

Introduction

Character Types

Character Types are [Scriptable Objects](#) that define core aspects of a character. They are the heart of the Character Management System.

NOTE

All Characters Require a Character Type.

Character Type Base

All Character Types inherit from [CharacterTypeBaseSO](#), which contains the core properties shared across all Character Types.

Character Type Variants

Variant	Modularity	Runtime Customization	Best For
Unified	Single spritesheet	None	Pre-created, fixed characters
Layered	Layered spritesheets	High	Modular, editable characters

1. Unified Character Type

Each character uses a single spritesheet containing the fully assembled character. No runtime customization is possible.

- **Use Case:** Characters with fixed, pre-rendered appearances.
- **Example:** Simplistic characters where their appearance is pre-determined and won't need to be changed.

[Read More → Unified Character Type](#)

2. Layered Character Type

A set of separate spritesheets, each containing one visual layer of the character.

- **Use Case:** Customizable player characters or dynamically generated NPCs.
- **Example:** Body, Outfit, Hairstyle, Accessory

[Read More → Layered Character Type](#)