Daémon

Setting run by st753m.

A fleet of generational ships travels through interstellar space. Their previous home planet had been destroyed, and they are on their way to a new world to rebuild on. Pokemon once existed, but as far as people are aware have gone extinct with the loss of their planet.

All humans of the fleet have a daémon: hdm-style daemons who take the form and power of pokemon.

- Daémon (Species)
- History
- The Fleet
- Culture

Daémon (Species)

Daémon are based on the daemons from *His Dark Materials*, except that these work under different underlying mechanics and take the forms and abilities of Pokémon instead of earth animals. They make up the "magic system" of the setting Daémon.

They are the souls of their human. They appear from nothingness upon birth and vanish upon death. Killing one of a pair will kill the other. If one of a pair is in pain the other can feel it, and emotions are shared.

Daemon are sapient and capable of speech regardless of the shape of their mouths (or even lack of mouth, in the case of staryu and similar). They tend to have more fanciful names than their human.

While alive, they appear to be made of physical material, have the expected properties such as weight and mass, and interact with things and phenomena as expected of matter. They do not need to breathe, though do feel uncomfortable if unable to. They do not need to eat and do not feel hunger. They sleep at the same time their human does - having one awake and one asleep is very difficult and will typically correct itself one way or another after a minute or two. Upon their death, if they have swallowed something or had an implant of some kind installed it will be left behind rather than vanishing with the rest of them.

Forms

Daemon can take the form of any pokemon, including variants such as Alolan vulpix. They do not mega evolve or dynamax except as a possible interaction with non-local magic systems.

Legendaries are much rarer than any other type. About 1 in 100,000 people will settle as a Legendary, or about one in 7 million per legendary species. Other pokemon will settle at roughly similar rates to one another. Some like rattata are a bit more common, and others like the Ultra Beasts are rarer, but the rates are all much closer together than between normal forms and legendaries. Shiny pokemon are relatively uncommon, appearing one in 4096. There is no genetic trend for settling in a similar form to one's relatives.

Getting a Daemon

Normal Method

People are naturally born with daemons if their mother had one. These appear in the form of Ditto nearby upon the baby's first breath.

The relevant point of soul variant inheritance is during pregnancy, so it is the womb-mother not the gamete-mother when these are different. Species which hatch from eggs or attempts to use artificial wombs can not transfer this variety of soul - they will have whatever soul is natural to the universe they come from. Otherwise, daemons will overwrite

Other

There had been people with different kinds of souls on the Dead World, long ago, following the same inheritance pattern. These other soul varieties went extinct thousands of years ago, and by the time the Fleet launched there were no reliable records beyond what can be reasonably assumed to be fiction.

It is possible to attach a daemon to a human in a variety of ways. The only known method available with the Fleet's technology is in the hands of an illegal lab which also has access to an interdimensional portal which they can steal test subjects with. It involves having an existing pokemon and binding it to a person.

Daemons can also be removed. The only technology known to the Fleet to do so is Intercision, which turns the daemon into a non-sapient pokemon and causes the human to permanently lose their soul and suffer effects similar to being lobotomized. This is a suppressed technology, also only used by the illegal lab studying daemon attachment.

Settling

All daemons start as Ditto, only able to transform temporarily into forms they see at the time. During puberty, a person will Settle into a permanent form. They don't need to be in the form or have anyone nearby with that form to settle. This happens between the ages of 10 and 18, most often between 11 and 13. Some people stay ditto, at about the same rate as any other non-legendary. Settling is not a choice - they can not choose to settle or choose to refuse, or pick what they settle as.

All ditto are indeterminate gender. If a person's most suitable form is one which does not have a gender or only has one (Tauros, Jynx, Magnemite), their daemon will have that gender. For everyone else (rattata, eevee), they are significantly likely to settle to match the gender of the humans their human is most attracted to.

Daemons always feel that their settled form is physically correct for them. They may have issues with its cultural connotations or practical considerations.

Evolution

Daemon do not age, but they can suddenly shift form in a phenomena called Evolution. (No relation to the Darwin thing)

If someone strongly fits an evolved pokemon but not the previous forms, they will evolve quickly over the course of only a few years. A rare few will settle as a second-stage evolution from the beginning. Many people reach a stage that feels correct then never evolve past it - there are plenty of people in their 70's with first-stage daemons. Others evolve later if their personality shifts in the correct way.

Separation

If a human and their daemon get more than a few meters away from each other, they experience pain and distress. The pain gets worse the further they go, or the longer they remain apart. This includes a feeling of doing a great harm to oneself. The point where the tether snaps is about 1 kilometer.

The proper ritual of separation is to lock the daemon in a cage they can not escape from, then the human walks away. Only 2% of people attempt this, and half fail and never retry. It is mostly common among people working as emergency responders or have unusually large daemons. A daemon will never willingly walk too far away from their human, and will always attempt to reach them after a point no matter what their personality is.

Separation via walking is not dangerous. Separation by being dragged away from a daemon can be dangerous, and becomes more dangerous the faster it is done. Even teleporting out of range (the most risky method) is not guaranteed fatal. A daemon who has been separated may be angry with their human for a while. There are occasional short term emotional issues reported.

Even those who can travel away from themselves rarely will - there is a feeling of being in two wildly different circumstances which is distracting and unpleasant. While on the Fleet, there is also the cultural issue of not being able to have both halves of a conversation and the expected specializing between halves.

(Note that this is *different* from Intercision, which tears out the soul.)

Non-self Contact

Daemons may touch other daemons without magical effects. Humans may touch other humans without magical effects. A daemon can touch the human that they are the soul of without magical effects.

A daemon who touches a human that is not their own will experience a strong sensory reaction that is most likely interpreted as pain. It is a feeling like that person is Everywhere.

Theoretically, two people who are very close and truly trust one another completely will not mind this overwhelming closeness. This is almost never done, even among people who are married.

Short accidental touches do happen in crowds, and are still unpleasant but Accidents Happen. Steps are taken to avoid this. Intentional non-consensual non-self contact is a crime and punished very harshly.

Certain psychic pokemon will automatically read the minds of humans who they touch. They still have the unpleasant EVERYWHERE effect of any non-self contact, but it includes additional information. This typically makes it even less pleasant.

[list of psychic pokemon with this effect: ralts line, hattena line, [incomplete]]

Powers

general

Barrier and Fainting

asdf

Abilities

asdf

Moves

asdf

Useful Moves

asdf

Senses

asdf

Psychology

more emotive, less logical than their human

Instinctive desire to battle.

SPOILERS

Origin

asdf

Underlying Mechanics

asdf

Original Purpose

asdf

History

The full history of Daémon is long, but punctuated by many points where knowledge has been lost. Most notably and recently is at the launch of the Fleet, where the databank holding much of the knowledge of the Dead World broke.

At the standard point where glowfic threads start, the fleet has been flying for 208 years, and has 83 more before reaching their destination.

(These are in order from most to least recent)

In The Last Century

Relatively little has happened in the past 100 years. Technology has stagnated, due to a lack of free materials. There are no major political schisms or causes for fighting. People are kept reasonably content and busy and as entertained as possible while the ships head forward in order to avoid despair or people picking fights in large-scale. All people have the basics to live on, with a few having excess.

Culture has slowly progressed. Sense discrimination has been illegal for over a century, though the acceptance culturally had been slower and only recently have the last few holdouts of the old beliefs finally died off.

Openly, FTL research is the most important thing. There is also an initiative to find new ways of using the producible materials to replace finite materials in technology. There is a secret illegal lab studying other things, which has access to interdimensional tech and the ability to put daemons on those who don't already have them.

There is the usual slow cycling of media trends, fashion, musical genres, etc.

The Century Rebellion

At the end of the first century there had been resentment and discontent building up, centered around three major poles: Inequality, reproductive demands, and sense discrimination. This eventually boiled over into what became known as the Century Rebellion, lead by an Arceus Legendary.

As a result, noble houses were eliminated as a legally recognized phenomena. The government was restructured so that what had originally been handled by the nobility were now elected positions. The very wealthy were forced to divide their large manors into many smaller apartments, and a large number of restrictions were placed to insure that wealth inequality was less from that point onward, and the funding for decorating and maintaining the Halls and other public things such as schools and hospitals became equal between residential halls rather than on a per-Hall basis which concentrated the funds towards Halls where the nobility lived.

The post-rebellion government set up the Continuation Initiative - a system in which people would be rewarded for having children rather than being punished for avoiding it. People would receive payment from the government for bearing, donating gametes, and/or raising the first two children with a given person's genes.

Sense Discrimination was made illegal.

The First Century of the Fleet

The first century of the Fleet was plagued by a number of issues:

Inequality - The fleet had a small elite of nobility and a large population of poorer people with fewer rights. Due to general mismanagement and issues with housing, people were miserable. Though the food production levels and

population are mostly unchanged between then and now, mismanagement caused food to rot or go to waste, causing hunger.

Reproductive Demands - the general poor conditions and the despair of not being on a planet for multiple lifetimes was causing fewer people to choose to have kids. Rather than the 'carrot' method which would be used after the Century Rebellion, the nobility attempted to force reproduction through limiting birth control to those who haven't had children yet, limiting employment options for women, or outright demanding people have at least two children by the time they turned thirty or face legal consequences.

Sense Discrimination - those with daemons which had senses without human equivalents were forced to live in a few specific Halls set aside for their use and banned from leaving them. This includes echolocation, electroreception, empathy, and the ability to sense magnetic fields.

Artificial gravity was invented within the first century. It did not entirely replace the rotational system which had been used before, but some artificial gravity has been set up in such a way to remove some of the quirks that made rotating and planet gravity behave differently.

The Launch of the Fleet

The Fleet as a project was spearheaded by the country of Kanto, which was the most powerful and technologically advanced. They produced the four Great Ships. The 64 lesser ships were produced by other countries, though designed so that they could be docked.

The Dying of the World

The stars dotting the sky began to fade, and the sun and moon were becoming very slowly but measurably dimmer. Pokemon began dying out, smaller weaker species like Flabebe first.

Pokémon

They originally lived in the Dead World, in the wilderness. They avoided cities, for the most part, but travel was difficult between them due to Pokemon.

They were non-sapient.

History of the Dead World

Both the planet and the pocket dimension it was housed in were called Raisoth, though the name is rarely used on the Fleet.

The world was divided into about 200 countries with a number of different cultures.

Kanto and its neighbor Johto were the most powerful and influential countries in the world.

They were a bit more technologically advanced than Earth, but not by much.

Appearance

The fleet was officially a "global project" and designed to house people from all countries. In practice, because Kanto was the wealthiest and the one responsible for building the ships, this wound up being tilted heavily towards people from that region. About 30% of the original refugees were from Kanto, 20% from neighboring Johto. Most of the rest were from a handful of their closest allies.

After 200 years / 8 generations on board the ships, what had started out as distinctive races have become very mixed. The fleet's housing system does not encourage separation of races or cultures the way that the housing system of real world America does, and race is a non-issue to a majority of people. Kanto/Johto genes are more common, though are also fairly recessive.

SPOILERS

These spoilers are unlikely to be useful, given that there is literally no way of determining these events in-universe unless a Daevinity Demon or other arbitrarily powerful information dispensing magic is brought in from outside. As these events are *tens of thousands of years* in the past, they will not be relevant other than insofar as to explain the conditions of the universe.

Origin of the Dead World

The dead world was a research project from a large multi-universe civilization which had achieved post-scarcity and peace through combining the various magic systems in the universes it reached. Unfortunately, after a short while it became unanchored from the adjacency to the nearby universes and "fell" trillions of adjacencies away from its original location in the multiverse. There had been more than humans on the research team, originally, but humans had been the only ones with a large enough population to persist. This happened somewhere between 20,000 and 500,000 years ago, probably. Pokemon had begun as a few pets, which escaped. There had been no animals on the world, only plants.

The Fleet

A collection of ships travelling through interstellar space, large enough to support a population of about 1 million humans.

They are made up of 4 Great Ships plus 64 lesser ships. A majority of the time, the lesser ships are docked onto the great ships.

Ships

The 4 Great Ships are Citadel of Spring, Column of Summer, Tower of Autumn, and Spire of Winter. Each are built along the same pattern consisting of a cylinder that's around 3 kilometers long and a kilometer across. They are divided into 3 segments which consist of 21 Halls, for 63 Halls per ship. These are individually air tight, other than the 4 to 6 gates which connect them to adjacent Halls.

Halls are 1 km long and 150 meters wide. Some consist of large structures such as stadiums, factories, or hydroponics bays.

Most are residential, and those are all built in a similar design (the image to the right is a front-view of a typical residential Hall). They have a central 'road' running down the middle along with a water-filled channel, rows of trees and plants, and bridges and ramps to connect the three residential floors. At the 1/3 and 2/3 points, this central road

widens into a pair of circular parks. From bottom to top, the layers consist of: 3 meters of shielding, 3 meters of basement/pipes/wiring, 18 meters of residential space, 3 meters of soil, and 6 meters of space for plants. The residential space is divided into 3 floors, though many of the apartment sections have been further divided vertically to provide more space, as room is valuable and relatively few people have daemons who need ceilings over 3 meters tall.

Each Hall has its own name and its own flag.

The main way to navigate the ships is by walking (with electric scooters available for those who need them). Teleportation is used between ships, but can be limited. The great ships have some specialization, but are prevented from truly specializing because of how much teleportation it would take. Shuttles are also used in some cases.

Citadel of Spring

Known for being the most religious of the ships. It contains where the Legendaries meet, and the largest and most impressive church and graveyard. It is also the one which has the most rooms and accommodations for people with very large daemons.

Column of Summer

Known for its shopping and entertainment features, and being the main ship for popular fashion and music trends. The front segment in particular has a number of accommodations for daemons most comfortable in the water, with wider canals and canals running through side hallways and shops.

Tower of Autumn

Contains a majority of the science research teams and the best colleges and schools. In the first century of the fleet's launch it had been held by the noble house of Oak. Also contains much of the denomination Church of the Sown Song.

Topaz Hall is the home of the remainders of the Oak line (Alizara, Azure, Zaffre). Topaz Hall also contains an illegal lab with interdimensional tech and the ability to attach daemons to aliens.

Opal Hall is 8 halls away from Topaz on the same segment. It has a good library.

Spire of Winter

Has more than the usual number of factories. The Unification of the Gathered has its church and special farm fields here.

Smaller Ships

In general, because the 64 lesser ships were built by countries other than Kanto they have a distinct feel compared to the large ships.

Aureolin Marsh - A ship typically docked to Tower of Autumn. It has a slightly rustic and agrarian theme, with a large number of farms and relatively few people for its size.

Technology

Technology is a bit better than Earth. They have artificial gravity, but not FTL. Holographic displays exist, but are relatively rare and flat-screen displays are still common.

Housing

asdf

Government

asdf

Laws

[to mention: clothing, drugs, population size, privacy/infosec]

Miscellaneous

Flowers - The Dead World had only pokemon, not animals, and pokemon who were known to pollenate flowers are larger than bees. This means that flowers would evolve to be larger too. Because there are no pokemon, people with suitable daemons are sent to pollenate flowers on farms.

[to do: fiction / entertainment]

Characters native to the Fleet

- Verity-and-Araeneve
  - author = st753m, daemon = Suicune, template = Vine
- Azure-and-Florentho
  - author = st753m, daemon = Galade, template = Azure
- Alizara-and-Salanaya
  - author = st753m, daemon = Metang, template = Alizara
- Iarlaith-and-Emerimis
  - author = st753m, daemon = Honchkrow, template = Iarlaith

- Muiredach-and-Valaxa
  - author = st753m, daemon = Steelix, template = Mingjue
  - Older brother of Iarlaith.
- Angie-and-Damantira
  - author = st753m, daemon = Dialga, template = Diamondeye
  - One of the legendaries.
- Ochre-and-Elsecarel
  - author = st753m, daemon = Sigilyph, template = Elseca
  - A historian
- Shiori-and-Veivenel
  - author = st753m, daemon = Rotom, template = Shiori
  - A troublemaker
- Zaffre-and-Kerikis
  - author = st753m, daemon = Raticate, template = Professor Oak
  - A respected scientist, and grandfather of Alizara and Azure
- Sunny-and-Penterhal
  - author = st753m, daemon = Drowzee, template = none
  - Guard working in an illegal lab.
- Kerul-and-Ojiohlia
  - author = st753m, daemon = Liepard, template = none
  - Scientist working in an illegal lab

Spoilers

the lab

Culture

The culture of the Fleet from Daémon is descended primarily from the country of Kanto on the dead world, but has changed over time and with the addition of features taken from other countries.

Time Measurements

The timekeeping used on the ships is the same as on the Dead World. Because the Dead World was an artificially created location, they don't have leap years and the moon cycle fits evenly into the year.

#	Season	Month	Approximate Earth Equivalent
1	winter	Darkmoon	Early January
2	winter	Fightingmoon	Late January, Early February
3	winter	Rockmoon	Late February
4	winter	Ghostmoon	Early March
5	spring	Groundmoon	Late March, Early April
6	spring	Poisonmoon	Late April
7	spring	Watermoon	Early May
8	spring	Fairymoon	Late May, Early June
9	summer	Firemoon	Late June
10	summer	Bugmoon	Early July
11	summer	Dragonmoon	Late July, Early August
12	summer	Electricmoon	Late August
13	summer	Grassmoon	Early September
14	autumn	Flyingmoon	Late September, Early October
15	autumn	Steelmoon	Late October
16	autumn	Normalmoon	Early November
17	autumn	Psychicmoon	Late November, Early December
18	winter	Icemoon	Late December

Days are 24 hours long, with hours being the same as Earth hours.

378 days per year, split into 18 months with 21 days each. Each month is named after an element. The year begins in early winter, and each month begins on the new moon, with full moons at the center of the month.

Time is further split into 7-day weeks. While an earthling might expect their days off to be at the end of the week, their traditional rest day comes at the center of each Fleet week, on days 4, 5, 11, 12, 18, and 19. Churches typically open services on the morning of the 4th, 11th, and 18th, with the 11th being the most important and highest attended days.

Holidays

The 11th of each month corresponds to the full moon, and are the times of the 18 largest religious holidays on the calendar.

Zodiac

Each element has various associated stereotypes and jobs. If someone is born into the month corresponding to an element, they are said to be in particular need that element's stereotypes from the people around them for their first few years. For example, someone born in Bugmoon will be said to be in need of forgiveness often, or need someone to defend them. It is not believed that this follows a person through their entire lives.

There are religious ceremonies, particularly weddings, which involve the birth month.

Daily horoscopes are not a recognized concept.

Birthdays

Daemon usually settle between the ages of 10 and 18, most often between 11 and 13.

Fleet culture gives a lot of freedom and independence to children. Very young children are permitted to play or travel long distances to visit friends. The legal age of adulthood is 16, though this comes with the understanding that they will likely remain with their parents and in some form of schooling until around 21.

Birthdays are celebrated on the day of birth, with a gathering of a few close friends in a public place. The birthday host pays for food and entertainment, and the guests each give a present in return.

Religion

The only legal and recognized religion is called Totemin, though there are a number of variant denominations that people can choose between. All people must be a member of one denomination, which appears on government paperwork, though may switch as desired and beyond its presence on paperwork nothing else is demanded of non-legendaries.

The basic premise of Totemin is that all souls originally came from one of several hundred Totems - god-like spirits. They split themselves apart and give a tiny piece of their own soul to each human, as a daemon. Whichever form one's daemon settles as is the one which originally gave the piece. Upon death, they return to their Totem and re-merge with it, bringing all of their experiences and memories along with them. If someone lived a virtuous life, this empowers the god. If they were unvirtuous, the experiences sicken and weaken the god.

Legendaries are unusually powerful and rare because instead of being merely a small part of a soul they are said to be their Totem entirely reborn, having all of the memories and experiences of their past lives to call upon. Presumably subconsciously. The dreams of Legendaries are said to hold wisdom and sometimes even knowledge of future events.

Denominations

Totemin Magest:

Originating in Kanto, and the most popular denomination (about 80% of the Fleet). They are ostentatious and highly organized.

Host of the Creation Trio:

Originating in Sinnoh. A slightly unusual denomination, as it inherited a number of things from a previous religion which Totemin had taken over. Notable in believing that there are many different tiers of souls, rather than only normal daemons and Legendaries. They also have more individualized lore around different Legendaries, rather than believing that they are all equal. Arceus, Palkia, and Dialga are the most revered, above all others, while Giratina takes on an opposing role.

Totemin Diffuse:

The second most common with about 12% of the population. Relatively similar to Totemin Magest theologically. The main difference is that Diffuse are ascetic, preferring very simple and somber ceremonies. People who visit their congregations are expected to wear simple robes of their element color rather than individual daemon fur/skin/feather colors. Their worship involves elaborate singing and music done entirely through voice.

Unification of the Gathered:

A small denomination which chooses to live mostly around a few Halls in Spire of Winter. Notable for their variation on burial rites, which disturb most other people because it involves spreading ashes on a special field used to provide food for ceremonial feast purposes. Unlike others, the permanent location of their grave charms are dead-end areas and rarely visited by non-priests.

Church of the Sown Song:

A small denomination found on Tower of Autumn. Their preferred method of worship is music, though unlike Totemin Diffuse they allow instruments. This also includes dance. Notable in that they allow any person to take any role in ceremonies rather than requiring specific types.

Gender

Gender is relatively unimportant culturally, daemon variety being a much more obvious way to sort people.

The pronouns of the language used on the fleet are [human-masculine] [human-feminine] [human-neutral/any] [daemon-masculine] [daemon-feminine] [daemon-neutral/any] [inanimate object].

Daemon Element

Each pokemon has one or two of 18 elements. While both elements are equally important for practical reasons, only the first one listed is considered culturally important (meaning that Bulbasaur counts as Grass culturally, not Poison.)

Each element has various stereotypes associated with them. Religiously, they have a Virtue they are expected to embody. There is also a traditional job which they were once expected to work as in some parts of the world; these are different from the current Fleet jobs they might be expected to perform which have to do with which daemons can create materials or perform other necessary tasks. Even when it isn't practical, many people do expect to see given careers filled by certain types; most bartenders are poison-type, for example. There are no legal requirements for being a specific type for a job as long as it is doable without Moves or Abilities, only cultural pressure.

Type	Virtue	Traditional Job	Stereotypes
Dark	Cleverness	Scholarship	criminal, disobedient, liars
Fighting	Patience	Shipping, Warehouse	over-competitive, repressed
Rock	Humility	Construction, Mining	indifferent, likes puns
Ghost	Hope / Faith	Preaching	religious, goth, tricksters
Ground	Frugality	Farming	dull, stubborn, practical

Poison	Happiness	Hospitality, Barkeeping	dirty, stoners, gangsters
Water	Cleanliness	Medical, Janitor	helpful, forgetful, fussy
Fairy	Thankfulness	Mercantile	liars, flirty, pranksters
Fire	Productivity	Craftspeople	angry, quick-witted
Bug	Justice / Mercy	Law, Law Enforcement	honest, defending others, persistent to the point of being annoying
Dragon	Honesty	Banking	aloof, cool, dramatic
Electric	Generosity	Engineering, Machinery	energetic, mathematician, loud
Grass	Kindness	Teaching	patient, nurturing, slow
Flying	Courage	Scouting, Transportation	impatient, easily distracted
Steel	Protection	Military	thug, showmanship
Normal	Diligence	Logging	musical, talkative, flexible
Psychic	Temperance	Messengers	very smart, elitist, prone to overkill
Ice	Prudence	Stockpiling, Accounting	graceful, mysterious, cold

Clothing

All people are legally required to wear clothing which matches their daemon's coloration.

types.png

It is also acceptable to wear colors associated with their daemon's main element, though this is considered low class. The standard Type colors are found on the chart to the right.

Clothing style is mostly genderless. Skirts are slightly more common among women. Clothing which shows off the upper arms or has no sleeves are slightly masculine coded, and clothing which reveals the stomach is considered feminine, though these are also not strong indicators.

Unsettled children wear clothing made up of a lot of different colors at once. In particular, clothing which has different panels made from different fabric colors is a common style.

Shirts plus a skirt, shorts, or pants are considered normal. Robes have been out of fashion for a very long time. Dresses are mostly an upper-class outfit, since it requires a connected top and bottom rather than mixing and matching which implies that someone is very wealthy to have them and still have options. Capes are sometimes worn, but mostly only by people with Dragon daemons. Many people with small daemons or daemons who know the move Fly will have harnesses built into or worn over their clothes.

It shows off wealth to have embroidered patterns on clothing, and especially beads or other things which are hard to do by machine. Printed patterns on fabric are cheaper. Flat fabric which is neither printed nor embroidered is mostly seen on children or on job uniforms.

Shoes are typically very soft-soled things meant to be worn on flat tile surfaces.

Burial Rites

When someone dies, a small charm (about 1 to 2 cm across) is created in the shape of their daemon. On the Dead World these were best made from semiprecious stones. Gold is the most common material for Totemin Magest and the Church of the Sown Song. Host of the Creation Trio prefers artificial gems or glass. Unification of the Gathered and Totemin Diffuse use a small piece of bone taken from the corpse.

These charms are placed in a public area near where the person died for a full moon cycle. Mourners can place flowers or flower petals around them. After the month is over, they are moved to a permanent location. A place where people will walk through is considered ideal - it is polite to be silent while passing. The largest church where the Legendaries meet has a very large room for this purpose.

The body is entirely burned. Each person has in their will a location that they want their ashes scattered. Some families always pick the same place as each other, but this isn't standard practice. These always need to be in a flower garden, not a food field, because it bothers most people to eat food which had been fertilized with ashes. The exception is the Unification of the Gathered, which has its members put their ashes into a particular food field where they grow food used in their Ghostmoon feast.

Beyond the temporary first-month location of the charm, it is not considered normal to place things for the dead anywhere or visit individual sites for mourning. They don't have a concept of mourning clothing.

Romance

Courting

Casual sex between two single friends is considered a normal activity. Note that they *do* have to be friends - if they are new acquaintances who have known each other for less than a week, or who share only an interest in sex and zero other hobbies or reasons to speak with each other, that would be considered inappropriate.

Once someone is in a romantic relationship (officially dating) or married, some people prefer to ask for exclusivity or limits regarding extramarital sex. Some people are monogamous, while others ask for various less extreme limits. These are always equal and bind both parties the same. Polyamory of various types is considered normal and acceptable as long as everyone consents.

There is no particular taboo about homosexuality.

In Kanto on the Dead World, and in the very early days of the Fleet, marriage and living with someone who was not related to you were considered synonyms, and the party was just a formality. This is no longer the case, but it's still a fairly strong assumption. If two people are living together and get engaged, one of them needs to move out some of their stuff and at least *pretend* to be living elsewhere in order for the marriage ceremony to be performed.

Weddings

When people get engaged, they wear flowers of each other's color in their hair.

The standard wedding outfit includes a half-circle shawl. Each shawl is covered in fake flowers in the color of the other person's daemon. Some people prefer to start off wearing the shawl matching their own daemon, then swap during the ceremony, while others don't. After the wedding, they are removed and displayed in a completed circle, usually on the wall of the house in a glass box to prevent dust. Occasionally the halves are sewn together at the end of the ceremony. If they choose to separate, the circle is treated like a corpse and burned.

The morning of a wedding begins with the 2+ people to be married preparing separately. Each one has two religious anointments to endure - one for their daemon's main element, and one for their birth month. These vary from element to element. They are each accompanied by an older relative of their same gender, or lacking that whoever can best fit that role. These take about an hour each.

While they are doing those, the wedding guests go from the home of whoever is moving out and carry their things to the house they're joining. They put the things away in the correct locations. Rather than having wrapped presents, each guest is supposed to bring various things that a home needs and just put them in the suitable locations along with the stuff they're moving. Traditionally these were meant to be anonymous, though this has become less common.

Once everyone is finished, they meet in a place where a party can be held. Houses are typically too small but were traditional on the dead world. Churches are commonly booked for this, but many places work. At some point in the party (usually right before the main meal is served) the new couple will get up in front of everyone and perform a short speech. Finishing it with a kiss is common, but not mandatory. Members of the Host of the Creation Trio split a fruit in half and eat it together.

There is not a standard symbol like a ring. Instead, a married person will wear an object of their partner's daemon's color on them. If their partner has the same color daemon as they do, this will instead be a pin or other object which has their partner's daemon depicted, and if they both have the same daemon, it will be a pin/patch/thing with two of them. It is standard for both partners to pick the same kind of object (for example two bracelets) but they don't need to be in the same style or the same piece from day to day.

Food

The standard utensils for eating are chopsticks and spoons. Forks are heard of and were used in non-Kanto parts of the dead world; sometimes they are offered in restaurants that serve those varieties of food.

Because the dead world does not have animals, meat is unheard of. The only possible meat would come from humans, and most people don't know that cannibalism is theoretically possible - likely assuming that human bodies are like grass or other non-digestible material. On the dead world, before pokemon went extinct, the fat deposits dropped from pokemon were sometimes gathered and eaten, particularly slowpoke tails (which could grow back) and farfetch'd. On the modern fleet this is impossible and the few people who still know about it consider it barbaric.

Kanto and Johto, and therefore the cultural majority of the fleet, considered food created directly through Moves such as milk drink, egg bomb, etc. to be weird. This means that a majority of people on the fleet are vegan, especially those of the upper class. Milk, cheese, and eggs are considered low class, but not illegal or impossible to find. Other countries on the dead world used Move-created foods much more often than Kanto.

Many dwellings do not have kitchens. Cafeterias where people pay a monthly fee are the most common way of getting food. Restaurants and delivery are also common.

Food is fairly expensive. Wasting food is considered very bad. As many people don't have refrigerators, it is common for someone to offer any food they can't eat to others eating with them without considering germs.

Alcohol is common but extremely expensive due to heavy restriction and taxes. To buy alcohol, one must be at least 16 and obtain a license, which involves an 8 hour course and an extensive test. It is most often made from fruit, with rare high-end alcohol made from honey.

Orange Island cuisine - the standard Italian-American foods (lasagna, spaghetti, pizza, etc) if marinara sauce was typically made with ghost peppers. Insanely spicy, and also has lots of cheese and noodles.

Kanto cuisine - Entirely vegan, no honey. The main grain of the region was rice, which is cooked in a variety of ways. Vegetable stir-fries are common, with sauces typically on the sweeter side. Baked goods often have their flavoring ingredients mixed into the dough and scattered evenly throughout (such as blueberry muffins).

Johto cuisine - Mostly vegan, plus honey. The main grain of the region was rice, which is cooked in a variety of ways. Vegetable stir-fries are common, with complex sauces including a large number of spices and flavors, though rarely hot. Baked goods are often some form of filling surrounded by a crust (such as blueberry pie).