

First of all, All Blessing members start out as grunts, usually just random pokemon picked up from all around that have been watched for awhile. They also of course have to be course have to be COMPLETELY normal

this means

- No dream world abilities
- No Shinies
- No Deltas
- No Dusk Evolutions
- No mutants
- No experiments.

The Blessing mainly believe that any and all of these pokemon should not exist, as they are a assassin group, and they work of purging this world of any of the above.

However there are a select few pokemon that can join in that seem odd, here they are

- Any pokemon with a subspecies colouration
- Light Pokemon
- Dark pokemon
- Omega pokemon (Opposite of delta, having one type removed).

All Blessing members are treated as grunts as they first come in, they are send on multiple missions until it is decided what rank they would be in the 'family'. The missions can be anything from cleaning the base to killing a 'low threat' level target pokemon.

Assassins

There is only a select few pokemon who become assassins, Assassins specialize in killing a certain type of pokemon deemed to not belong. They go after 'High threat' targets and command Grunts on assassination missions.

Assassins have to go through a process which usually destroys emotion, allowing them to become loyal to The Blessing, there has only been one account of an Assassin actually betraying The Blessing.

Known Assassins

- Torrent (Specialization unknown, previously known as "Sandstorm")
- Sage (Deltas)
- Zero (Previously Dusk evolutions, declared to be a 'high threat' target after betraying them)
- Lockdown (Dusk Evolutions)
- Cherrie (Dream world abilities)
- Quri (Shinies)
- Lucifer (Deltas)

Masterminds

Masterminds are strictly psychic type pokemon only. They can have no secondary type and they must be psychic type, they must also have only psychic type moves, they are highly trained. Masterminds work on keep psychic connections between The Blessing and teleporting pokemon in and out of the base. They are Elite, although they cannot physically fight the pokemon, the most they can do is 'break' their minds if needed. Masterminds are also able to access psychic moves their species can't normally due to their training, again they don't focus on fighting, only manipulating the mind and their psychic energies. Their training is much more tame than the Assassins, but they must still be strictly loyal.

Masterminds can also be very sneaky with their psychic links and it takes a VERY powerful psychic to sense it.

Known Psychics

- Bond
- Debleau
- Efato

Spies

Spies are Blessing Members that are hidden all over the world, They don't seem like The Blessing members in any shape or form and aren't strictly loyal, but are threatened with death if they disobey orders when they come. Spies make friends with targets, and learn things from them. Sometimes they know that their spies and sometimes they don't: either way they're good at what they do and sometimes spend years upon years undercover.

Scouts

They scout out to get food and supplies. Sometimes they help with other things like acting as spies or nurses. They aren't strictly loyal and can easily be disposed of if needed, since their considered the lowest rank before Grunts.

Scouts may get promotions if they prove to have other skills.

Nurses

They work on keeping sick pokemon in the best health for missions, they also help with the 'reformation' of Assassins and Masterminds. They stay in The Blessing base at all times and sometimes work as Cooks, Janitors and are sometimes upgraded

Cooks

They make food for the various pokemon, these are skilled in cooking and have a wide knowledge of pokemon diets. They remain in the base, and are often charged with cleaning meat and berries. They can be nurses and Janitors and upgraded to a new rank if proved to have the skills

Janitors

They keep the Base clean, they stay at base and organise all the supplies as well as assigning pokemon to needed rooms. They sometimes can also be nurses or cooks, they can be upgraded if proven to have the skills

Soldiers

Soldiers are known as 'Lesser Assassins' they don't specialize in anything and don't have special training but still take care of target pokemon under the command of Assassins. They are much stronger than Grunts and take on much higher ranks, they also specialize in combat and if proven strong enough become Assassins.

Watchers

They are chosen to keep watch over those who know too much, they act as scouts and act if the said pokemon knows too much. They are also in charge of keeping the bases whereabouts unknown. They are good at keeping hidden and are strictly loyal, much more so than Assassins and Masterminds and are to be eliminated upon sight if they betray The Blessing, they also become the highest target on their list.

Chieftains

Chieftains are in charge of Other rankings, exceptions being Masterminds, Assassins and Guardians, they often excel at the ranking they command, they strictly loyal to The Blessing and only one per ranking, the exception being grunts and Scouts. They aren't often seen outside The Blessing base.

Guardians

Are said to be a legend in The Blessing ranks, no one has seen one and most doubt they exist. The Guardians are said to appear when harm comes Father, they protect him and are said to be void of any emotion, not peeping a word. There is said to be a guardian for every pokemon element, they also all wield a plate according to their type, they are also all purely one type, no secondary types exist. They all appear as normal fully evolved species but are said to have the power of legendaries

Disciples

Another Legendary rank that's almost completely unknown and only known to higher ranks, and very few at that. They have no chieftain. There are three: one for each of the therian forms of the weather trio. they are silent and simply watch. They only obey father. They do not help but simply appear to watch before disappearing after the fight. They seem strong enough to avoid most attacks by the average pokemon and do not attack back.

