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# Ben Johnson

## Overview

“*I’m a Pokémon Trainer. Do you know what that means?”*

Me, but with a mangled backstory courtesy of necessity and Celebi mucking things up. Rather shy and withdrawn, to a casual observer he appears cold and indifferent. While this is true, if you can get him talking it reveals a burning yet ditzy knowledge of a variety of nonsensical topics, including nonsense itself.

With a rather sarcastic edge to his tongue and a deadpan mentality somewhat hampered by his sometimes-lacking razor wit, he deliberately cultivates an image of unruffled seriousness but is often quite amused by the antics happening around him.

He’s also *skilled* at Pokémon battles. With a workable battle knowledge of every single Pokémon in existence, including both signature moves and general capabilities (backdated to include the new ones, if neccasary) and more than fourteen years of experience in the games (simulated and physical copies) as well as a sharp tactical mind he’s incredibly capable for a Trainer in general, let alone one of his visible age. Add this to a genuine desire to improve, a burning focus to not lose, a knack for predictions and for working out holes in other people’s strategies, and you have a budding genius Trainer who needs to wait for his Pokémon to catch up rather than the other way around.

However, he’s not without his dark side. If he’s not getting into something where he feels he’s likely to lose, he takes doing so *very* badly. While losing in a tournament or against someone out of his league can get a “huh, well played” out of him, the same is *not* true against someone he feels he *should* have beaten, either by virtue of inexperience or just bad luck.

He also has a *vicious,* even volcanic temper. While irritating him might earn grumpy ire, and evil deeds can lead to a righteous outrage, truly angering him causes one of two outcomes, both equally bad. The first, and most destructive, is the white-hot, searing eruption of anger; When this angry, Ben has very *very* little holding him back from causing you as much pain as possible, and anyone getting in his way receives the same treatment. This might be in the form of a tongue-flaying that digs into any stress points Ben can find (And he’s *good* at that), a destructive and rapid ripping apart of the target’s ego, be it by verbally humiliating them and then tearing down of the target’s strength, or simply by utterly outdoing them at their own game. Ben usually regrets his actions during these later, but often not enough to apologise, as fierce determination is turned on its head to become unyielding stubbornness. The other, more malicious form of his anger is the bubbling, seething *hate*; true, foul hatred that could easily make a Psychic type think he was using a Dark-type move just by emotional power. This rarely ends well for those who manage to provoke it; unlike the furious outbursts of his other angers, this one lingers, and *lingers*, possibly popping back up as late as months if not years later. It’s also prone to even more deliberate cruelty than the flash-boil anger; if Ben ever deliberately murdered someone, it would be in this state. That’s not to say he’s incapable of self-control; indeed, he will often recognise this state as being what it is, and seek to distance himself from the instigator lest he do something he regret. Issues arise when people to not *let* him do this, however, including a direct regression to the flash-boil meltdown. Conversely, if unable to vent said meltdown Ben may instead retreat into the volcanic sulk of his hatred-rage.

While at first he doesn’t truly use the advantage that an older mentality and an impossibly encyclopaedic knowledge base of all Pokémon to exist (because he gets backdated, yo) he realises this after a very close fight against Delsin that teaches him a few other tricks, and then further after an even closer battle against Ramos. This teaches him both the value of an impassive façade, trump cards (though he already knew that) and real-time strategy that he had lacked previously, as well as emphasizing something he already knew; if you know what your opponent is going to do before they do, then you might well have already won.

His battle strategy is to set the pace, and control the momentum of the battle. He doesn’t train to an individual style, instead focusing on a specific strategy for each Pokemon and working with that, and only vaguely directing his Pokémon in improving their physical capabilities. This works to his advantage in that it gives him a lot of options to control a battle with, but means that he’s also a lot more vulnerable to making misjudgements and errors.

As he used to study coding before being uprooted and de-aged, he’s actually a decent programmer. Add that to a fierce interest in the analysis sector of the in-universe League fandom, he eventually ends up writing a program to automate seedings for Trainers to improve on the hand-done seedings already present. This goes better than expected- eventually, this program is adopted by a large portion of institutes and the Pokémon League itself, and leads to the occasional brush on morality and principles- is altering the program just a little fine, or is it taking a dark path? Especially at the behest of Team Rocket…

Lines to use;

*“I’m/You’re a Pokémon Trainer. Do you know what that means?”*

## Equipment and Items

### Mega Glove

Originally Grey’s Mega Knuckle, Ben picks up the Key Stone after breaking the structure of the knuckleduster and breaks the Mega connection. After using it to enter the Mystri Stage in the Sinjoh Ruins, he sends it off to be inspected by Sycamore. After Sycamore acquires another few, he gives it back to Ben, to his slight irritation. Ben gets it fit into a left glove, though the stone remains removable.

### Girl Charm

Presented to Ben mostly as a joke by Mysterial, this charm reapplies the female form he’d been put in as a disguise earlier. Ben keeps it half out of realising it might be useful, half out of fearing Mysterial might start applying it to other things. Physically, it resembles a small Venus symbol attached to a chain; when the chain is attached to something that someone is wearing, they are morphed into Ben’s female doppelganger.

Due to how the charm works, it’s supposed to only work on ‘humans’, but it will work on anything that’s close enough; Gardevoir stretching her Transform move to about halfway works, as does Lucario while Mega Evolved due to Ben’s Infinity Energy suffusing the evolution. Ben theorises that it would also work on any of his Pokémon that are Mega Evolved (Blaziken, Garchomp) and is almost guaranteed to work on Noivern while in Burst Mode, but decides that he’d prefer not to try his luck with Noivern; Ben himself didn’t react well to the transformation at first, and knows that Noivern certainly wouldn’t.

### Aura Crystals

Picked up all over the place in Rota; they’re crystals that show remarkable Aura conduction abilities. Ben uses them mostly for experimentation, and occasionally asks Sycamore to get him some more. Several are used to construct the Burst Crystals.

### Synergy Stones

A set of Synergy Stones bought in Ferrum; eventually modified into Burst Crystals.

### Burst Crystals

# Pokémon:

## Main Team

### Noibat-> Noivern

Infiltrator Ability (Telepathy Hidden Ability)

Ben’s starter Pokémon, gifted to him by Drasna of the Elite Four. Has a very similar personality to Ben himself, down to the not-so-hidden dark side. Jokey and silly out of battle, becomes deadly serious and has problems holding back in-battle. Is also quite lazy and prone to procrastinating.

As Ben’s strongest Pokémon, Noibat is at the center of many battles, and occasionally feels neglected if left out of them. Being trained out of this is his main ‘thing’.

Noibat fights with a very standoffish style, keeping at range and bombarding the opponent with Flying-type ranged moves, while keeping approaching attackers at bay with Tackles and Wing Attacks/Steel Wing. After evolving, this changes to a high-speed strafe blitzer, barraging opponents with a variety of powerful Special moves, including Dragon Pulse, Hurricane, Air Slash, Boomburst, Draco Meteor, Flamethrower, Solarbeam, Psychic

#### Burst Mode

After the trip to Ferrum, mid-Unova, Ben acquires a paired set of Synergy Stones. After spending time tinkering with them, including merging some of his Rota Aura crystals with them, he becomes capable of substituting his own Aura for Gaia Energy for a weak imitation of a Synergy Burst. With observation of other Mega Evolutions, this is steadily refined more and more until he observes Ash’s Bond Phenomenon, where he permanently links one stone to Noivern in order to create his own artificial Bond Phenomenon that he dubs Burst Mode.

While in this form, Noivern gains longer, chaotic fur around the top of its head, and black highlights across his wings. He also gains a vast increase in power- enough to keep up with Ash-Greninja at its strongest, out-endure Alain’s Mega Charizard X, and outrun Diantha’s Mega Gardevior while it spams Teleport. The issue comes with stamina- as Ben has to upkeep the power output the form only has limited endurance, though as an artificial structure Ben is capable of switching off. At maximum output, the form only has a few minutes of use, though Noivern can regulate the output to make it last much longer. As the form taps active Aura instead of Infinity Energy Ben is also capable of regenerating Aura via tapping his Infinity Energy, though doing this while Burst Mode is active destabilises it.

They eventually discover that the Synergy Stones do continue gathering Aura from both parties as well as what little Gaia Energy exists outside of Ferrum, which lets them activate the form after a while of battling without serious energy expenditure, though for much less time unless Ben begins paying upkeep. At maximum power this variation of the form lasts about fifteen to twenty seconds, though Noivern again can regulate it to last for longer- about five minutes, at the cost of much of the raw power that the form can produce.

Both Ben and Noivern consider activating the form prematurely as a last resort, as it leaves Ben needing to directly tap his Infinity Energy if he needs to fight, though both accept that it’s a necessary hazard when fighting in the absolute top-tier of combat. They’re much more willing to activate the form when their Synergy Stones have soaked up enough power to activate it normally though, even if this only lasts a short while.

Using it publically is also something they avoid, as it’s an absolutely unique form bastardising Synergy Burst and Bond Phenomenon, and as such draws attention that neither Ben nor Noivern really want.

After using the complete form for the first time, Noivern’s Telepathy Hidden Ability is completely unlocked for the first time, after having spent quite a long time as active-but-not-quite.

Using the Space Globe in active form means that Ben can manage to sustain the form indefinitely. As the form doesn’t make use of the Key Stone beyond Ben initially using it to tune the connection, Mega Evolution can be used in the same fight, as Alain discovers to his great frustration.

Scatterbug-> Spewpa -> Vivillon

(Garden Pattern)

Shield Dust Ability

Ben’s first catch, in the Santalune Forest. Quiet, focused, and with a nigh-endless appetite, Vivillon is a cornerstone of Ben’s team. As she’s so quiet, however, getting information out of her can be something of a chore, especially if it’s something bothering her. She is, however, very intelligent, and starts off as the most capable of Ben’s Pokémon at battling independently.

Is more direct than Viola’s Vivillon; rather than setting up the field with Ice or Sticky Web, will instead directly attack or status. While her initial problems focus more on her relative lack of power compared to where she should be, this eventually shifts to a clashing of opinions with Ben over how he uses her; He’s switched to mostly using her as support, while Vivillon wishes to be used more offensively. Ben eventually persuades her to keep on the support side after she learns Quiver Dance, and she later becomes Ben’s primary pick for Double battles.

With moves such as Tailwind, Rage Powder, Stun Spore, Sleep Powder, Protect, Safeguard and String Shot, Vivillon becomes a very effective support Pokémon, and with moves like Hurricane, Bug Buzz, Signal Beam, Hidden Power Ice, Psybeam, Energy Ball, Electroweb, and Draining Kiss she’s a very effective attacker should she get the chance to set up, the latter aided significantly by Quiver Dance. As she’s fully capable of acting on her own with no issues, Ben usually brings her out for crowd control situations.

After learning Powder, Ben develops the Firestorm technique; Vivillon produces clouds of Powder and Noivern sweeps them up into a Hurricane; Arcanine or Blaziken then set this tornado on fire. Ben first uses it fighting Team Warhead, and perfects it with Entei’s assistance while protecting him from Team Rocket.

### Growlithe-> Arcanine

Flash Fire Ability

A stray that hung around Professor Sycamore’s lab because he fed it, Growlithe is an abandoned youngster from a particularly snotty South Kalosian breeder. After Ben drops by the lab, Growlithe basically adopts him as a Trainer by jumping into the combat tournament.

Focuses on blunt physical moves, with a smattering of special burst attacks- including the Egg Move Close Combat. His main training problem is that he was a stray- as such, Ben has to train some of his issues out of him, such as aggressiveness around food and his abandonment issues.

With Morning Sun, Arcanine is possibly the bulkiest of Ben’s fighters, being able to tank his way through incredibly powerful hits and heal to the point of being totally fresh. He also has some seriously powerful physical blunt moves; Flare Blitz, Wild Charge, Close Combat, Giga Impact, Outrage, Iron Head, and Extremespeed among them. He also knows Flame Burst and Fire Blast, plus Dragon Pulse for ranged combat. Arcanine is the Pokémon Ben picks when he needs a slugging match. Out of battle he also gets used as a steed when Ben is travelling over land and doesn’t have or want a flyer to move him around.

### Gible->Gabite->Garchomp

Sand Veil Ability (Rough Skin Hidden Ability)

A random Gible that Ben found when looking for a ground type. It’s basically just an ordinary Gible; or at least, that’s what Ben thinks until much later. It’s actually the offspring of a powerful trained Garchomp that lives in the wastelands after its old trainer died.

Is a Garchomp; focuses on rapid, brutal physical attacks, but with the twist of often boosting in to attack with Dig, focusing on speed over stealth. This makes it a rather poor match against flying types, as it has a lack of anti-air coverage. Ben eventually resolves this by teaching Garchomp the second variation of Stone Edge.

As a wild Pokémon, Gible has issues with holding back, confronting things it doesn’t like (In one case returning to a Poké Ball when confronted with an Ice-type) and food (Growlithe issues right there). However, he has such an aggressive personality that confronting stronger enemies doesn’t bother him in the slightest- a fact Ben occasionally uses to his advantage.

### Meowstic

Meowstic is a fully-telepathic Pokémon Ben finds shortly before the encounter with the Malamar. She was trained by another Trainer to be able to mentally communicate; however for reasons only known to him, he ditched her after discovering that training for such delicate work as telepathy rendered her unable to truly manifest the awesome psychic powers that Meowstic are known for. This, and a long chain of Trainers who only want the prestige of owning a telepathic Pokémon has left her a little jaded in regards to the whole Pokémon Trainer system. Ben gets around this by asking for help initially as an attempt to learn telepathy himself, until the Malamar arrive and Ben finds himself desperately begging Meowstic and a couple of other wild Pokémon for help in driving them off.

As Meowstic’s power issues affect her initially, she is unable to bring her full power to bear. Ben gets around this at first by teaching her something that is essentially psychic judo, something refined slightly by Olympia’s advice. Eventually, he realises that the block is a mental thing and so can be broken past with sufficient power boosts, although this limits her telepathic capabilities significantly. To this end, he teaches her Charge Beam and Calm Mind, as well as some general versatility moves.

Her main issue at first is a trust one- her previous trainer burned her badly, and any prospective Trainers since have only wanted her as a status symbol. As such, she has serious issues trusting Ben even after he becomes her official Trainer. Afterward is her continuing struggle to maintain her telepathic capabilities while becoming an ever-more effective battler, especially with the power issues this provides- Meowstic are *not meant* for such precise work.

Her other main role is as a translator and networker- with her help synching them up, a lot of fights go far more smoothly than they otherwise would have.

### Riolu->Lucario

From the same Lucario community as Duncan’s Cobalt, Riolu followed Cobalt after he visited his family in hopes of following her dream- namely, that of recreating the ancient Aura communication method. Well, that and becoming stronger. She hooks up with Ben who has been sent there by Olympia after she has a vision.

Riolu spends almost as much time teaching Ben as the other way around, which at first occasionally leads to discipline issues. Eventually this is smoothed out, and Riolu acts as Ben’s moral compass for when he needs it. This unusually close bond first results in Riolu’s evolution, and then eventually the bond required for Mega Evolution.

Her combat style is very close-in and vicious, using Close Combat heavily with Extremespeed, Force Palm and elemental punches (plus Blaze Kick) as primary supplements. This is also aided by Swords Dance and Counter. Ben does teach her a number of ranged moves as additional complementary attacks; Aura Sphere and Dark Pulse primarily, but also Water Pulse and Dragon Pulse. As a Lucario, she also learns Heal Pulse. Also uses an unusual variation on Double Team that Ben can’t quite get any of the rest of his team save Linoone to replicate; Flashing the copies up to take a hit, then striking from behind. It’s eventually worked out that this also uses Extremespeed.

### Zigzagoon-> Linoone

Pickup Ability

Found injured on Ben’s first Hoenn visit, Ben tags him with a Heal Ball prototype as he’s currently unable to travel. This endears him so much to Zigzagoon that it refuses to leave, and Ben eventually accepts.

Linoone is very fast. Not quite as fast as Noivern is normally, but nevertheless incredibly fast. As such, Ben takes advantage of that by upping his speed even more with Extremespeed, than making him into the ultimate joust-type fighter, charging at and past while getting in constant glancing blows.

Due to his relatively limited movepool, Ben only has a few options to teach him, but his final moveset (Espeed, Double-Edge as a finisher, Shadow Claw, Slash, Rock Smash, Play Rough, Thunder Wave for disruption and Ice Beam as a ranged option, plus Covet and Double Team) is fairly effective for how compact it is. As Linoone can use Extremespeed, it also learns Lucario’s Double Team variation.

However, his initial training is heavily marred by distractability issues- to the point Ben considers releasing him and fleeing on Drakos, and severely questions his actual capabilities as a Trainer. It takes him quite a while to get over it even with Riolu and Meowstic talking him through it, and even then it takes getting a companion to encourage him to improve to actually get him to train.

One thing that Ben does manage to teach him is stealth; with Covet and Pickup, Linoone is very good at getting hold of odd items.

### Egg->Torchic->Combusken->Blaziken

Speed Boost Ability

Ben’s attempt to corral Zigzagoon’s immense distractibility leads him to the idea that potentially having another Pokémon training alongside it might make it more tractable. As such, he goes looking for a Pokémon that’s specifically noted for being easy to train so that he doesn’t have the same problems twice over. Eevee and Starter Pokémon are noted for being easy to train are very expensive. Ben eventually gives in and takes the financial hit to obtain a Torchic egg. As he hoped, it proves ridiculously easy to train and Zigzagoon follows its lead in improving.

Torchic is quite timid at first, but quickly adapts and she gets quite boisterously playful. When she evolves into Combusken this boisterousness only increases, and is added to by a rather bloodthirsty streak that Ben promptly cracks down hard on- he had enough of that with Gible, thank you very much. The enjoyment of combat is still there as a Blaziken, but it’s tempered by a strong resolve and an enjoyment of the quieter moments in life as well. The playfulness is still present, as is a strong companionability; Ben often assigns her the role of keeping an eye on the newer or younger Pokémon on the team, and if he’s lending a Pokémon to an inexperienced Trainer or young kid it will often be Blaziken.

As a fighter, Torchic is nothing special. When it evolves into Combusken this changes; as an incredibly agile fighter, it quickly comes to specialise in vertical assaults and unexpected angles of attack to deliver heavy blows. As a Blaziken this increases even more; Skyscraper-height jumps give a lot of unpredictability, and in roofed arenas wall and ceiling running makes for even more unpredictability.

With Stone Edge and Thunder Punch to deal with most flyers, Shadow Claw and Brave Bird to deal with a lot of other things and Earthquake and Giga Impact as backup options, Blaziken hits *hard*. It also hits fast- with Swords Dance and Speed Boost (plus the omnipresent Protect) if Blaziken sets up and stays in for long enough, then it becomes incredibly difficult to deal with. While it spends a lot of the fic out of major focus, it does frequently get its moments when it needs to.

### Sneasel-> Weavile

One of the Pokémon rescued from the Team Warhead warehouse in the Decolore Islands, Sneasel is handed into Ben’s care when there its discovered that one or more of the caretakers was a Team Rocket mole. He promptly proves quite tractable, and joins Ben fully at the end of his cartaking period, the psychs having determined that he wasn’t damaged too much by the capture period- wasn’t used for experiments or prepped for use as a combat Pokémon.

Sneasel’s all about the glancing blows. In, out, shake it all about, then GTFO. Ice Shard, Fake Out, Quick Attack, Knock Off, Low Sweep, etc. For when Ben needs a bit more oomph out of him, he also knows Swords Dance, Ice Punch, X-Scissor, Brick Break and later Night Slash and Icicle Crash. Sneasel typically gets pulled as a wildcard against turret-type tanks; Sneasel has both speed and control to dodge, and the effective range to make moving necessary. As a Weavile, this is also updated to nclude a fast anti-cannon role; get an opening to Swords Dance, then chain heavy attacks until it goes down, using a speed move or Low Sweep to force openings. Also has a niche use as a barrier buster and Taunter for stallers.

### Dewott - > Samurott

Another of the temporary rescues, Dewott is difficult for another reason- it actually saw combat with Team Rocket before Team Warhead splintered. It’s actually relatively tractable, and gets along with Ben quite well, even helping him contain Scyther at one point, but has a vicious streak a mile wide. It’s returned to the International Police for proper deprogramming, but is eventually returned because Dewott liked him.

Was one of a small group captured from a breeding center set up for Starters; this is one of the incidents that made them end up so well-protected now.

When in battle, acts as a mobile cannon, spamming ranged moves and using Razor Shell to shore up close-quarters. This includes moves such as Scald, Grass Knot, Ice Beam, Trump Card, and Water Pledge. After evolving, it also gains the ability to use Air Slash and Megahorn, as well as Superpower and Hyper Beam. It also knows Copycat, which surprises Ben when he first finds out about it.

Dewott has a similar issue to Gible in that it’s an incredibly vicious fighter and doesn’t hold back to keep itself from inflicting injury at all; in fact, it aims to injure as badly as possible. This is a factor that Ben forfeits some matches to until he gets it under control.

### Ralts->Kirlia->Gardevoir

Ralts is first encountered when Ben protects her and several other Pokemon from an irritated Paul after he gets publically humiliated by Ben when calling out Coordinators for being ‘pathetic’. This earns him Ralts’s admiration and trust, especially when he treats several of the other Pokémon there for their injuries.

Much later, when he returns to Hoenn during the Advance series, he encounters Kirlia, now evolved, and a couple of the small community that he helped protect. It’s now broken up, and the last few are splitting up. Kirlia isn’t too broken up by this, but does find herself directionless, and eventually asks to go with Ben on his journey. Soon afterwards, Ben finds a psychic studying the mysteries of Transform; with his Ditto and Smeargle he has unlocked many secrets but needs a volunteer Psychic who has not observed the process to see if his theories hold merit. Kirlia accepts the offer, and temporarily bids Ben farewell.

She returns some time later, having proven capable of beginning to shapeshift based on a telepathic scan, but has thus far proven unable to maintain or complete a shift. During this stretch of time she learns telepathy from Meowstic; learning it directly from a Pokémon already capable of it and Gardevoir being more suited to telepathy in general means that she doesn’t directly impact her battling capabilities.

After evolving into Gardevoir, she manages to briefly and partially Transform into Meowstic; as she proves capable of repeating this Transformation later, Ben discusses this with the psychic who ponders this, and realises that as she doesn’t have the genetic fluidity of Ditto or Mew or the cheating hax of Smeargle, while she can restructure herself she can only do it to things she’s extensively pathed psychically; Meowstic being her teacher the two know each other very well.

Later, when in Rota, she gets an opportunity to communicate with the Mew there; this enlightens her much on the nature of Transformation. While she’s only mostly capable of doing a human Transformation, after Ben accidentally uses the Girl Charm on her while she’s practising Transforming she gets a look at the way a human body works, and eventually manages to create her own human form.

Ralts is, like many of her species, very timid; the only time she appears as a Ralts is when she’s just been threatened which doesn’t help. As a Kirlia she’s much more outgoing, often joining in with the other Pokémon on Ben’s team or Ash’s group when they’re messing around. As a Gardevoir she gains a certain amount of protectiveness on Ben’s behalf; this often extends to his team as well. Throughout it all she’s very kind and caring, but will often comically ignore those who get on her nerves.

In battle, she’s a teleporting turret; similarly to Samurott, except she doesn’t do close-in. With Psychic she focuses a lot more on field control as well, and can improvise a lot of other Typed attacks should the need arise. With other moves such as Moonblast or Shadow Ball, or even Hyper Beam, she can cover a lot of different angles with her teleporting strikes. She’s also Ben’s primary support Pokémon, along with Vivillon; Safeguard, Light Screen, Reflect, and Heal Pulse make her very adept at keeping other Pokémon in the fight in Double battles, or setting up for others in Singles.

Out of battle, she acts as Ben’s teleporter, and very quickly gets good at it; by the time she’s a Gardevoir she can teleport across the whole of Hoenn, and is eventually capable of pulling continent-spanning hops at will, and trips right across the world with only a little preparation.

### Zapdos

The Legendary Bird of Lightning. Zapdos is encountered first in rumors circulating Sinnoh, saying that it was circling the Hearthome Plain shortly before the Grand Festival was set to begin. Ben travels to investigate, and arrives just in time to see the results of it rampaging.

Ben promptly tracks it down and engages it in combat. Blaziken is sent out and gives it a hard time before being knocked out by a Sky Attack, and then Ben sends in Noivern, who keeps pace with and eventually defeats it. Ben elects to capture it in order to try and calm it down. Though it takes a while, he does eventually succeed.

Zapdos is quite prideful, being a Legendary Pokémon. It’s also quite strong for one of its kind; it brute-force learned Sky Attack just because. It’s through this attitude that Ben eventually connects with it; it wants to be stronger and Ben will help make it so.

In battle, Zapdos is all about the *power*. It’s very similar to Drakos, but with more focus on range. Ben eventually manages to work out a way to let it power up by maintaining a Sky Attack cloak, which he dubs Power Forme, as it acts more like a Forme change than a normal power-up. Sky Attack, Thunder(bolt/shock/wave), Heat Wave, Signal Beam, Hidden Power Ground, Ancientpower, Twister, Ominous Wind, Hyper Beam, and Zap Cannon are all moves it can use; it also can use Steel Wing, Drill Peck, Wild Charge and U-Turn when fighting in close combat. Ben eventually adds Tailwind to its repertoire of moves as well.

### Egg #2->Eevee->Leafeon

Ben’s second egg, which he wins in a competition and eventually hatches. As he’s given a choice of which Egg to pick, he deliberately picks an Eevee egg, because he can; the Eevee that hatches eventually decides to evolve into Leafeon which disappoints Ben slightly but he accepts.

Leafeon quicky comes to be one of Ben’s foremost tanks, being able to come in with its incredible defences, shrug off hits with Synthesis, and begin setting up with Swords Dance. Unfortunately, Leafeon’s shallow movepool works rather against it- ultimately, it’s one of Ben’s most situational picks; Leaf Blade, Iron Tail, Body Slam, Dig, Knock Off, and Fury Cutter can only go so far. Even with Hidden Power Ground and Solarbeam, plus Sunny Day and the Hidden Ability Chlorophyll, his utility stretches only so far. Ben keeps working with him though, and ultimately he’s a solid choice for when Ben needs a tank. As a bonus, he works well with Ben’s Doubles theme- Chlorophyll, and increased healing in the Sun makes him pretty ideal for use in a Sun team.

As an Egg Pokémon, Leafeon’s training struggles are more Ben trying to make up the difference between Leafeon’s dreadfully shallow movepool and his own preference for ALL THE OPTIONS.

As they were raised together, synchs well with the other Eevee.

### Egg #3->Eevee->Glaceon

Ben’s *other* Eevee egg, that he buys when he realises that he might have the same problem as he did with Zigzagoon. Though he doesn’t, he doesn’t regret the choice.

This Eevee is much more adventurous than his companion, but is also a lot more undecided as to what he wants to evolve into. This issue ends up being decided on when Team Rocket accidentally do a mixup episode in northern Sinnoh; Eevee evolves into Glaceon when he comes into contact with the Icy Rock.

Ben has slightly more difficulty when raising this Eevee due to its headstrong nature, and willingness to jump into things that don’t really concern it.

Has a fairly well-rounded movepool in Frost Breath, Shadow Ball, Water Pulse, Signal Beam, Mirror Coat, Ice Shard, Bite, and Hidden Power Electric. Also knows Synchronoise, which lets it get the drop on other Ice-types- Wulfric finds this out in their second match. Ben eventually manages to drill in the importance of other people in their matches too, and gets Safeguard and Magic Coat through Glaceon’s brain.

### Rhydon->Rhyperior

When Ben went on an intense training session in the Survival Area after Noivern learned Draco Meteor, this Rhydon was one of his foremost opponents. Stronger than any two of his Pokémon put together, he seemed to have taken direct exception to Ben’s existence and a good chunk of the on-screen time spent in the Battle Zone is dealing with it somehow showing up *again.*

After Ben finally beats it one-on-one with Noivern, he considers his training complete and contemplates catching it. He decides not to, and bids it farewell, admitting that not having it ready to show up at the most inopportune times would be weird. The Rhydon seems to agree, and lumbers off.

Ben later meets it again while tracking Hunter J through the Survival Area; After it blasts through three of J’s vehicles Ben steps in to stop her catching it in his second confrontation with her; after she leaves (still not beaten, but Ben’s just wrecked another of her zap-guns and she’s on a schedule) Rhydon decides to join.

Some time later, Rowan contacts Ben via Sycamore as he’s discovered a way to artificially induce Rhyperior evolution, and Ben takes the offer.

In combat, Rhydon is an absolute juggernaut; much like Drakos, but without the flying. It buffs itself almost constantly with Rock Polish, lending it surprising horizontal speed, knows Smack Down for pesky flying opponents, and has both Earthquake and Stone Edge for terrain control- on other words, it’s a specialist in his field of expertise, but you’re forced to fight on that field because he’s *so* good at it. However, his gaping weaknesses are his downfall; Special attacks, particularly Water and Grass ones, bring him down incredibly quickly. While this is lessened as a Rhyperior and gaining the Solid Rock ability, it’s not by much.

Overall, Ben has a surprisingly easy time training and controlling him; basically he has him fight Garchomp every now and then to keep him quiet. However, for a while after evolving to Rhyperior this changes, as Rhyperior begins acting up quite badly as Rhyperior have issues with authority above them; Ben ultimately solves this by first flattening him with Noivern, and then as Rhyperior tries to stand up smashes him with an incredibly powerful Infinity Strike.

Knows a variety of powerful moves that allow control of the field; Smack Down is his primary anti-flying move, but knows Earthquake, Bulldoze, Stone Edge, Rock Slide, Hammer Arm, Drill Run, Megahorn, Dragon Rush, Thunder Punch, Fire Punch, and Shadow Claw. Also somehow has learned Surf, allowing him to walk on water, much to Ben’s horror the first time he demonstrates it. His primary support move is Rock Polish, but later learns Stealth Rock too. Also learns Rock Wrecker after evolving into a Rhyperior.

## Temporary

### Drakos (Dragonite)

Katie’s Dragonite. Is handed over to Ben when the hospital are unable to accommodate him due to his size, as he’s the only one who has earned his respect. Deeply loyal to Katie; broke out of the evil Malamar’s Hypnosis for her.

Very much a berserker juggernaut in battle; Outrage, Dragon Claw, Extremespeed, Earthquake, Thunderpunch and Steel Wing show that. Not quite good at the while ‘control’ thing though. Ben usually leaves him to his own devices if he ever needs to resort to him in combat.

Also serves as Ben’s transportation for much of the story; Katie occasionally loans him back when Ben needs to get somewhere, often in exchange for Garchomp.

### Scyther

One of four Pokémon temporarily given to Ben to keep safe after the raid on the Almia and Decolore Islands Team Warhead facilities overload the normal carers. Scyther rapidly proves nigh-uncontrollable and requires constant supervision, usually from Arcanine and Noivern. It spends a lot of time preaching to Ben’s Pokémon that they should abandon him and return to their ‘natural’ ways, which earns it a lot of ire.

### Manectric

Another of the four Pokémon Ben briefly takes care of, Manectric is a lot less belligerent than Scyther, but simply spends most of its time sulking, and does not tolerate physical contact. Ben eventually re-encounters it under the ownership of a new International Police agent after its issues have been worked out.

### Porygon

A Pokémon belonging to the International Police originally developed by Dr Akihibara. Ben borrows it in order to break into some Team Warhead data before they scrub it on a raid, which eventually leads to the clue of the Almia base. Before handing it back (they forgot) he also applies it to Hunter J’s computers, which gives him her recent captures and anonymous client list, as well as a list of her potential targets in the near future. Ben’s yelled at a bit for this, but as he succeeded he’s let off.

## Potential Captures

### Xerneas

### Nihilego

# Major Characters

### Melinda Katrien Tayce Artois aka ‘Katie’

Pokémon nickname theme: Telethia names

An almost aristocratic girl who basically ran away from her vile stepmother. Basically looks like Melia; is very similar in temperament. Goes by ‘Katie’ to avoid suspicion- KT, her middle names shortened. Knows Duncan as he’s her brother’s friend. Is terrified of fire due to being burned by a Houndoom when younger, something that she’s physically healed from; however, it seriously damaged her hereditary psychic abilities, leaving her mostly unable to express them.

Has good theoretical knowledge on Pokémon due to her education, but has difficulty putting it into active practise, and thus relies quite heavily on raw power- something that she has a lot of.

Despite eventual tutoring from Drasna, Katie never really picks up a type specialisation, though she has enough Flying-types that Ben manages to talk people into letting her be the Flying-type Elite Four member should he wind up as Kalos Champion.

Ben manages to swipe Lysandre’s Gyaradosite from him (along with all his Pokémon) during the final showdown with him, and gives it, an Alakazite, and a Key Stone to her after the events of the Flare showdown.

Leone the Luxray

Drakos the Dragonair

Arel the Kadabra -> Alakazam

Solidum the Gligar-> Gliscor

Licorne the Gyarados

Sureny the Helioptile -> Heliolisk

(eventual)

Sani the Salamence

Puera the Sigilyph

Asara the Ninjask

Aora the Shedinja

Inja the Golurk

Rowlet (Unnamed because it’s funny like that)

Lines to use:

### Duncan

Pokémon nickname theme: Robot names

A relatively normal guy who happens to know Katie’s brother, Duncan intends to become a police officer. In fact, he’s already shortlisted to join, but the International Police have a recent policy of battling prowess being a requirement; Unfortunately, due to management errors and significant oversights, the IP don’t have any way of doing in-house testing. As such, until the error is sorted out, League participation and performance is an acceptable substitute. Duncan dropped out early last time, in the round-robin stage; not enough for him to qualify. As such, he began travelling again with the intent of fixing this without needing to wait for bureaucracy to catch up.

Duncan’s fighting style is unique and flashy, relying on ‘Auras’ (To Ben’s eventual irritation) formed by holding an off-elemental charge to both blunt incoming attacks and add bite to outgoing ones. As an experienced Trainer, Duncan has both large amounts of power and a lot of tactical skill and knowledge as well as a well-rounded team of Pokémon; However, his reliance on using his Auras to provide large quantities of both offense and defense can occasionally backfire, especially if he misjudges an opponent. In addition, this focus on flashy techniques and combos that require a good setup leave him at a disadvantage if his Pokémon cannot get or make the space to set themselves up.

Eventually, despite gaining his dream job, Duncan becomes known as a master user of fighting types, and in trying to keep up with Ben becomes strong enough to be nominated for a spot in the Elite Four; whether he accepts this depends on the route that the fic ends with. He also obtains a Key Stone and Pidgeotite, as well as Galladeite, from the Interpol resources.

Splinter the Quilladin -> Chesnaught

Cobalt the Lucario

Tornado the Pidgeotto -> Pidgeot (Mega)

Thermidor the Clawitzer

Sabretooth the Pyroar

Tsunami the Poliwhirl -> Poliwrath

(Eventual)

Carbide the Gallade

Nightmare the Absol

Chip the Breloom

(Bewear)

Lines to use:

### Ellen Jenny

No nicknames

A young scion of the ubiquitous Jenny clan, Ellen wasn’t sure what she wanted to do with herself. Normally, the expectation for ‘directionless’ Jennies is the standard, into the Police force. Ellen knew she didn’t want that, though, and decided to go on a Pokémon journey both for the journey and as a way to work out what she really wanted without the rest of the clan breathing down her back.

Ultimately, this attitude of distaste is the result of several factors. Her father was a relatively controversial figure in the Jenny community, and so the other Jennies of her mother’s generation exercised more scrutiny on her; as such, Iona Jenny came down relatively hard on trying to raise her child to be a model Jenny to rebuff the scrutiny. Ellen as a result rebelled against this quite early; in a community so dedicated to rules and laws as the Jenny one, this drew a fair amount of negative attention from the other Jennies again, resulting in her attitude toward not wanting to join the police force, which led to more scrutiny and so on, so forth. Leaving on a journey was so ingrained into even the Jennies that they couldn’t deny her that much, especially after she managed to gain the Psychic badge on a group outing to Anistar.

Eventually, she gets recruited into the ranks of the League Trainers, and is attached to the Pokémon League Inspection Agency. From there, she works her way through the ranks until she’s picked out as an ACE Trainer.

Ellen excels at using trickery and dirty tactics, as well as high-speed physical blitzes. She’s not quite so good at using special attacks, and this shows; she’s also not great at recognising that she needs to switch tactics if pressured into it, preferring instead to do so at her own discretion. As her battle style relies very heavily on surprises and trickery, this makes her incredibly effective in first battles, but much less so in rematches; her Pokémon often don’t quite have the strength that an out-and-out combat team would have. Ellen also suffers from a lack of knowledge, being the only person without an aristocrat’s teaching, prior experience or cheating; as such, she eventually spends some time studying to avert this weakness.

As the fic progresses Ellen gradually slips more and more into being a Dark-type specialist, taking care of Grey’s Houndoom, etc. This eventually, in one possible ending, leads to her becoming one of Ben’s Elite Four as a Dark specialist.

While she doesn’t have much in common with Ben at first, she spends a lot of time talking with Kate about theatre and philosophy, discussions with which Ben occasionally joins in. Later, she develops an interest in the study of light, which Ben is happy to keep up and debate about with her.

In the group dynamic, Ellen will often be found talking Katie into doing something silly.

Has a very excitable personality, and overall acts a lot like a less

At some point during her tenure as an ACE Trainer, she picks up a Z-bracelet and the appropriate crystals for a couple of her Pokémon.

Poochyena->Mightyena(From Jenny clan)

Froakie->Frogadier->Greninja (Official starter, from Sycamore)

Skorupi ->Drapion

Trapinch

Honedge

Cryogonal

(Eventual)

Houndoom (Grey’s)

Skrelp

Alolan Meowth?

Murkrow-> Honchkrow

Hydreigon

Seedot->Nuzleaf->Shiftry

Lines to use:

### Viola (Santalune City Gym Leader)

No nicknames

Viola starts the story as Delsin’s protégé and enthusiastic amateur photographer. Despite being a couple of years older than Ben at the start of the story she quickly makes friends with him because he both talks to her (Most of her friends had gone on their own Pokémon journeys, and those who hadn’t weren’t really into Pokémon, leading to her drifting apart with them) and his own relative maturity.

Her battling style is very field-effect heavy; Sticky Web, Infestation, frozen or otherwise manipulated ground, etc, all setting up for powerful knockout blows. She can combine this with a wide array of Special moves to back her opponents into a corner before finishing them, and with status moves to wear down opponents that might otherwise be able to bypass this.

As a Gym Leader, this isn’t her only tactic. She also has others- the Leader standard of off-type Bugs to remove the standard Bug weaknesses, such as Wormadam-sand, her Surskit, an Armaldo, etc. She also has a bait strategy, where she uses a Shedinja to scout out super-effective moves with Protect before switching, in the hope of leaving her immune to her opponent’s moves by the end of the battle.

Her strategies do have weaknesses though- if a Pokémon is too large, is airborne or otherwise resistant or immune to her ground-based field effects, or she doesn’t manage to set them up, her combat ability suffers. Likewise, her other strategies suffer from lack of use or just lack of inspiration. That’s not to say she’s low on combat power, especially as the series goes on; her command of Special attacks is noteworthy and precise use of the resources at hand help a lot.

From trying to keep up with Ben, she’s a lot stronger than in canon- Ash loses to her on his first attempt again in a three-on-three, simply unable to keep up with her Surskit and Vivillon. This increased strength means she also beats Grant in their Chateau match, blasting the field down with Hydro Pump before freezing it, and sweeping away Rock Tomb with Surf for a victory. This increase in skill eventually leads to her taking the position of Elite Four member, narrowly beating out Wulfric for the position.

Ben’s association with Sycamore eventually nets her a Key Stone and Heracronite as part of Sycamore’s testing, though Ash does borrow the latter a couple of times.

Surskit

Vivillon

Larvesta

Venomoth

(eventual)

Heracross (Mega)

(Alolan Bug Type)

(Gym Pokémon, on rotation)

Joltik-> Galvantula

Shedinja (Ninjask is on Delsin’s personal team)

Wormadam-Sandy

Wormadam-Lead

Yanmega

Accelgor

Armaldo

### Ash Ketchum

You know, that kid that the show’s about?

Fill in later; note that he somehow catches the Shaymin of the Giratina movie, among other things. This is as much of a surprise to Ben as it is to the audience.

# Other Characters (Original)

### Poketopia Master Mysterial (the Master of Masters)

Possibly the single greatest Trainer alive, Mysterial is indisputably a Pokémon Master; He has performed feats and undergone trials that no other human in living memory has and come out all the stronger for it. He is known to have captured at least three separate Legendary Pokémon, each proof of his immense strength. Furthermore, he is a master archmage, possessing great strength in the mystic arts.

For all of this though, he’s a known eccentric. He built Pokétopia from an idea, created a world-famous battling hub, and assembled a host of the world’s strongest Trainers to staff it; he then proceeded to spend his days performing magic tricks as a street magician.

Known Pokémon:

Cherrim

Meganium

Whiscash

Gengar

Crobat

Empoleon

Charizard

Dragonite

Blissey

Phione

Cresselia

Latias

Ho-Oh

### Kylian

Katie’s older half-brother, and the official heir of their father’s estate. However, he doesn’t want to spend the rest of his life tied to it and believes himself an unworthy heir anyway. As his psychic abilities are also relatively weak, he has moved into an area where he is rather competent- unfortunately, as he slowly realises, that’s also the area where he would be if he inherited. He’s not helping his case.

Is estranged from his mother over her increasingly irrational behaviour towards Katie.

Is also gay; the friendship between him and Duncan is currently very awkward because he misinterpreted a conversation or two.

Is a reasonable Pokémon Trainer, though he’s mostly given it up now; he did, however, manage to make it to the round of 64 when he and Duncan were on their first round, where he lost. He takes care of most of Katie’s Pokémon while she is out, but passes Drakos off to Ben due to it respecting him more, and a minor feud between it and her Gyarados.

### Delsin

Viola’s mentor and the Santalune Gym Leader at the start of the story, Delsin is a middle-aged Bug-type specialist who is afflcted with rather severe injuries from an unspecified incident in the past, which is implied to be an altercation with a Team Rocket colonisation attempt.

He’s about six foot even, has brown-greying hair, wears a military-type jacket that hides severe scarring on his upper arms, and walks with a cane. Later, he’s reduced to being in a wheelchair, but has done some soul-searching and remains as effective a Trainer as he ever was.

When the story begins he’s desperately training Viola due to feeling that he’s growing unfit for his position; his health is deteriorating, and he has a lot of trouble walking around. He acts as her father figure and helps her a great deal; it’s mostly her friendship with Ben that leads him to ask Ben to take a parcel to Sycamore, and also to ask Sycamore to set Ben up properly.

Shortly after the Castle Town bombing, he resigns as Gym Leader and turns the position over to Viola. He still helps out in the Gym some, as Ben sees while passing through, but less so as time goes by.

Later, after some surgery and a lot of soul-searching, he takes over as Gym Leader again when Viola ascends to the Elite Four.

### Minor characters (Oneshot Trainers)

#### ACE Trainer Flint (no relation)

- Breloom, Dragonite, Scizor, Rotom-Wash, Weavile, and Mega Pinsir (In rotation: Garchomp, Aegislash)

An ACE Trainer who is *absolutely not* the Elite Four member Flint (He’s not, and gets irritated at the comparisons) who has a very offensive battling style. He’s first seen narrowly beating Adrian with precise application of U-turns, and shows up in the background a few more times before eventually being assigned as one of Ellen’s partners for her mission to Alola.

#### ACE Trainer Adrian

- Amoongus, Clefable, Mega Slowbro, Ferrothorn, Gliscor and Tyranitar (In rotation: Mr. Mime, Audino)

A member of the ACE Trainers, Adrian is first seen battling Flint in a close match where Flint eventually manages to break through his rock-solid defence. They’re eventually paired with each other and Ellen when she’s sent to Alola, and turn up a few times as background characters.

#### Rising Star Michael

-Nidoking, Excadrill, Electabuzz

#### Rising Star Alex

-Aggron, Gurrdurr, Gigalith

#### Lass Chloe

#### Miranda

An official of some importance in the Pokémon League who talks to Ben several times over the course of the story, never quite revealing exactly what she does.

She’s

# Other Characters (Canon)

## Kalos Arc

### Officer Jenny

### Nurse Joy

### Elite Four Drasna

Placed third in the Kalos Elite Four, Drasna was a friend of Ben’s current set of parents before they died, and promised them that she would give Ben a Starter Pokémon when he came of age, a promise she kept. (See; Noibat->Noivern)

Drasna is an immigrant of Celestic Town in Sinnoh, where she grew up on tales of the Creation Trio and Rayquaza. Historically, however, her family came from Hoenn; she’s technically a member of the Draconid clan even unknowingly, and espouses their ideals almost perfectly despite not having the slightest clue that she’s doing so.

She’s an endlessly cheery woman who is always happy to help, though if you deliberately insult her she can get quite cross.

### Professor Sycamore

Ben’s primary backer for much of the fic. Sycamore asks Ben to help with his research the second time they meet, but asks him to keep it private as for some reason a lot of his field researchers go missing. Later, he occasionally asks Ben to buy things he’s in the area for, and after Ben gets footage of a Mega Evolution battle between Remo and another Mega-using Trainer, to keep an eye out for that too. Eventually, Ben sends him Grey’s Key Stone and Houndoomite; this kickstarts his research a lot earlier than in canon, and lets him discover numerous things about how Mega Evolution works. At this point, Ben is much more open about working for him; while he gets a number of threats and bribes to cut ties he ignores them.

Eventually, some time after Ben manages to procure the broken Lucarionite, Sycamore gets him to test Garchompite that he’s acquired. Ben then manages to lever Sycamore into getting Viola to test Heracronite, leading to her gaining a Key Stone.

Ben uses his lab as his Pokémon storage, and Sycamore keeps Ben up to date with Pokédex models, etc. As Ben is also a registered lab assistant, he is also capable of buying and using unregistered Poké Balls, which he occasionally uses for transporting Pokémon or tagging Pokémon that don’t want to be caught, such as Zygarde. Sycamore is aware of him technically abusing his position but doesn’t really care; he’s so optimistic about people that the thought of being malicious about it never even crosses his mind.

### Alain

Sycamore’s assistant and in the late stages of the fic, the closest thing Ben has to being a proper rival. Alain starts the fic slightly younger than Ben, but having practised with his Charmander for years; he’s known by name to the Lumiose tourney organisers.

When he sets out, he reports for about six months or so before being subverted by Lysandre. This worries Sycamore greatly, and is ultimately the reason he begins backing Ben quite so strongly (before it had just been a relationship of convenience; now Ben is his only field researcher at all). In truth, he’s running all over Kalos doing things for Lysandre and building up Mega Evolution energy.

By the time Ben meets him again, Alain’s Charizard in Mega form is stronger than anything Ben can throw at it- but in a 3-on-3 Ben beats him easily.

They clash occasionally over Team Flare’s direction, but eventually Alain comes around after losing the Kalos conference to a more-prepared Ash who knows not to go all-or-nothing.

Ben trains with him a lot while preparing to take on the Kalos Elite Four and Diantha.

### AZ

## World Tour arc

### Looker

### Cheren

### Lisia

Lisia or ‘Lissi’ is Hoenn’s darling, multiple-time Master Coordinator, and really nice girl. Ben meets her when the two of them break up an impending brawl between Paul and a group of coordinators, each of whom is declaring that their chosen profession is better. Ben points out as they chat after Ben has finished flattening Paul that there is some point to be had in that Contests use a bootstrapped battling system that makes it easy to game for someone with good fighting skills; Lisia challenges him to prove his point. He does, making it to the contest final where Noivern flattens Ali. Lisia then accepts the point, and in private vows to make contests less reliant on both parties ignoring the elephant of ‘why don’t you just knock them out’.

Ben next meets her while doing Hoenn gyms, where he meets her as she’s very bedraggled in the mud on the rainy routes. After escorting her to a Pokémon Center, she explains that while she’s super-ultra-famous, she’s still improving herself by doing the League circuit to gain battling strength, and informs Ben that while her proposed changes are being debated there’s no movement yet, and admits that there’s a number of smaller Contest Halls involved in the organisation that aren’t quite as corruption-free as she’d hoped. Ben leaves her to her journey after a quick practise bout (Linoone against her Azumarill) and wishes her luck.

They next meet in the Ever Grande conference Top 256; Ben battles her as his second opponent, and wins. Lisia’s not out, due to the damn weird setup of the battles, but she has extra rounds to go through. The two meet up later, along with Ben’s other friends and Ash’s group, (there’s some fangirling on May’s part) and she sticks around for most of the conference. She’s then Ben’s final opponent, after Ben beats Ash. She gives him a very close fight (much closer than either of their previous rounds) but just barely loses at the ends. She then reveals her identity to the crowd, and her return to Contests now that she’s learned another road in life. Ben appreciates being upstaged, because now he doesn’t have to deal with as much media and paparazzi.

She’s later heard interviewing people over the radio.

At some point, Steven Stone gifts her with an Altarintite and Ben duels her with Mega Lucario.

### Paul

Ash’s Sinnoh rival, Paul starts off a cruel, arrogant thug of a Trainer who only believes in strength; an attitude reinforced when his brother, Reggie, was defeated by Brandon.

Ben first meets him in the middle of a heated argument between a group of Trainers and a group of Coordinators over which path is better. Ben helps Lisia intercede, and battles Paul after Paul openly mocks him and calls him ‘weak’- nearly destroying his threat credibility in the eyes of a group that are all spoiling for a fight. Noivern demolishes his Grotle, Golbat and Vibrava. Ben gives him and the rest of the group a ‘what does it mean to be a Pokémon Trainer’ speech, then lets them go.

Later, Ben stops him from going on a rampage when Meowstic alerts him to the distress of a Ralts. He is told the story of Adrien, barred from the League due to misconduct similar to what Paul is about to do, and lets him go again. Paul leaves, releasing his Vibrava that now refused to work with him.

Paul isn’t seen again until Eterna City, where Ben watches as Garchomp annihilates his team. Cynthia reminisces on being similar to Paul once, which Ben disagrees with, pointing out habits like releasing anything that fails to impress him or poor sportsmanship.

Ben later encounters and fights Paul, this time starting with Linoone and taking out his Murkrow, Weavile and Elekid with it before Torterra knocks it out. Ben sends out Meowstic then reveals, as the fight continues, that Linoone drove him to the point of distraction when training him, and nearly made him quit. He then continues, elaborating on Meowstic’s backstory, as she’s knocked out, before finishing with Arcanine, who he points out immediately was also a rescued abandoned Pokémon. He leaves Paul there, to think on his words.

As Ben’s off stalking Galactic, he doesn’t see what happens during the Hearthome doubles tourney, but Paul apparently realises that the way he’s training Chimchar wouldn’t work and hands him over to Ash.

When Paul reappears, he’s improved drastically; He’s not soppy, but he treats even the Pokémon that don’t keep up with his standard training style with some respect, and even has a few other variations on it that aren’t as harsh. Ben compliments him some, and leaves after noticing that he also kept the Soothe Bell in this timeline.

He later appears in Snowpoint, having found the other end of a Galactic scout group and hemmed them off. Ben also referees a Full Battle between him and Ash, which ends in a tie.

He’s later seen at the Sinnoh Conference, where he’s almost unrecognizable. Ben reflects that of all the differences, this is the one that he’d planned least, but also potentially the one he’s proudest of.

### Diantha

The new Kalos Champion as of a few weeks into the fic, but Ben doesn’t notice the hubbub due to trying to find Sycamore’s lab. She only appears in person at a charity event in Unova, where Ben briefly chats with her.

While a very good Trainer and a strong battler, Diantha relies heavily on outspeeding/outpowering her opponents, as well as her and Gardevoir’s telepathic/eye-contact communication. Her other Pokémon are also weaker than Ben expects; up against Grimsley in an exhibition he tears through two of her Pokémon with one of his own (albeit one with a Type advantage) before her Gardevoir returns the favour. This is compounded by a lack of practise against opponents in her own weight class, having few matches against equals or close inferiors.

She also has difficulty switching mental gears from “oh sure, humour them for a bit then stomp them flat” to “Proper battle”, a flaw that lets Ash-Greninja completely stomp them flat due to Ash’s increased endurance. Her team composition is also vanishingly small for a Champion, only having a total of eight fully-trained Pokémon she can put into rotation, most of whom share a common set of weaknesses. All of these are due to her high-demand status as a proper movie star with a talent agency who don’t really get the ‘needs training’ part of her job; 95% of her battling is either for movie shoots, where a great deal of it is staged, or in exhibition matches where limits are imposed for the sake of time or her opponent is a contest winner, etc. The other 5% are most often times when she’s sneaking off and fighting someone, or on the very rare occasions that Wikstrom decides to ‘test’ her; as he’s mostly making sure she’s fit to keep her position and doesn’t actually want it, he’s not usually taking it 100% seriously.

This is, as Ben discovers while preparing to challenge her, the result of an attention stunt on the part of her agency. She was doing a movie as a

Ultimately, depending on the ending, she either becomes Ben’s Champion-in-absence (Taking a great deal of the responsibilities off her head and letting her focus on acting) or simply steps down and hands the reigns off to someone else.

### Grimsley

The Dark specialist of the Unova Elite Four, Grimsley (It’s his surname; he never reveals his given name. Ben suspects it’s embarrassing though Grimsley simply says he prefers his surname as it works better with his chosen specialisation) is a man of wealth and taste. Or at least, he used to be- His family were old money, but very recently (He refuses to reveal why, only that it wasn’t his fault) they fell to ruin. Grimsley developed something of a gambling habit before he managed to claw his way up- something that he retains to this day and plays a factor in how he fights.

His battle philosophy is to take all opportunities, no matter how uncouth they may seem-‘ an ugly win is still a win’ as he puts it. Despite that, he leans heavily on the risk-reward ratio, using unreliable tools such as paralysis, or low-accuracy moves. This doesn’t lead to his undoing in his match against Diantha (That would be her Gardevoir being utterly monstrous) but in a later televised match Ben sees of him fighting against Marshall his Scrafty misses a High Jump Kick, allowing Marshall’s Bewear to gain the upper hand. He also focuses much more on analysing his own position, rather than his opponent’s- ‘Master the cards you are holding rather than complain about the ones your opponent has been dealt’.

He also comments to Ben before the battle ‘*There are bad ways to win-- and good ways to lose. What's interesting and troubling is that it's not always clear which is which’* after a bit of a scene where four people in a Double Battle manage to demonstrate all four- much to Ben’s surprise as he hadn’t noticed him arrive.

## Johto Arc

### Brock

### Misty

## Hoenn Arc

### May

### Max

## World Tour Redux

### Wikstrom

The Steel specialist of the Kalos Elite Four, Wikstrom has been a part of the Elite Four for longer anyone else in Kalos’ history, Ramos being his only rival, and as such is a holdover from the older system, whre the Elite Four were the region’s military bulwark.

Wikstrom is, as he puts it, an Honourable Knight, and takes his duties *very* seriously. Having been a Steel specialist since before the type was made official, he knows his stuff very well, and indeed is possibly the paramount Steel expert in the world, as Steven Stone is only vaguely ‘steel’.

As part of his duties, he will occasionally challenge the current Champion in order to make sure that they are fit for duty; this is where most of Diantha’s high-level battle experience comes from.

His Key Stone and Mega Stone are inherited; they’ve been passed down the line for generations on end. He does know to keep them relatively secret however, and as such only uses them in non-public settings, although after Flare begin making their move this changes.

### Siebold

The Water specialist of the Kalos Elite Four, Siebold is the youngest and the strongest of the Four. A rising star in every sense of the word, he’s a philosopher and an excellent chef along with being a prominent battler. While he could theoretically dethrone Diantha, he choses not to as it would impede on his restaurant business. As the Elite Four member most open to challenges, he also gets a lot more fights than the other three; anyone who eats in his restaurant is welcome to challenge him.

As an intensely private person, Siebold’s personality is hard to determine, though he is known to look down on people who consider the only way forward to be through capturing stronger Pokémon; ‘There’s no such thing as weak Pokémon, only weak Trainers’ indeed. He also gets annoyed at people who deny his personal philosophy that Pokémon battling is art.

Where he found his uniquely shaped Key Stone is unknown, and he’s not talking about it.

## Sinnoh Arc

### Dawn

## Tour’d Time’s the Charm

### Malva

## Unova

### Cilan

### Iris

## Kalos Again

### Clemont

### Bonnie

### Meyer

## …Alola?

# Writing Process

## General story arcs:

### Arc 1: Kalos

Ben arrives, gets Noibat, sets out. Standard stuff.

After making his way through Santalune Forest and all that jazz, he meets and befriends Viola. After a couple of weeks of training, he beats Delsin and gets the Bug Badge.

### Arc 2: Training and Warhead Hunt

### Arc 3: Johto and the end of Warhead

### Arc 4: Travelling and Hoenn

### Arc 5: Kanto Visit, Katie’s Healing

### Arc 6: Sinnoh and Team Galactic

### Arc 7: Katie’s Unova Journey, Ben’s Deliberations

### Arc 8: Kalos Comeback

### Arc 9: Buildup, Finale, and Epilogue?

## Misc. Info

Police bomb disposal units are equipped with Pokémon possessing the Damp ability.

International Police are one of the few organisations capable of deploying force anywhere in the world.

Flare stole their stockpile of Key Stones and Mega Stones from various ruins around the Kalos region, one of which being the ruin Ellen got her Honedge from.

When Pokémon become angry, their minds get heavily clouded and communication becomes very difficult; Surges of power can lead to similar results. This is why Legendaries so often go on rampages; their power sits unused for a long time, and bringing it into use makes them go haywire. Mega Evolution can, in some cases where unusual factors make it difficult to focus (Lucario aura flares, Absol overcharged danger sense, etc.) result in the same thing.

## General lines to use:

“He had a bit of a tizzy, but we managed to get some sense into him.” (Referring to a Legendary that had gone on a rampage)

“You claim to be one of the most powerful Trainers in the world. If that’s true, then you know your competition. And if you know anything at all about your competition, you should know *exactly* who I am.” (Unspecified high-level Trainer talking to a fraud, Ben notes that he needs to steal that line for when he’s famous)

“Isolate yourself. Find your core, find your center. Now take the light that is you, and let it *shine.* With that light, the world may *burn.”* Riolu to Ben via Meowstic, helping him awaken his Aura.

## Symbolism and foreshadowing

Ben walks much faster than his four friends, often stopping to let them catch up which irritates him- symbolising his capability of training so much faster than the rest. He even debates waiting for them to catch up while training in northern Sinnoh, before deciding that this is the time he leaves them behind. By the next time all four meet up as a group, they all keep up with Ben while walking.

After Ben picks up the shard of the Mind Plate, he spends a couple of days freaked out by mirrors- Giratina is watching him. This feeling returns in the Reflection Cave and the Chamber of Emptiness.

Ben’s instincts on objects of power and strong Pokémon are seriously strong; he has latent Aura potential.

Katie’s very obviously high-class, but the occasional hints of psychic-ness are this.

Ellen reflecting that she doesn’t really know what to do with herself happens as night begins falling, and as she finishes speaking she’s shrouded in darkness, hinting at her future as a Dark-type specialist.

## Choreography and Future Events

### Ben’s First Tourney- Beginner Cup

Having delivered Delsin’s package to Sycamore

### Castle Town Conference

### Conference Bombing- A Mysterious Rescuer

### Warhead Appears! Warhead Cell Elimination!

### Vs Hunter J; Airship Infiltration

received word from Isabel that Hunter J is in the area; during his conversation with her, he discovers that she entered Kalos very shortly after the Castle Town bombing. After some more conversation, Isabel hesitantly admits that coming in-person to meet someone is something that J is known to do only for the absolute wealthiest of her clients.

Given that J is currently suspected to also be under contract for Team Warhead, this makes her something of a priority target for Looker’s investigation. Ben immediately jumps on the opportunity to investigate, and follows a group of her goons as they capture some Pokémon, before stowing away in their hovercraft as it returns to the mothership.

On entering, he knocks out one of her henchmen and takes his uniform, lampshading the absurdity of the situation and lamenting that they don’t have face-concealing helmets. He makes it a fair distance through her base before someone realises that he’s not meant to be there, and even then it’s only someone who recognises the marks on the uniform. In fact, Ben makes it all the way to a data port, where he sets the Porygon he’s still carrying to work, and goes to work on another area of the battleship, looking for hard copies and files. He’s shoved a fair chunk of customer data into his bag and found a selection of hard-copy files (including a set of blueprints for the petri-cases) which he’s in the process of picking up when J’s henchmen arrive and attack. They’re easily thrashed, Meowstic making short work of the Golbat/Crobat swarm when J herself arrives, having been alerted to Ben’s intrusion. Meowstic immediately blasts her off her feet with a powerful Psychic move, and breaks the beam emitter on her petrification device.

J immediately brings out her Drapion as Ben retreats, and they give chase. Ben brings out Noivern and Gabite to hold it off as they race through the corridors, and eventually end up in a holding bay. Ben, having read the capture tank blueprints, begins releasing the Pokémon inside to help as J brings out her Salamence, lamenting that such a fight would have to take place inside her airship.

Ben manages to find a terminal and retrieves the Porygon in the confusion, which comes bearing data. He then returns to the fight, adding Riolu and Growlithe to back up the flagging attack forces as J brings out her Ariados and a Liepard. It’s a tense fight, especially as J’s Salamence begins knocking out some of the released Pokémon, but Ben keeps at it. He eventually manages to trick J into blowing a hole in her blast doors, and the entire group begin steadily retreating through the corridors. J is forced to recall Salamence because it can’t fit, and her Drapion as it’s knocked out by a lucky hit, but the retreating crew are also hauling knocked-out Pokémon. Ben brings out Vivillon and has her hold the rear line with walls of Stun Spore and Sleep Powder, but this only holds for so long. The group leading the way also have to deal with swarms of Golbat, and they’re getting very worn down when Ben gets lucky, and finds an unlocked hangar. J is furious as he enters, and berates her crew for such an obvious mistake. Ben then manages to knock out her Ariados while she’s distracted, and sets the rescued Pokémon to breaking the hangar doors open while he fights J.

She sarcastically commends him on making it this far, before pointing out to Ben that he’s running out of strength- Noivern, Gabite and Meowstic are all tired, and Vivillon, Growlithe and Riolu have very little chance of directly beating her Salamence; she punctuates her point by releasing it, showing that it’s basically still fresh. In addition, the Pokémon he’s released are all flagging, and they have to reduce their strength to protect the ones that are still down.

Ben remains confident though- he’s pretty sure that they still have enough left to fight off the Salamence, and Duncan is on his way. J scuppers this plan by informing him that honestly, the cost of him potentially defeating her Salamence and escaping anyway is simply not worth it; the Pokémon he’s rescued were all opportunity grabs to save time if one was requested in the future, and so she’s only losing potential value and one, easily replaced, hovercraft. As Ben attempts to work out what she means, she recalls Salamence and retreats through the door, which slams shut. She then announces over the loudspeakers to enjoy their final drop.

J then jettisons the hangar.

Ben is hurled off his feet as the decoupling charges detonate, but manages to retain orientation thanks to Meowstic holding him. He recalls all his non-Flying Pokémon, and yells at the rescue pack to jump out of the opening they had just succeeded at making, or to protect the ones who were injured, before releasing Drakos and jumping out himself just as the final link is blown and the hangar begins to fall. Ben sees behind him that an Abra that has just evolved into a Kadabra teaming up with a Xatu and Teleporting the entire remaining group out, with some Pokémon having jumped clear or flown out.

He’s then forced to dodge with Drakos as a Dragon Pulse blows by; J has followed them out, and is now *very cross.* Ben drags the combat down to ground level so that the rest of his Pokémon can help again; in the process though, Noivern and Meowstic finally go down, and it’s up to Drakos and Vivillon until he gets there. Eventually, Ben elects to jump and flare his Aura to take the hit; J doesn’t notice, having to deal with Drakos being unrestricted by Ben and going berserk. Riolu and Growlithe are sent out, Gabite not having the stamina for long-range moves anymore, and it turns into a battle of attrition.

Just as it looks tense, Duncan arrives on his Pidgeot, and sends out his Clawitzer directly on top of J; She manages to get it off, but elects to retreat, unsure if she would be able to beat Duncan as well as Ben’s remaining Pokémon before more reinforcements arrive, if at all; Drakos shadows her for a bit before Ben calls him back in the worry that J might have externally mounted weapons.

The scene then cuts to Looker attempting to give Ben a dressing-down before giving up; while what Ben did was wrong, he knows this, and it’s the most concrete victory that anyone’s had over her *ever*. The fact that he managed to get part of her depetrification tech blueprints is just icing on the cake. Ben then adds to this by telling Looker that Hidden Power was mentioned on part of the blueprints that got burned, and wonders if it might be the missing piece. Looker promises to mention it to the techs.

Ben then looks through the partial customer database that was retrieved during his operation. It’s not much of a help to the police, because everything is pretty obfuscated; clients are addressed by whatever name they themselves chose to be addressed by, and their pickup location- *al*w*ays* an in-person handover via either henchman or J herself for high-paying clients. Notably, the one that J visited Kalos for Ben thinks he recognises somehow, but can’t quite put his finger on it- and it is in fact their second purchase. The first was a Houndoom some years ago, and the more recent one was a Spiritomb.

The scene ends as Ben turns back to the Warhead section; there’s an upcoming dropoff of some Pokémon, and Ben is expecting to crash it and get more info.

### Science Institute Defence; Stop Team Warhead!

### Almia Warehouse Assault; Attack the Warhead Base!

### Rocket Attack! Save Entei!

### Rescue Z2! Flare Base Assault!

### A matter of pride- Challenging Kyurem

### Attack Warhead Headquarters- Grey’s Final Stand

### Legendary Rampage- Capturing Zapdos

### Zygarde’s Request

### Rota Showdown- “Aura Warden” vs Aura Guardian

### Vs Hoenn Elite Four: Sydney

Ben (Lucario, Blaziken, Garchomp, Vivillon, Noivern) vs Sydney (Shiftry, Mightyena, Mega Absol, Cacturne, Sharpedo)

Ben starts out by releasing Lucario, choosing to make a very strong stat. Sydney opposes him with a Shiftry; as neither are able to switch, he leads with a Fake Out. This triggers Lucario’s Steadfast, and Ben capitalises by getting Lucario to Swords Dance and take Shiftry’s Leaf Storm. The next moment, Shiftry is laid out and Ben suddenly has the upper hand. Next out is a Cacturne, which stalls for a moment with Spiky Shield before going down. Sydney admits he hadn’t intended to use his next Pokémon so soon, seeing as he only just got this (“this” being a Key Stone, much to Ben’s horror) and sends out his Absol.

Absol Mega Evolves and Boosted Lucario and Mega Absol engage in a furiously fast-paced battle that Lucario eventually comes out the worst of, but not before leaving her mark. Ben brings in Noivern to checkmate the powerful Mega Evolution, and it manages to pull out a draw.

Ben calls out Vivillon next, and faces a Mightyena. Bug Buzz does a lot of damage but Mightyena gets a Howl off, then Sucker Punches Vivillon as it launches another Bug Buzz. Vivillon retaliates with Sleep Powder, but Sydney orders a Sleep Talk and manages to get a Thunder Fang, which knocks Vivillon out.

Ben brings in Garchomp, deciding to save Blaziken for last, and starts off strong with a Dig/Dragon Claw charge. Mightyena gets hit, and Sleep Talks again; Iron Tail smacks Garchomp in the chin and knocks it back. Ben orders a Brick Break, but Mightyena wakes up, and gets Garchomp with a Sucker Punch. Garchomp gets a hit in on Mightyena’s head, knocking it back, but Mightyena comes back in with Ice Fang. Garchomp’s desperate Fire Blast only delays the hit, and it gets hurt badly, but perseveres long enough for a final Brick Break to knock Mightyena out.

Sydney brings Sharpedo in, and knocks Garchomp out with a single Ice Fang.

Ben despairs momentarily, before deciding that he’ll make it as close as possible before bringing in Blaziken. Both participants have Speed Boost, so the fight rapidly becomes unfollowable to the observers, but eventually Blaziken misses a High Jump Kick, crashes, and is beset by a powerful Waterfall. It hangs on just long enough for one spiteful Thunder Punch, which brings Sharpedo to its metaphorical knees, but succumbs before it and Ben is out.

Ben’s emotions are chaotic (incredible irritation, the black gap of despair, elation, adrenaline shakes) but congratulates Sydney and walks off. He calls Gardevoir out to teleport him past the press, and just goes to sleep.

### Visit to Ferrum

Ben is called by Sycamore as Katie trains for her next Gym Badge, and is asked to come to Ferrum; Ben mentioned it offhand once, and Sycamore discovered that it’s something he needs to investigate. After being assured that it won’t be for long Gardevoir teleports Ben directly to Sycamore’s lab. After some equipment is packed into a chartered plane, they set off. Ben quickly grows incredibly bored and falls asleep.

In Ferrum, Sycamore’s team set up his equipment to monitor a few matches while Ben and Sycamore himself look on. Ben takes part in a match, Mega Evolving Lucario the standard way and wins, throwing the local match sensors haywire; he’s offered a temporary Synergy Stone set and wins again, but this time with Noivern, who has his own powerup. Ben briefly compares it to what he knows about Ash-Greninja (he’s forgotten what Bond Phenomenon is called), and he and Sycamore inquire about the Synergy Burst. They’re given a long lecture about how it works, and about Gaia Energy local to the region. Ben suspects that there’s a dormant Xerneas in the area, but holds his tongue. Ben participates in a number of extra battles with sensors attached, both with regular Mega Evolution and with Synergy Burst, until a few days have gone by. Ben then purchases a Synergy Stone set for himself with the intent of trying to make them run on Aura, and Sycamore also picks up a set or five. Ben then teleports back to Unova just in time to see the second half of Katie’s match.

### Kalos Farewells

Everything is tidying up in Kalos- Malva’s running after the Team Flare remnants, the Lumiose reconstruction is ahead of schedule, and the Gym Leaders are starting to trickle back to their Gyms. Ash reveals he’s planning to head back to Pallet Town, Serena makes a decision to run Contests in Hoenn (Ben gives her Lisia’s phone number) and Clemont gets back to work on his Gym.

Suddenly, Xerosic strikes! Worse, he’s re-recruited the Malamar brigade, and they’re out for blood. Unfortunately, Alain and Ben are still in the area, as is Ellen and Ash; Between all the Dark-types, they’re beaten quite quickly, and *finally* locked away for good. Xerosic attempts to capture someone for use with the Essentia suit, but is stopped; He’s tied up and captured too.

Suddenly, roots! Ben and Ash stop them, with Ben remarking on how ugly their Aura is. Zygardes appear- Squishy, Z2 and Zygarde. They reveal the perpetuating Negative Energy problem, and their issue with detecting it- it’s mostly made up of their *own* energy, which is that of nature- it’s almost literally impossible for them to detect. Ben counter-reveals that, now he’s looking for it, he *can*- and volunteers to help them search for it. Greninja can also, but Ben denies his help- Ash needs him more, and Lucario and Noivern can also help Ben. Ben bids the group farewell, tells Ash he’ll see him later, and sets off.

A while later, they’ve made some headway against the seemingly endless waves of vines. Ben is starting to get really annoyed when they discover vines returning to places they’ve been cleared from already when Lucario works out something horrifying- the Aura of the vines is negative, but it’s *alive*. And *growing*.

Immediately, plans change- Ben informs the League, who prepare emergency measures, while Ben and the three Zygarde tunnel down to the source. Cutting their way through the ever-denser vines reveals parts of the Megalith, clumping together. It forms a pseudo Zygarde Core, informs them that everything will die, and immediately incapacitates the three Zygarde stripping them of 10% forme and absorbing the Cells.

Ben engages the ‘Megalith 30%’, and eventually wins in one of his most gruelling battles to date. After unleashing the finishing blow on the Megalith Core, the vines begin crumblng and the cave begins collapsing. Picking up the freed Zygarde Cores and recalling his last Pokémon, Ben blasts into Infinity Drive and legs it. He’s saved halfway out by Mega Charizard X and Alain, who somehow found out about it and came after them.

They escape, just about, and Kalos is safe. The three Zygarde Cores thank him and split up- Z2 needs to continue recuperation, Squishy goes to patrol the area around Lumiose and fix the bits of the are that are still messed up, and Zygarde volunteers to stick around Ben part-time; With Teleport, he can get to places in need of help very quickly and he also has a talent for getting into situations that need the attention of a Zygarde anyway. Zygarde also confirms that the absorbed Cells are fine, and have been returned to their proper positions in the world.

## Omakes and choreography for them

### The World Tournament (Betrayal parody montage)

### Time Breaks (Dialga’s throwing a hissy fit)

### Ben’s Multiversal Adventures

### Ash in Alola (Ash is in Alola, with Greninja; be afraid)

# **Lore**

## Zygarde Cores (*Needs Rewrite- pending translation of SS39)*

There are a total of five Zygarde Cores spread across the world, though they are often concentrated in Kalos. Squishy and Z2 are the canon ones- red and blue respectively. The other three are coloured sky blue, white, and yellow, as seen on the Complete Forme’s chest. The other three Zygarde Cores eventually appear, all having gained their own nicknames. Complete Forme can be attained even with a single Core, but this is utterly exhausting, and typically leaves a Core defenceless for weeks on end. With two, Complete Forme can battle for up to half an hour before the Cores are forced out of it. Three is typically sufficient for more extended combat against a low-level Legendary Pokémon, four is about capable of holding the Forme in demanding combat conditions for a full day, and Five can hold it indefinitely. Team Flare originally only had plans to capture two Cores, but are forced to expand and act globally when Ben and Zygarde break in to rescue Z2, eventually managing to capture Sleepyhead and Kevin.

Zygarde, the white core, gets unimaginatively named by Ben the second time he meets it, and is Very Serious about his job. Spends quite a lot of time in 10% forme running around the west coast of Kalos. However, it knows when it will have problems doing something and occasionally contacts Trainers to help it do something. It contacts Ben to get him to help it with a job in Unova, which he accepts, and then sticks around with him mostly because he’s both fairly trustworthy and doesn’t mind Teleporting it anywhere.

Kevin, the yellow core, was named as such by someone in the past and insists on being called that.. It’s basically the “goddamnit Kevin” core of the bunch, and is quite silly and not all there. It’s the least likely to do anything unusual. It’s based in Hoenn for much of the story, but is eventually gathered up and moved to Kalos by a Team Flare who are suddenly without either of their captured Cores.

Sleepyhead, the sky blue core, is named by an amused Viola when its first encountered and the group realise that it’s been asleep the entire time, even after being abducted by Team Flare. It’s based in Alola but doesn’t do much due to being asleep.

Squishy, the red core, is named by Bonnie. Ben first alerts the group to what it is when he meets them shortly after they first rescue it, and before it first transforms. Squishy is cautiously optimistic in its outlook, often disagreeing with Z2 on various things. Of all the Zygarde Cores, is the most likely to take a forme beyond 10% and is also usually the only one willing to shift to Complete Forme alone.

Z2, the blue core, is designated this by Team Flare. It’s rescued by Ben and Zygarde when Zygarde realises something is wrong and asks Ben to help him intervene. Z2 distrusts humans, believing them to be scourges of the planet that they’re supposed to protect, though it eventually warms up after seeing everyone chipping in to stop Team Flare.

### Relation to Xerneas and Yveltal (Pending XYZ SS39)

Zygarde will defend the ecosystem, by force if it needs to. As such, if two of the most important individuals towards this are under its protection.

If someone or something attempts to harm the dormant form of Xerneas, then a Zygarde will attack. They will also protect areas from Yveltal rampage if they’re in the area, and can reconstruct areas that would unduly harm the ecosystem if left destroyed, though this is dangerous for them. They won’t stop anyone who wakes it up though, because they asked for it.

## Mega Evolution, the Bond Phenomenon, Synergy Burst, Z-Moves, and other Trainer-Pokémon related transformations and powerups

### Mega Evolution

Mega Evolution is an ancient and mysterious process, the origins of which are concealed to all but the current Mega Evolution Guru, and the mysterious old wanderer AZ. (And any Legendary Pokémon that were involved in the process that were paying attention)

The exact mechanics are largely unknown; The Trainer focuses their energy upon the Key Stone, which connects to the Mega Stone of the partner Pokémon via the bonds between them. The human’s Infinity Energy, which in most humans is completely unused is tapped, and synchronised to the body of the Pokémon with the Key Stone and Mega Stone acting as buffers and adapters. The Pokémon’s body then reacts to the influx of energy, and activates the evolution process to the new form known as Mega Evolution. As the Infinity Energy is not the Pokémon’s own, and is in fact only the slightest touch of the stuff, when the bond is broken the evolution reverts.

The oldest recorded case of Mega Evolution is the Lucario and his unknown master in the Kalos region in ancient times- only the Mega Evolution Guru knows exactly when, as the details are stored secretly in their private library. The ancient king AZ also may know; he knew what Mega Evolution was when he arrived in Hoenn and witnessed Rayquaza pulverising a meteor, but whether Mega Evolution was around during his reign is only known to those two.

Rayquaza itself is an unusual case of Mega Evolution; it’s unique metaphycial biology means that it does not actually require a bond to Mega Evolve, only an influx of Infinity Energy. Normally it gains this via the use of Megaliths, ancient Key Stones the size of buildings. Team Flare steal one of these to create the Megalith Zygarde. It can also use an ingested Meteorite as a pseudo Mega Stone, and receive Infinity Energy from any active Key Stone in the area.

Both Mewtwo are also capable of unusual Mega Evolution, though in Mewtwo-A’s case only after finishing his own genetic structure. Catherine, the defected Rocket scientist, managed to create an Infinity Energy organ that would allow Mewtwo to activate and generate its own Infinity Energy by using human DNA as a base, so that it would not naturally undergo evolution. As such, Mewtwo-B has this organ naturally as it was created from her complete notes and DNA, while Mewtwo-A reprograms his own DNA after being given part of the notes to the creation process, and gains the Y-form. While not as drastic a power increase as a standard Mega Evolution, the Mewtwo are both capable of using it at will.

Basically, if a Pokémon capable of Mega Evolution is injected with Infinity Energy it’s often enough to make it do so, though often with detrimental effects.

### Bond Phenomenon

The Bond Phenomenon is the oldest known in-battle transformation in the world. There are records dating from the ancient depths of time via cave paintings showing a warlord with what is recognisably showing a form change of a Typhlosion. It’s often thought that Mega Evolution was discovered as an attempt to imitate the Bond Phenomenon, though this is impossible to prove.

The Bond Phenomenon is vanishingly rare, with only a handful of examples occurring throughout history- at most, twenty known examples in thirteen thousand years of history have been discovered. It was named some six hundred years ago when the only known contemporary Bonded pairs (a man and an Electivire, against a lady and her Meinshao) engaged in combat with each other by a witness from the Tower of Mastery.

In a process very similar to Mega Evolution, the Bond Phenomenon siphons Infinity Energy from the Trainer, and grants it to the Pokémon. However, there is no paraphernalia involved; The Bonded Pokémon must have enough potential for there to be a deficit of Infinity Energy and the Trainer and Pokémon must be completely in-sync. If this is the case, then Infinity Energy will flow from Trainer to Pokémon directly, and energise it, forming the transformation.

Unlike most other transformations, the Bond Phenomenon is inherently unstable. As it involves no intermediary elements, the power increase is directly tied to how in-sync both bonded parties are, and how much energy is being put in, with no transmission loss. However, while this makes it significantly more powerful watt-for-watt, there is backlash from using it; the Trainer feels sympathetic pain when the Pokémon is injured, and if they expend too much energy they can pass out. In addition, if the Trainer and Pokémon fall out of sync they are unable to enter the transformation.

Bonded Pokémon frequently take on traits of their Trainer’s appearance, such as Ash-Greninja taking on the appearance of his hat and facial markings. The image shown to Ben of an Electivire includes the Trainer’s scar across his chest, and Burst Mode Noibat has black jacket-like highlights plus wild messy hair like Ben’s. The discrepancy of the Hero Greninja looking like Ash’s exactly is eventually resolved when it’s revealed that the story of the Hero Greninja was a *prophecy*- over time, people forgot this part and began telling it as a legend instead.

Ben eventually manages to artificially recreate a similar transformation using elements of his own Infinity Drive, Mega Evolution and Synergy Burst- see Burst Mode under Noivern’s section.

### Synergy Stones, Synergy Burst, and Ferrum

Ferrum is a relatively small region quite some distance south of Kalos. It’s also the oldest known nation in the world; the reason for this is Synergy Battling, aka Ferrum Battles.

It’s a known fact that Ferrum is the only place in the world where Synergy Stones are found, and also the only place in the world where Synergy Burst works. The second you step outside the marked boundaries on the map, Synergy Stones no longer have enough Gaia Energy to properly activate. This is not because Synergy Stones only work in Ferrum; rather, Ferrum is the area in which Synergy Stones work, mapped out over thousands of years and guarded fiercely by ancient kings. Nobody is entirely sure why Gaia Energy is such an exclusive thing to Ferrum; Ben initially theorises that there is a dormant Xerneas in the area, but this theory is later discarded when the Cave of Origin in Hoenn shows much the same properties as Ferrum, including causing the Primal Reversion of Groudon and Kyogre.

Synergy Stones funnel Gaia Energy in such a way as to take the place of Infinity Energy in Mega Evolution, or the Bond Phenomenon.

### Z-Moves, the undiscovered land

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## Aura, Psychics and Mages, Oh My!

### Aura

The mysterious power that

### Psychics

The mind given form

### Magic

The rarest of the three major powers, as mot magic users died out almost three thousand years ago.

### …Oh my?

## Comparative Pokémon Rarity

### The Ultra-rare

The ultra-rare are the very hardest Pokémon to find. These are some of the pseudo-legends, low breed rates or endangered species such as Kangaskhan or Rotom, revived fossils, or simply massively shy species like Clefairy or Togekiss.

Trainers with these Pokémon may draw some attention, especially if they’re new; it can occasionally draw accusations of poaching from those who get salty.

The most straightforward type of rare Pokémon are the pseudo-legendaries and their ilk; Pokémon that fit the ‘apex predator’ niche with low population count and very remote habitats. Dratini as an example are notoriously difficult to find, typically living in isolated and deep pools of water away from humans, such as the Mount Coronet pools or the Safari Zone. Bagon are similarly difficult to find, living in remote mountainous areas and often deep in caves, but are easier to persuade to breed.

The other pseudo-legends are more common; Beldum often live in swarms led by Metang, with a few swarms retained by places like Devon, but usually in remote, rocky terrain. Larvitar often live in more accessible foothills, but spend much of their time burrowing. Deino usually live in deep caves. Goomy are typically only found in deep swamps and wetlands; sometimes seen in and around lakes.

Gible do not fit this mould; they are relatively populous and thrive in dry environments; Badlands, deserts and caves alike.

Other Pokémon that fit this mould include Larvesta/Volcarona (Typically mountainous areas and occasionally ruins), Absol (Again, rocky terrain and foothills) Relicanth (Deep seas), more artificial Pokémon with limited ranges (Kling line, Baltoy line, Golett line), Tynamo line, Snorlax, Sigilyph, etc.

There are also some Pokémon that simply have incredibly low numbers; Rotom, Chimecho, Kangaskhan, Farfetch’d, Lapras, etc. are all rare due to this. This can be due to low breeding rate, overhunting, or simple lack of population growth, but their rarity remains. Kangaskhan in particular are typically a protected species due to this.

Some Pokémon are very rare due to narrow habitat ranges; Tropius, Lunatone/Solrock, Elgyem, Carbink, etc.

In this vein are also the ‘shy’ Pokémon; Togepi, Clefairy, etc. typically avoid humans. This can be for many reasons. There are also some deep-sea Pokémon such as Clamperl that are actually quite common but are nearly inaccessible to Trainers due to their preferred living conditions in the wilds.

### Common to buy, rare wild

There are some Pokémon that are a common sight in human possession, but remain stupendously rare in the wild. The best example of this is the Chansey line; Nearly nonexistant in the wild, they remain ubiquitous in many Pokémon Centers worldwide. Another example is Eevee; Wild Eevee are almost unknown, but are a common pet and Trainer Pokémon again worldwide. This is due entirely to Pokémon Breeders (see below) and the line are often completely domesticated; even wild populations are often escaped pets. The only known exception is the Kalos population, and even that is disputed.

Growlithe too are rare in the wild, though less so in Johto/Kanto, but a common breeding pet.

Miltank and its peers are often like this too; their wild populations are almost completely nonexistant, and only domesticated populations remain.

Porygon are also completely nonexistant in the wild, though this is because they’re an intentional aritifical creation.

### Pokémon Breeders and Starter Pokémon

### High-density, low spread

Pokémon like these are typically high in population, but are very tightly concentrated on small spots. Pokémon like Feebas, which swarm in very large numbers, can be tightly packed enough that a fisher one side of a river could fish all day and not even see one, while a fisher the other side could catch nothing *but*.

Other species that might seem rare are swamp-dwellers such as Carnivine, Ghosts, desert-dwellers, volcano-dwellers, etc.

### Flocks and Herds

### Solo wanderers

There are a few Pokémon that exclusively travel alone or in mated pairs; Often, these are fully evolved Pokémon that have separated out from a larger group such as Staraptor or Pidgeot, but some non-evolving or unevolved Pokémon such as Pachirisu, or Electabuzz, Sneasel, etc will also do this. Pokémon that have simply left their group also technically fall under this category, though only through choice.

These Pokémon differ from Pokémon that prefer solitary living in that they roam the land rather than sticking to a territory; there could be a Rattata that lives alone, but if there are five hundred more within a square mile it’s not much of a ‘wanderer’.

### Threatened Pokémon and conservation efforts

There are some Pokémon that are endangered, either through human effort or simple competition. The most notable of these are Kangaskhan and Lapras, though others exist. Due to this, they are often a protected species, and Trainers are discouraged from capturing them.

### Danger classifications

There are several threat scales used by various organisations, several of which (The most commonly used or relevant ones) are detailed below. They all relate to the threat that wild Pokémon can cause; while some, like the Ranger scale, only refer to confirmed hostile Pokémon other take into account nonhostile and potential threats.

#### Ranger Union scale

Typically used by protection groups, news agencies broadcasting warnings, and the Union itself, the Union scale is directed at cataloguing the scale and severity of an actively hostile Pokémon and preventing this damage, or evacuation should it be neccasary. Has two values; one for area, one for the lethality of a threat assessed. Due to the nature of the scale, this is also the one commonly used for dealing with groups or swarms of Pokémon, but is ill-suited for proactive measures or preparation.

Category 0-20; A non-linear scale based on the projected area that a threat will cover. Category 20 is a threat to the entire world; Category 0 is a nonmobile threat with little to no ranged capabilities.

Class G-SS: Alphabetically rising (G-F-E-D-C-B-A-S-SS) scale that determines how dangerous a particular threat *is.* G-E classes indicate no severe danger but recommends directly confronting the threat, D recommends active avoidance of a threat, C, typically given an example of ‘A wild Pokémon has gone on a rampage in a city’, suggests retreat from and contacting authorities, B would have authorities moving in and possible evacuation of a small area, A-class would be starting to evacuate relatively large areas and requires highly specialised teams or Gym Leaders to deal with, S-class is ‘Legendary or large swarm of Pokémon on a rampage’ and is equated to a threat that should be dealt with by a member of the Elite Four or a Top Ranger, and SS-class is a recent addition but basically translates to ‘oh shit we’re screwed’.

Common criticisms of the scale are the lack of focus and drift of the intended use (Originally scaled for use by Rangers but adopted by the media and reworked as such) and the resulting lack of effective information of either party, and the utter vagueness of the actual scale.

#### Pokémon League scale

The League scale is probably the most widely-used threat assessment scale, and categorises individual threats based on how much force would be required to neutralise them. It takes into account hidden potential such as unknown moves or different Abilities, and generally has a very aggressive, Pokémon Trainer oriented mindset.

Common criticisms of the scale include that it only takes into account neutralisation via force and not via other means, and that it’s difficult to ascribe potential defences due to the way that the scale is built around the assumption that limitless Pokémon are available to check a threat. (The League ignores these criticisms’ as the scale is build for internal use; anyone who wants to make their own is welcome)

#### Devon Corporation Field Asset scale

The Devon scale is aspected at the threat that local Pokémon can pose to a field operation, and what measures should be undertaken and what the consequences of those measures should be.

As a local scale expecting there to be only a few Pokémon Trainers acting as guards, this scale caps quite low with ‘run and pray’ being the only option for many more powerful Pokémon. As it’s often only used in the industry and not for other purposes, it doesn’t attract much criticism for this.

### Significant Individuals, aka really strong wild Pokémon.

Particularly strong wild Pokémon attract attention. This is a fact.

However, should a Pokémon become particularly notorious for one reason or another (hostility, constant presence in an area, friendliness, even greater than average strength, etc.) then it gains more. These Pokémon in particular are monitored by many organisations for a variety of reasons, but it’s the really *really* strong ones that gain the constant surveillance.

This can be either to rescue people, or in case they get attacked.

The Pokémon League make an effort to monitor every fully-evolved Pokémon that has ever defeated a Pokémon Trainer, but obviously they have limits. Pokémon often leave detection nets or slip detection. Only the most dangerous Pokémon are followed constantly, and if they escape then significant effort is dedicated towards relocating it.

### Legendary Pokémon

## The International Police

Headquartered in Kiloude City, the International Police are an unaffiliated judiciary organisation. They’re basically Real World Interpol, but with much more independence; their agents frequently operate solo for long stretches of time, and they have a number of privately-run facilities such as Pokémon rehabilitation centres that they directly own.

Interpol is Duncan’s goal at the beginning of the story; Some of the bigwigs have realised that Interpol have a rather severe deficit in combative power, and impose a requirement that all applicants must be capable of a certain amount of battling prowess. As their own arena is still being built, Duncan is instructed to achieve a certain placement in the League as his method of satisfying this requirement.

Though they don’t know it, they’ve been infiltrated by Team Rocket.

## Pokémon League

### History

The Pokémon League is a massive, world-spanning organization that often seems like a government. In truth, it’s not quite; but as it’s such a superpower, it might as well be. The Pokémon League is the backer and regulator for both the current Gym system and the Pokémon Centers; while it has ties to the Jenny-led regional police forces it has no control over them and most regional Elite Fours are officially tied to their region, though with the ties of the local League system giving challenge rights this is less separate than it might seem.

### Gyms and League Tournament

The current Gym system is a mix of the old (Anyone in a town could declare themselves Gym Leader and would be so, with Type themes being common but usually unnecessary, and the title of Gym Leader could be challenged for and taken; There were often several Gyms in a town, with gang-like rivalries between them) and the briefly-imposed new (Gyms could only be created after extensive application, unauthorized Gyms were often stepped on by League officials).

Now, while new Gyms are commonly created through the application process, ‘on-site’ Gym creation is monitored, and if the Gym prospect proves promising then the Gym can be made official, provided that the Leader passes the testing required. The league will also occasionally relocate Gyms that show promise in this way if they are too close to an official Gym; such as if there are two Water-type gyms in close proximity, or if two gyms are inside the same city.

Gym Leaders might no longer be seen as the bastions of defence that they used to be, but they are still looked up to and respected- well, most of the time. Depending on the Gym Leader, this can be different; anything from fear to general dislike has been known. Gym Leaders are often pillars of the community, and are usually expected to help with any reasonable request that might be made of them, from helping a new Trainer catch a Pokemon to helping out in schools. Gym Leaders also often have other jobs or passtimes, such as the Striaton Gym being a restaurant or Fantina being a coordinator. This isn’t universal, though; many Gym Leaders are full-time.

These Gym Leaders are often the ones contacted by the League to do out-of-town work, unless there is specific reason for a more occupied one to do their job. Jobs that League officials may request range from expertise on their Type (such as dealing with Pokemon swarms) to combat backup for police work when the police believe they are outclassed. This doesn’t happen often, as the police usually have their own resources to call on, but it has been known.

Gyms are usually expected to keep multiple teams of Pokemon on-hand for varying levels of challenge, from eight-badge to no-badge. If a Gym doesn’t have this ability they will often bar challengers of a certain level from entering; while barring high-badge Trainers from entering is usually a sign of a weak Gym Leader it has been known to happen if word gets around that they’re a ‘soft target’ for later badge battles while they improve, barring low-badge Trainers is usually a sign of the Gym Leader not being able to hold back. Neither are worthy of investigation; Challengers are not pitted against unfair challenges in this process, and there are always enough Gyms in the region that everyone can take a backup option. If this was not the case then the League would likely intervene, but it has yet to become an issue.

Far more of an issue is *not* setting these barriers to entry. Gym Leaders that are judged as being particularly ‘easy’ at all levels are often investigated for competence, and those that fail to hold back enough to accurately judge the ability of their challengers are also often investigated. The latter is often mitigated if the Leader continues to give out a fair quantity of badges anyway, using the challenger’s response to overwhelming power as their criteria. Other factors that can get a Gym investigated are dereliction of duty (spending too long with the Gym not accepting challenges for no good reason; see how all of Ash’s gym leader companions always have a substitute GL prepared), being unfit for the position (mentally or physically incapable) abuse of position, or criminal activity. Other things that won’t trigger investigation are a lack of challengers (If people aren’t going to the gym that’s not the leader’s fault, even if that is part of the challenge set) or refusing Gmy Badges despite a victory; if a Leader rules that an applicant is unworthy of a Badge despite winning, sometimes this is allowed. The problem comes in doing it repeatedly.

Depending on the Gym, a Leader moving on from the position will result in one of two things. Either the Gym will close, or the position is granted to another

### Local Tournaments/ League Tourney Circuit

For those who have already collected eight Badges, those who cannot travel, or those who simply do not wish to compete in the regional League Tournament, the League organise multiple tournaments throughout their influence. These range from local small tournaments to the big draws of the non-Conference season, often using the Conference tournament venues for the really big ones. They’re both the big draw for the majority of full-time Trainers who haven’t full-time attached to a single facility and prime recruitment grounds for various organisations. Often there are numerous well-known individuals who make their name on the circuit but have never competed well in a Conference league: there’s some stigma against jumping into a conference if you’ve already competed in it, as it’s often seen as stealing chances at winning.

### League Trainers and Sponsorship

The Pokémon League often employ vast numbers of Trainers directly, for many reasons. They are usually recruited from tourney-goers or early exits from the Conference that showed potential but had a bad draw. They usually get deployed as additional forces for relocating wild Pokémon herds, or as enforcement/guards. They can also be tapped as construction, or… basically anything really. They often are called in to fill out tournament numbers, or are just used to fill in a tournament completely.

League Sponsorship is similar to other forms of sponsorship, but is particularly prestigious and usually considered to be one of the highest feats of a career Trainer, as the League will usually prefer recruitment over sponsorship. There’s some friction between League Trainers and League sponsored Trainers, over the matter of their recruitment. Sponsorship does not discount the possibility of the Trainer in question being recruited anyway in the future, though it’s usually unlikely as Sponsorship tends to be offered after recruitment is.

There are some concerns as the story goes on that the League seem to be recruiting many more Trainers than they actually need to function- Ben even mentions that he can’t really think of things that would require more Trainers than they already have. The exact reason is

#### Unfinished section

### ACE Trainers

The ranks of the ACE Trainers are the cream of the crop. They’re the best Trainers directly employed by the League, and it’s often considered to be directly underneath Gym Leaders in terms of influence within the organisation, and the Elite Four in terms of skill- and in case of the latter, they’re also often considered to be a fast-track to joining, though obviously only to a certain extent.

ACE Trainers are almost universally League Trainers that were picked out as having potential, and guided as such from recruitment, often top-4 Conference placers, consistently performing tournament circuit Trainers, and sometimes ex Gym Trainers. They are then added to the in-group and evaluated stringently; if they’re found as wanting, they’re shuffled back into the normal pool of League Trainers. Sometimes regular League Trainers are added to this evaluation if they’re showing promise too, though this isn’t common. They’re then shoved onto an intensive schedule combining training, courses and regular League Trainer activities, evaluated again, and eventually promoted. Very rarely, particularly skilled individual Trainers will be directly recruited to be an ACE Trainer (Ben receives one such offer, though he turns it down).

ACE Trainers are more often needed for direct combat skill than regular League Trainers, though they get given training in a variety of different areas such as crowd control (the non-violent type) or diplomatic stuff. If an ACE Trainer is dispatched to handle something, it’s a sign that the League considers an issue Very Important, as ACE Trainers that make it all the way through the evaluation phases are few and far between. They are all very skilled- they have to be, to get the position in the first place- but very rarely get the chance to use said skill, and as such have a reputation for going directly for overkill whenever they get the chance, one that’s not entirely undeserved.

# Antagonists

## Team Warhead

### Warhead Main

Team Warhead are the driving force behind the second major arc of the fic, after bombing the Castle Town Conference. Ben pursues them all over the world in order to find them and exact justice; after finding a member in northern Sinnoh, he tracks them to Hoenn, then Orre; after a brief diversion (see above in future events, Jenny and the Thief) he then finds his next serious hint in Unova, where he meets the boss, Warhead Leader Grey. Grey engages him in combat, where after a vicious battle Ben barely emerges victorious. Grey laughs it off, before sending out a Kadabra he hadn’t used in the battle and escaping, with Ben realising that all of the other Warhead agents and grunts had escaped.

Ben next tracks Warhead to Pokétopia after an Interpol sighting, where Mysterial gives him a lesson or two, and curbstomps some of Warhead’s most elite agents effortlessly. Ben learns of a number of warehouses and bases that Interpol begin planning to hit.

After a series of duds, when the attack in Almia goes 100% smoothly after being planned by the Ranger Union, Ben suspects something is up. When he engages a small group solo in an unauthorised attack, he realises that there’s a mole- possibly several- in Interpol. Brancing off to follow several suspected sightings of Warhead in northern Unova, he meets up with Cheren before assisting with the Lab Defence Mission (see above). After this, Duncan spots that the entire Warhead organisation teleported out by Pokémon, and deduces that their base must be relatively close by. Via satellite imaging they locate the base in the Decolore Islands, and promptly storm it; confirming Ben’s theory as the base is being scuttled as they arrive. Ben fights Grey again as the Interpol agents confine the base, and this time loses by a hair when Grey attacks him directly in desperation, and flees via Teleport. Though they may have won, there’s some horror as previously recaptured Pokémon are rediscovered in the stores that Interpol recover; there’s another mole in their rehab group.

Ben is saddled with four Pokémon to watch while furious house-cleaning is going on, and Sneasel decides to keep him.

A while later, after chasing shadows and lone agents, there’s another lead; a pattern of movement leads Looker to suspect that there’s a base in Johto. However, as there’s still a mole, Ben is going in solo and not looking like he’s on-duty, I.E. doing the Gym run and investigating covertly. When he reaches his seventh Badge he spots a couple of Warhead agents and flattens them, before realising as a splinter group from Team Rocket JJM might know more. As it happens, they don’t but Giovanni does; Ben drops in on them while they’re updating him, and Giovanni gives him info for the sheer audacity. Recruiting Ash&Co, Ben updates Looker and his inner circle and charges in. (See Warhead’s Final Stand).

### Warhead Leader Grey

Grey used to be one of Giovanni’s top executives; a fine battler, a cunning mind and a dash of the sadism you need to really succeed in crime. He grew disillusioned with Giovanni’s slow strategy, even after the Mewtwo project among others neared completion. When he confronted Giovanni about this he was slapped down, so he defected, taking large amounts of Team Rocket’s infrastructure and network with him.

Having been high-up in Team Rocket, Grey is a very competent battler and cunning tactician. He’s even manipulative enough to manage to trick a Pokémon into maintaining a Mega Evolution. He is, however, somewhat short-sighted. He knows what he wants, and so he goes right for it; see Mewtwo’s data, the Castle Town bombing, etc. This eventually costs him, as Ben dangles exactly what he wants in front of him before suckering him and breaking his Key Stone holder. Afterwards, he is summarily arrested and thrown into prison.

His Key Stone was obtained in a raid on a Solar Foundation warehouse, where one of Lysandre’s Mega Trainers attempted to stop them but lost; the raiders took initiative and stole the Key/Mega stone combo. Grey managed to work out how to use them after quite some time, and raised a second Houndoom specifically for using it.

### Adrien

The owner of the Pansear wreaking havoc in Santalune Forest, Adrien is a recurring nuisance for Ben through the early parts of the ‘fic. When first encountered he sics an Onix on the group out of sheer petty annoyance, before leaving. Later, when up against Ben in a local tournament he attempts to cheat and is caught out, then disqualified. Ben later lays a trap, correctly suspecting that Adrien would attempt revenge, getting an Officer Jenny to wait. He’s subsequently barred from League participation, but somehow joins the League anyway, acting even more suspiciously than usual, one of many things that tip Ben off to the impending doom. Ben fights him in a qualifier round-robin and thrashes him soundly, and he doesn’t pass the qualifying round. Later, after the explosion, he’s caught as having been one of the ones to arrange the explosives, and that the overarching organisation (the as-yet unnamed Team Warhead) had arranged for him to be present at the League despite being barred and not having a full eight Badges.

Ben later spots him while travelling, and it’s his presence that sets him back on the tail of Team Warhead after they gave Interpol the slip in the wake of a successful raid. Ben ambushes him again after bringing in Duncan, and together they pull more information out of him. He does manage to escape while Ben and Duncan are relaying this information

He’s encountered again once more in the raid on the Decolore warehouse, where he’s dropped in seconds by Ben’s full team.

### Warhead Resources

As a splinter organisation, Warhead don’t have the sheer established might that Team Rocket have, nor do they have the ideological force that a newer team might have. They’re rather short on both manpower and combat power- while they did manage to swipe a fairly large portion of the unprocessed Pokémon stockpiles, few of them are prepped for use as a Rocket combat Pokémon. As such, they are forced to adopt a more standard Pokémon Training model; picking out tractable Pokémon then assigning them to individuals.

There are very few Agents in the organisation, so the structure was adapted to be closer to the outlying cell-based structure of Team Rocket’s field elements. These cells have little to no direct contact with each other, and only receive pertinent information or orders from HQ. This makes hunting down the organisation quite difficult, but also means that Warhead has great difficulty organising for large-scale attacks.

One thing Warhead does not lack is Information. As Grey took the majority of Rocket’s info network with him, Warhead have spies *everywhere.* This includes the Interpol team assigned to hunt them down; it’s only after a long string of ‘Were here yesterday, not anymore’ raid points that Ben and Duncan work out there’s a mole. They also have spies in the rehabilitation group, which promptly leak a very large portion of the recaptured Pokémon back to them. They also have spies inside Team Rocket itself; self-infiltrators still reporting unknowingly to Grey, or defectors who did not actually defect.

They also don’t lack for property and spaces. They have a *long* list of potential Team Rocket bases and eyes inside Team Rocket let them pick them at their leisure; abandoned or unused facilities and warehouses, mothballed or reserve Team Rocket bases- even natural formations like caves or tunnels.

They also have arms in areas where Team Rocket have hesitated to reach out to, due to Grey’s more aggressive and less risk-averse mindset; he might lose a couple of bases, but if he’s building ten then he’s still ahead.

## Hunter J

## Team Rocket

### Rocket Main

Team Rocket spend much of the fic in the background, as Warhead take the spotlight. When they feel the need to exert their influence, said influence is always felt; their information network might have been crippled by Grey defecting and taking most of them with him, but the rest of their divisions (Science, Resources, Combat and Agents) are mostly intact, which means that while they must act cautiously they can do everything they normally can. It’s and effort of the Combat and Resources divisions which leads to Ben’s first altercation with Team Rocket directly; he foils a capture team attempting to capture an Entei that he spots from miles away and investigates and earns him his first ‘favour’.

### Rocket Agents

Rocket Agents form the backbone of the active organisation. If there’s a small scheme, a group of Rockets for hire, or even a plot running to capture a Legendary, chances are that there’s an Agent running the show. Agents are typically self-sufficient and often actively employed; they receive training beyond the normal grunts and are outside the standard command structure.

Agents vary in ability from the Trio to Giovanni’s right hand, Agent Domino. Due to their self-sufficiency, they report rarely, often only to report the success or failure of bigger schemes. Agents are frequently assigned more powerful Pokémon to use if they don’t have their own, or placed in charge of grunts when they request it or when it’s convenient for the organisation. Agents are typically the most visible part of Team Rocket; their relative presence to success rate give the ‘R’ symbol a great deal of its reputation.

The Team Rocket Trio, Butch & Cassidy, Attlia & Hun, Annie & Oakley, the Iron-Masked Marauder and Domino are all Agents. Archer, Tyson and Pierce used to be Agents before taking positions in the Executive division.

### Rocket Executives and Admins

The standard hierarchy of the organisation, Rocket Executives come in tiers. From those Admiins operating lowly chapter houses in far-flung parts of Team Rocket’s influence to Giovanni’s direct subordinates (Archer, Petrel, Arianna and Proton, and previously Grey) the Executive division is the brains of Team Rocket. Executives off all ranks command Grunts and can be given command of Agents, though this is quite rare for lower-ranked Admins. As Archer is in charge of the Agents division he can nominally command any of them as he wishes; as Agents still report directly to Giovanni unless assigned otherwise he’s not quite as successful as he seems.

Due to their place in the organisation and their visibility compared to Giovanni, a lot of Rockets are loyal to their organisation’s executive rather than the organisation itself; this is a fact that Grey used to tear apart the Information department when he left. As the top levels of the Executives have great control over the organisation Giovanni handpicks them personally; aside from Grey his success rate has been astounding, as the remaining execs are fiercely loyal to him personally.

Tyson and Pierce are both former Agents who have been placed in this division. Archer is nominally in command of this division when he isn’t running the Agents division, but in practise it’s mostly run by Giovanni himself.

### Science

The division that comes up with stuff; be it mechs, new Poké Balls, anything. Responsible for the creation of Mewtwo, the control devices used when trying to capture Lugia, the Electric Crystal, etc.

Science is an unusual division in that it’s both the most likely to blend with the Executive division, as highly-placed Science officers are likely to command cells in using them, and also the one that people are most likely to be in without being aware that they’re in Team Rocket; entire divisions of researchers working on things like Mewtwo’s project or in Silph are subverted or owned outright by Team Rocket without any of the workers knowing.

Arianna controls this division.

### Resources

The ‘everything else’ division, Resources covers everything from finance to Pokemon stocks, to recruitment.

Resources is the largest division of Team Rocket out of necessity; they have to supply the whole organisation. Be it organising theft of rare substances for the Science division, running shady Pokémon breeding centers or simply recruiting additional warm bodies, Resources has a hand in everything.

Most of the lower-level Admins are in the Resources division, due to the requirements for such an effort. If a small-time Admin is running an extortion scheme on a sleepy little village, he’s probably Resources.

Resources is controlled by Petrel.

### Combat

The smallest major division, Combat is for the high-risk operations and is the most likely to be actively involved in field work that isn’t the Agents. There are very few Admins for the Combat division as often the majority of the workforce are operating directly under Agents. There are only a few small cohesive units in the Combat division due to the pooled nature of Team Rocket’s Pokémon resources; the Hard Target Breakin Squad, the High-Level Combat team, and the Containment and Capture group. The Break-in Squad are the hard-hitting in-out group; if there’s a large raid on a fortified installation, the Break-in Squad will be leading the way. The High-Level Combat team are usually deployed if the need to defeat or delay incredibly powerful Trainers or Legendaries arises. The Containment and Capture group are sent after particularly powerful wild Pokémon such as Legendaries, or against humans the Team needs to be captured.

Proton directs (and participates in) the Combat division’s activities.

### Information

A shadow of what it once was, Information is the moles and spies that let Team Rocket run so rampant. However, Grey took most of them with him when he defected, and so Team Rocket are running on the barest scraps of info.

When working properly, spies placed all over the country, from the lowliest of the low like waiters and cleaners to highly-placed League officials report to Team Rocket, gathering information and misdirecting investigation towards the Team; even funnelling resources towards them. When broken, all infiltrators immediately be as unsuspicious as possible, and only send on the bare minimum of information.

Much of the outlying network actually failed to realise that a split happened, only doing what they always had. As Team Warhead begin making a name for themselves, more and more return to the main Team as they realise they had been duped.

### Giovanni

Giovanni is cold, pragmatic, and ruthless. He’s also aware that if the League ever managed to pinpoint their location, they would be flattened. As such, he prefers the long approach to Team Rocket, and is very much a fan of other people saving the world for him; he also appreciates the sheer audacity of Ben’s approach to finding the Warhead base (Namely, find the nearest set of Rocket agents and demand locations of local unused Rocket bases) and freely gives him the information.

Rocket Agents report directly to him in most cases, unless they have been specifically delegated a supervisor.

## Team Aqua

## Team Magma

## Team Galactic

## Team Plasma

## Team Flare

### Flare Main

### ‘The Solar Foundation’

### Xerosic

### Lysandre

The head and face of Team Flare and the ‘Solar Foundation’, Lysandre is bugnuts insane. After learning under Professor Sycamore for many years (A young child and teenager, even) he started a charitable organisation as well as a prominent tech company, and tried to make the world a better place. However, even back then he was very unstable, and seeing people come to rely on his aid somehow convinced him that the world needed to be destroyed so that things could start anew, and become truly beautiful. (No, this doesn’t really make sense but he’s kinda loopy)

Through his research, he uncovered many things, including the power of Mega Evolution that his mentor was looking so hard for. He formulated his plan on this, as well as hidden knowledge that he managed to gain access to as being part of the Royal Family of Kalos (The actual royal line only diverged a few generations back, but are very secluded and the country is constitutional monarchy anyway) to use Mega Evolution energy to destabilise the Anistar Crystal Sundial, an ancient Crystal Technology mechanism that has gathered so much power over the years that detonating it violently could destroy the world.

While his plans evolve over time (notably, incorporating the Zygarde cores and the Megalith into his plans) the core remains the same.

His breakdown may have been contributed to by Xerosic and the Malamar.

However, as Ben begins wrecking his stuff left and right, he comes up with a solid decoy; the Ultimate Weapon. See below.

### Lysandre’s Shadow Campaign

Lysandre knows his mentor better than anyone, and knows that Sycamore actually discovering Mega Evolution would potentially lead to him working out what Lysandre was doing, and setting the League on him. As such, Lysandre began conducting a hilariously one-sided information war on him.

People working for Sycamore were subverted, either through lies (Alain in particular thinking he’s doing the right thing by keeping Sycamore in the dark), bribery, threats, or violence. People he attempted to contact were silenced. Rumors were spread about him in circles where Mega Evolution was known, painting him as power-hungry and untrustworthy. His databases were hacked, and results altered.

The Solar Foundation is also behind most of the current generation of ‘Mega Trainers’- Trainers who are a secret ring of Mega Evolution wielders who only battle each other. This is maintained through raids on ruins, where Key Stones and Mega Stones are gathered, sometimes via the Mega Trainers themselves. Not only does this provide more avenues to gather Mega Evolution energy, but also lessens the chances of a sympathetic Trainer randomly discovering Mega Evolution by accident and reporting it to Sycamore. These raids ultimately lead to Grey gaining his Key Stone set- see above.

Ultimately, Sycamore breaks this stranglehold by working secretly with Ben, until Ben reaches the point where he’s too strong to be silenced and known enough for rumors to be ineffective, and via Ben getting the Key Stone/Mega Stone pair off Grey.

### Flare’s Plan Derailled

## Other Antagonists

### Isabel

Isabel is the green-haired girl who Ben first meets outside the Santalune Forest Pokémon Center, who referees his and Tyson’s fight, albiet somewhat begrudgingly. Ben meets her again later watching a local tournament (the same one he fights Adrien in) where she expresses surprise at his improvement, before complimenting him on his choice of Pokémon to raise. The next time she sees him, it’s at the Castle Town Conference where she warns him to leave, saying that the underworld is nearly empty and so she’s getting out herself.

The next time Ben encounters her is when she nearly robs him; Ben catches her in the act but recognises her. She uses the brief hesitation to escape.

The next time Ben finds her is after he’s nearly arrested due to her exploits; as both spend time flying around on Dragonites, it’s not the hardest mistake to make. Ben finds her and fights her; she’s a strong Trainer, but Ben is getting really good by this point and handily defeats her. She’s taken into custody by the local police force, but escapes.

Ben tracks her down again when he needs information on J’s whearabouts; Isabel reluctantly tells him in exchange for not being arrested, and admits that she’d left Kalos for a while when J came calling to do a delivery. Ben uses this info to track down and infiltrate J’s airship.

Later, it’s shown that Ben somehow knows her contact details and occasionally calls her to get information on stuff; he won’t tell anyone what she’s up to as long as she keeps away from Pokémon thievery, something she agrees with.

# The Far Future- Possible Endings

## Kalos Champion Ben

## Ben the Multiversal Wanderer