim it instead leaps dozens of feet in a single

bound like in the game animation, go ahead. Try it. *And if you somehow succeed, I will already be at the top, ready to firmly plant a foot on your head and kick you off, back to the bottom.*

Rock Smash

Remember that the rocks that are being smashed are FULL of cracks. If you are smashing something like a solid wall of stone, it better be a strong Pokemon. On top of that, they will get exhausted quickly. There is a reason we use machinery in real life to drill tunnels through stone, after all.

Dive

As of OrAs, Dive can be a bit more realistic

Turns out? The person who gives you Dive was intelligent enough to include something called **diving goggles and a mask.**

So Dive is now officially, "Swim rly gud". Same sort of rules that apply to Surf apply here, with the added fun time bonus of, "Let's see how long you can hold your breath before breathing in water and drowning," and, "Can you count the seconds you should wait to rise to avoid the bends?"

Isn't that FUN?

Other Moves:

Some moves outside of Psychic type ones have caused some issues due to unclear wording, sheer brokenness when applied outside of a game environment, and sheer brokenness even *within* a game environment. This section aims to clear up issues involving that.

Self Destruct/Explosion:

Ok this should be pretty evident, but using either of these moves is a massive risk, to the pokemon, to the trainer, to the environment around you, and to your standing with the police. These moves instantly knock out the user, and have the possibility of killing them depending on their status upon activation. The more intact and stable the pokemon is the more effective the explosion caused and the less chance it has of outright killing them, but there is always the risk due to both the move and the aftermath. Take both into heavy consideration before attempting either move in RP.

Beat Up:

Basically the equivalent of a leader shouting "DOGPILE!" and everyone else involved ganging up on the target to beat it to a pulp. For many reasons this move would be formally banned in any [League Official Match](#) as it involves sending out multiple or in many cases every pokemon

you have for it to be effective. In the wild or rule-less matches however everything goes.

Another point of note would be for this move to be effective it would require the initiator to be intelligent enough to be able to direct the rest of the attackers in how to proceed or work together, implying a level of knowledge on tactics. The better a leader or more knowledgeable the initiator is, the more effective the move will be as opposed to several pokemon simply all flailing madly at the same target.

OHKO Moves:

All OHKO moves take an incredible amount of energy, effort, and risk to use - You use Fissure? You risk falling into the hole yourself. Sheer Cold? If not an Ice type, you risk freezing yourself to death. Horn Drill? You risk tearing where your horn is and doing massive damage to yourself attempting to drill the horn in. Guillotine? You risk your claws/scythes/horns/etc. being torn asunder when the target struggles. Sheer Cold especially is risky to use and can easily kill the opponent - *we highly recommend talking with the player(s) of your target(s) before using Sheer Cold.*

Sketch

See the [The Four Moves Ruling - Smeargle](#) for details.

Substitute

You may ask yourself: How do I show damage from giving up part of my health for this move? It's not the same as damage from an attack, after all. Well, there are various methods here, what we care about the most is that you **show** it. One possibility is showing tiredness after using it, especially if used multiple times. Another is that you attack yourself and draw blood to create the sub. Really, we don't care as long as it makes sense and shows that the Pokemon is affected.

*If you are the kind of RP'er that 'retroactively' uses substitute in a situation with no warning or indication of it being a fake beforehand I will be under your bed when you go to sleep tonight.
-Smith*

Double Team

Oh boy, this one has caused many a headache. Creating copies of yourself? Seems broken, right? Well, let's look at the description:

“By moving rapidly, the user makes illusory copies of itself to raise its evasiveness.”

Moving rapidly to create illusory copies implies after images. So these are not sentient doubles or even dimwitted ones. *Think of the Heisenberg Uncertainty Principle. No idea what that is? Go look it up. -Smith* They are not sure exactly which one is the real one (*currently*) until they attack, collapsing them all into one position. Oddly enough, this does allow you to be, say, sitting, creating what looks like a cluster of you sitting down, so you do have some leeway. Just remember: These are after images, so they are going to be doing **exactly** what you are doing.

Transform - Ditto

Dittos. These things are exploitable as fuck! So let's say this right here. Transform *only works* if the thing being transformed into is *right there*, in front of the ditto. And that's meaning within twenty feet (*or about six meters, for those of you who live in not america*). *Not across the town, not in that building over there*, right, in plain sight, of the ditto. A ditto cannot 'remember' any previous forms and thereby *cannot transform* without something *right in front of it* to transform into. Also, Ditto are fairly stupid, so no, it is highly unlikely that you could train a Ditto to transform into a high ranking military official, have it knock them out, then pose as them, or anything to that effect. The person would have to be mute and pretty damn stupid for a Ditto to mimic them effectively.

Think of the average high school teenage girl, but unable to talk!

Metronome

Quite simply, try to make it random. As of now, the current system is to use a random number generator, generate a number from 1 to 617, compare to http://bulbapedia.bulbagarden.net/wiki/List_of_moves, generate a new number if you get a legendary exclusive move or a move Metronome cannot use, and repeat until you get a move that is allowed

For quick reference, the moves you cannot use:

After You, Assist, Bestow, Chatter, Copycat, Counter, Covet, Destiny Bond, Detect, Endure, Feint, Focus Punch, Follow Me, Helping Hand, Me First, Mimic, Mirror Coat, Mirror Move, Nature Power, Protect, Quash, Quick Guard, Rage Powder, Sketch, Sleep Talk, Snarl, Snatch, Snore, Struggle, Switcheroo, Thief, Transform, Trick, and Wide Guard for regular moves, and Psystrike, Aeroblast, Sacred Fire, Hold Back, Mist Ball, Luster Purge, Doom Desire, Psycho Boost, Roar of Time, Spacial Rend, Magma Storm, Crush Grip, Shadow Force, Lunar Dance, Heart Swap, Dark Void, Seed Flare, Judgement, Searing Shot, V-Create, Sacred Sword, Fusion Flare, Blue Flare, Fusion Bolt, Bolt Strike, Glaciate, Ice Burn, Freeze Shock, Secret Sword, Relic Song, Techno Blast, Geomancy, Oblivion Wing, Land's Wrath, Thousand Arrows,

Thousand Waves, Diamond Storm, Steam Eruption, Hyperspace Hole, and Light of Ruin for Legendary Moves

Assist

>The user hurriedly and randomly uses a move among those known by other Pokémon in the party.

>In a wild Double Battle, a wild Pokémon that uses Assist can use a move the other wild Pokémon knows.

Based on the descriptions given and the somewhat quazi-magical cat connotation given by the games we did some research and came up with a more plausible explanation for this move in our canon. The pokemon tries to imitate another pokemon they have seen fight, and in doing so use a variation of one of that pokemon's moves as close as possible or uses that move itself if they are capable of learning it (even if they haven't).

Example: A Sneazel 'assists' into its partner Sandshrew's [Rollout]. Sneazel is not capable of learning this move directly but from having seen the sandshrew use it time and time again it is capable of understanding basically how it works. Thus in its 'copycat' version the Sneazel would roll itself into a large snowball and crash into the opponent, the move counting as rollout for that instance.

For a pokemon to be able to use [Assist] it must have allies or other pokemon that it has seen use specific moves regularly in order to have an understanding of how they work, a wild mon cannot [Assist] into a move it has never seen before, nor could a pokemon [Assist] into an allies move it has never seen them use, or only seen once.

Abilities:

Illusion

Illusion is the inspiration this time, being the most pure, unadulterated bullshit move in RP terms that any normal player can have. Thankfully, it is also limited to exactly two kinds of Pokemon, and they are both in the same evolutionary line. This is a bit of a complex one, and there are no good examples that are well known to build off of. So putting myself in the range of fire, I shall use my own character, Vee the Zorua, as an example.

Vee here is a Zorua with a delusion. He is not a purebred, he is not particularly bright or strong or skilled in anything. The only thing he truly excels at is talking, and even that he fucks up on a regular basis, slipping into Pokemon talk and letting his illusion fade in spots when sufficiently distracted.

Zorua are noted for being able to take on the form of a child. They are not very good at even this, the most noteworthy example being mute, and all examples being unable to hide their tail.

Zoroark, meanwhile, the grown up, adult, has his big boy pants on now! form of the Zorua line has been shown able to create entire... forests, and trailer parks... And this is canonical. As is the Zoroark who outright speaks human and gives you Snarl...

Remember Sabrina being the, "special snowflake canon example" version of human psychics?

That is also the case here.

This Pokemon is seen as a prime specimen, a Pokemon who probably escaped some freak's breeding operation when she heard him blathering on about IVs and Natures and some other crap while they weren't paying attention.

As for the Snarl giver? They don't speak too much, nor do they do it while fighting or doing... Well, much more than standing there.

What can we gather from all this?

Well, according to the dex, they use it to confound enemies and escape. This means it's not typically used for long term. Which means it isn't meant to last long. Which means it most likely draws from that proverbial metaphysical battery. More worn out you are, the harder it is to keep up. The more complicated the illusion? Harder it is to keep up. The bigger the illusion? Harder it is to keep up. Something as simple as speech is going to take a lot of effort, probably to the detriment of the rest of the illusion. Get hit? The illusion shatters. Get even the slightest bit distracted? It will most likely get funky at minimum.

Also of note: While the games give confirmation that the illusions are visual and audio, and even possibly tactile? There is no indication of taste or smell. In fact, considering Illusion doesn't do something like copy an ability such as stench, it can be assume these are beyond the abilities, well, abilities. Somebody with a sharp nose will likely figure it out, or at least realise something fishy is going on.

Wonguard (shedinja only):

For clarification when reading, 'shedinja' will be used to refer to the Pokémon only, while 'shell' is treated as an article of clothing. shedinja will not refer to the 'shell' and vice versa.

shedinja is some manner of otherworldly entity tied specifically to Ninjask.

Given the heavy ties to ninja mythology it is possible it is a rogue spirit of another Ninjask that follows its kin awaiting an opportunity to return to the material plane in some manner.

When the Ninjask evolves it sheds its old body, and the spirit claims it as its 'anchor' to the material plane.

The position of the shell in the material plane, and the position of the shedinja in the ethereal plane are always consistent from that point onwards.

The shedinja's presence emanates a domain bubble of the Etherial plane around itself that acts as a twofold shield.

The first half of the shield is the domain itself, due to being an incompatible plane of existence to many elements the domain prevents all entry into it towards all non biological unaffiliated attacks against the Pokémon. IE energy such as electricity, fairy magic, dragon's aura, water, psionic domain and other similar effects. Such effects are incapable of entering into the domain of the shedinja and thus will be redirected (violently if necessary) away or around the pokemon depending on situation. Razor leaves will be scattered in all directions upon getting close, and things like jets of water or strikes of lightning will be arched or curved around the domain bubble by the impenetrable wall of the dimensional boundary.

The second half of the shield comes from the fact that the only piece of the Pokémon residing in the material plane is the shell, while the domain itself will not stop physical strikes from contacting the shell, such as the punch half of an ice punch (the domain instantly dispelling the ice effect upon entering the bubble) it will cause the physical strike to in effect do nothing to the Pokémon itself as the shedinja does not exist in tangible reality. Striking the shell will cause both the shell and the shedinja to move (due to their permanent anchored state) however since the laws of physics, force and gravity only exist in the material plane, the most the strike will do is cause the Shell (and thereby the shedinja) to move in such a way that the shell does not intersect with other physical matter in the material plane. Striking the shedinja cannot send it flying, or even move it any farther than once contact ceases, as the shedinja's position in the ethereal plane will simply cause the shell to stop moving immediately (unless the shedinja wishes to continue moving, in which case it can 'manually fly away' as if the strike sent it flying).

If the shell is stricken by a move that bypasses the effects of wonderguard's domain it will be damaged or destroyed on the spot. Damaged shells will regenerate after a period of time, and destroyed shells will, thanks to the permanent link created only after the shedinja possesses them for the first time, re-appear within the material plane after a similar (yet slightly longer) time period. *Wiggity woogity welly well, mumbo jumbo puff of smoke NEW NINJA SHELL!*

It is presumed that the reason the Pokémon operates in this way has to do with its blood lineage and other unknown laws of the world disallowing it to possess anything other than the released

remains of its own kin, hence why no specimens of a shedinja carrying anything other than its kin's shell has ever been documented. *Nor will it ever...*

Trainer and Pokemon Types:

Rangers:

There are two types of Rangers. The Trainer Class, and those belonging to the Ranger Union. The information below is regarding the **Ranger Union**.

The Pokemon Ranger Union is an International Organization that works across the globe to protect People and Pokemon. Unlike normal Pokemon Trainers, Union Rangers are not allowed to capture Pokemon through normal means (AKA Pokeballs), and are instead issued with Capture Stylers. They are allowed to have a Single Partner Pokemon travel with them at any given time, and are not normally allowed to take native Pokemon from their native habitat unless under certain circumstances.

The Capture Styler

The Capture Styler is the Union Ranger's Ultimate (And Normally Only) Tool. It can be used to calm and tame Wild Pokemon much like a Pokeball, but the effect is only temporary and can easily be broken under extreme circumstances. There are a few different kinds of Capture Stylers, used by different kinds of Union Rangers.

- **Standard Styler**
 - The Standard Capture Styler is the most common variant of Capture Styler, given to most Rangers upon attaining full Ranger Status. It is a simple tool, able to temporarily capture multiple Pokemon up to a limit. In most cases, however, it is not possible for it to capture more powerful Pokemon such as Legendaries.
- **Fine Styler**
 - The Fine Styler is an advanced Capture Styler given to those known as Top Rangers. These Rangers are the best the Ranger Union have to offer, and out of the many Rangers the Union has, only 12 Rangers have attained this status. It has enhanced programming and is more powerful than Standard Stylers, being able to capture more powerful Pokemon (Including Legendaries but only under special circumstances).
- **Vatonage Styler**
 - This Styler is a one of a kind item, held by the Top Ranger Kellyn. It is an upgraded version of the Fine Styler, and has the power to capture any

Pokemon quite easily thanks to the three stones embedded within it. **Player Rangers May Not Have This Item.**

- **Watch Styler**

- Only two of these Stylers have ever been seen, used by Rangers Ben and Summer. These Stylers appear to be almost as advanced as the Fine Styler, and were modified later on to utilize what would become known as Ranger Signs. ONLY these two have been seen to have either these stylers or the ability to use Ranger Signs. **Player Rangers May Not Have This Item.**

Using The Capture Styler

While the Styler is a powerful tool at the Ranger's disposal, it can be difficult to use. The Capture Styler has with it a Capture Disk, which is launched from the Styler at a target to capture. Afterwards, the Ranger must control the disc with the Styler to encircle the target Pokemon in a ring of energy. They must be careful when choosing the moment to perform the capture, for Pokemon can easily break the energy stream and escape given the chance. If the capture is successful, the Pokemon will be calmed and tamed with the same kind of energy as used in Pokeball Technology. The effect is temporary, however.

Rangers can choose to release a Wild Pokemon back to the wild at any time. Pokemon can also be scared away by certain circumstances, and are also released back to the wild once they have assisted in whatever task they were needed for (Ex. Blastoise Using Rain Dance to Put Out a Forest Fire). Also, normal Rangers will be unable to remove Wild Pokemon from their Native Habitat unless instructed otherwise by the Ranger Union. Top Rangers are granted this ability due to their knowledge and expertise.

Legendary Pokemon are nearly impossible to capture due to their immense power. Very few Rangers have ever faced a Legendary, even fewer have been able to capture and calm them. Most Rangers would never be able to successfully capture a Legendary Pokemon.

Psychics and Psychic Pokemon:

This has actually been abused so much in our canon it needs its own section. So let me lay out some specs for you. Every single person who has used a psychic character has god-modded with it. Intentionally, unintentionally, doesn't matter. It is enough for this section to need to be here.

'X Makes the man's head explode.'

No, no he doesn't, is there a psychic move in the games that makes people's heads explode? No? Your psychic can't do it either. That is both A) outside of the realm of psychic ability, and B) breaking the hit or miss rule. So let's take a look at psychic ability closer shall we?

Telekinesis: The force

People seem to have a lot of confusion over the concept of tele (distant) kinetic (energy) force (force) It is just like normal force, but created by the will of the mind, not the hands or some kind of physical engine.

Telekinesis is the basis of all psychic ability, it is what enables them to float, fly, move things, or perform any action that would normally be done via regular kinetic force. The only difference is, you are drawing on your own 'inner' power (aka life force) to perform the action instead of a conventional fuel, like gas, or food that humans eat to get energy. Overexerting it causes the brain to strain and tire, just like too much exercise makes the body tired. Similarly it can be overworked and shut down or die, much like the body. Therefore the output of psychic ability is tied to the mental strength of the thing that is using it. Likewise just like the body, there is an upper limit to mental strength dependant on the user. A bodybuilder can spend his entire life training and there will still be an upper limit to a human's strength. So let's look at some examples to get a good idea of the boundaries of psychic ability.

The typical psychic everyone thinks of when the word is mentioned in pokemon terms is usually Sabrina in terms of humans. She is also dangerously overpowered in almost all instances she appears in and could easily take over the world with little to no resistance. So we'll use her as our example for the Do's and Don'ts of psychic ability in humans.

Do's:

- Assume that anything you do as a psychic costs energy. Hovering, flying, lifting objects, decking people with an ethereal fist created by your brain all drain that precious metaphysical battery.
- Take into account that distance, complexity, and size all affect power cost. Picking up a small person is easier than a large one, moving a cube of metal is easier than moving a cube of moving gears (if you mean to keep it intact). Moving a rock right next to you is easier than moving a rock on the other side of a football field.
- Recall that just because you are psychic does not mean you are omnipotent. If you can't see it or otherwise have a very clear idea of where it is, you can't move it and you can't hit it.

Don'ts:

- Attempt mind control without consulting with the player who is playing the target. **This just makes you look like an ass/godmodding.**

- Do not assume that because you are psychic you do not have to abide by the laws of physics. You cannot disobey any of them, only negate them with the appropriate countermeasures.
- Use psychic as a catch all for 'I wanna do X, so imma just say I psychically do it.' **You are the cancer of roleplay if this is your reasoning.**

Teleport: Free airfare?

Teleporting oneself is the point of the ability. You can move to a location you know about and have been to before. If you haven't been there, you can't go there.

The first rule:

Distance is directly tied to the amount of power used.

Across the street? Piss easy. Down the block, no prob. Next city over? Once or twice. Cross the region? Once, maybe, and tired as hell. Cross the world? No, or possibly dead on arrival, one or the other. Bringing anything with you ups the strain exponentially by mass or complexity of the object, a ten ton rock is just as hard as a tiny, delicate, intricate, supercomputer.

The second rule:

Can it be moved and are you touching it? If not, you can't teleport it.

Can the object be moved by realistic human capability? If not, you can't teleport it. As an example a rock can be picked up, therefore it can be teleported. A tree, which is firmly rooted into the ground could not be teleported easily, unless it was removed first by other means or the creature trying to teleport it expends a ridiculously higher amount of energy to tear it free from the ground in the process of teleporting it..

Now for clarification here are some examples:

- A person? They aren't nailed to anything, they can move around. They can be teleported.
- A building? It can't move without tearing it from its foundation. You can't teleport it.
- A person's brain? It is affixed to the rest of their body, you would have to sever it from the spine first, and be touching it directly, otherwise it cannot be teleported.

- A chunk of earth? It is the earth, you either separate it from the rest of the ground with something else first or you teleport the whole planet. **Protip, You cannot do this.**
- A rock? That's better, that can be moved as a unit. You can teleport it.
- A giant boulder? That depends on its size and weight, it can be done but it will take a lot of energy to do so.

There is one method of teleportation that breaks the touching rule:

Ally Switch.

This move is VERY rare - Only two lines get it via level up, and one of them is a hyperspace dimensional hole controlling asshole legendary who is the best thing since sliced bread. Now, you are instantaneously moving just not yourself, but somebody else. Ok, simple enough, maybe a bit wearing.

Except the other is a distance away. Think of it this way: How much energy would it take you to walk a block? Not much. How much to sprint that far? A fair bit. Now how much would it take to sprint that far, pick up a 150 pound man, sprint all the way back, place the man where you were, then sprint all the way back to where the man was originally?

Yeah. You're going to have a **hell** of a time using Ally Switch from more than a few feet away.

Short story long Ally switch requires the target to be within visual range, the further the distance, the higher (exponentially) the chance you'll both die! -Smith

Another thing that needs to be taken into consideration is that the pokemon using teleport needs to be knowledgeable of the destination being teleported to. If you do not know where the location is, you cannot teleport there.

Telefrag: 'Breaking the laws of physics'

Pick up an apple. Place that apple on your skull and apply force to it. Did that apple go into your head, or inside of the skull? No it did not. Similarly, you cannot use a teleportation ability to force said apple in either. Psychic abilities are not a rewrite of physics. Treating them as such will lead to disastrous consequences. Please, Newton even made a law for this.

TL:DR If any part of the object you are teleporting intersects with any form of matter* other than open air at its destination, you can't port it there.

**This includes water to a certain degree. And urine. That really shouldn't have to be explained.*

Future Sight: 'The Future Is Now'

Seeing the future. We all wish we could do this at times. However, just like in real life, it is broken as all fucking hell in the RP world. The mechanics, therefore, are based around the attack. Think about how long those turns would be in real life. 10, 20 seconds tops? Now, Future Sight does damage two turns in the future

You're looking at less than a **minute** before it strikes in most cases. As such, if you are using it outside of battle, unless your character has years and years of practice, **do not** expect more than a minute or two. And even then, think, a skilled psychic can see only a minute into the future. How much power, skill, and training would be required to see a day? A week? A month? Plus, if you are seeing the future, you should always, **always** talk with the person you are seeing the future of as well. And please, no, "I see myself a few minutes from now coming across a master ball". You're peering into unwritten events - *Trying to manipulate them in your favour that much is going to bite you in the ass.* It should have some purpose behind it.

On top of that, it is a damaging move. The attack takes a toll on you when you catch up with the point in the future. Arcane arts like this have a cost. Always have, always will. As for Dark types:

Yes, you can drop your immunity to see the future. No, you cannot raise your immunity when the time comes. It will drop. Try to resist? Look back up at the god modding section. Remember the nail bat? You remember the nail bat.

TL;DR: All it is is you making one of your posts in the future now. So keep it reasonable, and discuss it with all parties involved in advance or you will make Smith cry. Tears of joy. As he beats you with the nailbat.

You know Jackelyn is the one who wields the mighty Excalibard. I don't know why I'm always getting associated with the nailbat. -Smith

Items:

Pokéballs

A Poké Ball is an item used to capture and store Pokémon. There are a few things to be said about these special items.

- You cannot steal someone else's Pokémon with a normal Poké Ball.
- Poké Balls are linked with your Trainer's ID, proving ownership of a Poké Ball and the contained Pokémon.

- You can forge Poké Balls using Apricorns, if you are familiar with the craft.
- Illegally forged Poké Balls (I.E. unregistered Apricorn Balls) could catch a Pokémon without a Trainer ID, however this would mean your Pokémon is catchable by others.
- Children who have Pokémon, without a Trainer ID, have their Pokémon connect to their Parent/Guardian's Trainer ID. It would be the equivalent of a family pet.

Magmarizer & Electirizer

Literally boxes packed with tremendous amount of their respective elemental energy. They evolve Magmar and Electabuzz by exposing them to this energy.

Awakening Emera:

In Mystery Dungeon, there is a curious Emera known as the Awakening Emera. *Holding a looplest with this emera awakens you! If you're capable of [Mega Evolution](#), you'll Mega Evolve; otherwise you'll be awakened.*

However, there is a time limit. After a **short period of time** a Pokémon will enter **Berserk mode**. In Berserk mode, the Pokémon will move around and use a powerful attack on any Pokémon surrounding it, friend and foe alike. This will go away after a while, and the Pokémon will revert to normal. Attaching an Awakening Emera to a Pokémon that cannot evolve will increase its power overall for a while (*but not to the extent of a Mega Evolution*), but will not go into Berserk Mode. In essence, Mega Evolution has a cost, and that cost is the sanity of your character.