

PokéDungeon Character Creation

So you wanna make a character so you can play that super cool tabletop game, PokéDungeon, huh? I mean, why wouldn't you! Well you'll need to make a few decisions first. No, I know, you just want to get to the good part which is playing that super duper cool ttrpg, PokéDungeon, BUT it can be so fun deciding what Pokémon you ~~turn into~~ play as in this world! So, lets get you started.

First, pick a Pokémon; unlike in the video games, PokéDungeon lets you pick whatever Pokémon you want; any Pokémon at all! Well, probably not any Legendary ones. Or Mythical ones. Or Wailord (because how the hell are you supposed to explore dungeons as a literal whale?). Although that *could* change depending on who your GM is! I know someone made a Type:Null character that got approved so it could happen for you too! So pick whatever Pokémon you want and see how it goes! What Pokémon you pick will determine your typing, move pool, and ability options, but will not determine any stats, but more on that later.

Ok after picking which Pokémon you want to be, you'll need to:

- Give them a Name,
- Decide what their Gender & Pronouns are,
- Pick a Nature for them,
- And decide which Ability they have!

Other than the Ability, the others are just for flavor. The Nature and Gender won't effect the game; stats have their own mechanic now and anything that cares about your gender has been reworked (like Attract, which now works no matter the gender).

As for the Ability, you can choose any that are available to the Pokémon you chose. Even their hidden abilities! It is also possible to give your character an ability they shouldn't have *if* you get GM approval! For example, a Rotom that changes ability when they possess different appliances, such as getting Refrigerate when they posses a refrigerator. If you *really* want to give your Cramorant the Earth Eater ability then go for it! In PokéDungeon, that super duper amazingly cool ttrpg, you can do ~~almost~~ anything!

Next is to choose what your Pokémon is good at! Are they a really tanky Machop? A super intelligent Geodude? Maybe a Caterpie with resounding swagger? Or a Munchlax who can run around the world in a few seconds? Perhaps they're a Ledyba with the fists of a boxer? Regardless, you're character has various Stats that you'll need to assign points to so that your Pokémon will actually be able to do things! There's 6 stats in total; Vitality, Strength, Toughness, Insight, Charisma, & Dexterity. Here's a short breakdown of what each stat influences:

- Vitality determines your Pokémon's HP and is tied to your overall sturdiness. Think Blissey or Snorlax.
- Strength is your Pokémon's physical attack stat, but also just how burly your Pokémon is.
- Toughness is likewise your physical defense stat while also determining how tanky you wanna be.
- Insight is your special attack stat and an indicator for how smart your Pokémon is.
- Charisma is obviously how smooth and suave you are but is also your special defense.
- Dexterity is mostly speed, with some other stuff thrown in, and how nimble & quick your character is.

And that's basically it for the stats themselves! You can choose whatever stats you want to invest in, even if it makes no sense for your Pokémon. If you want an Insight based Beedrill then go for it! I would suggest choosing stats that make sense for the character over the Pokémon, like if your character is a Mudkip who lived on the streets and survived by stealing from other Pokémon, then I'd say investing in Dexterity would make the most sense! While your Pokémon species may influence what expectations others have about you, there's no need to conform to those expectations. Just because people expect an Alakazam to have high Insight doesn't mean you can't have a Strength-based Alakazam! And don't worry if your Pokémon's learnable moves don't support the stats you've chosen to invest in; we have various mechanics in place that will allow your character to learn moves it normally wouldn't! Or even change what stats the move uses. There's plenty of options so try whatever seems the most fun.

How many points you get is determined by the level of your Pokémon. We suggest starting at level 5, which means you get 4 points total. You can **not** put all 4 points in one stat though; at most you can put 2 in a stat. This is because you gain 2 stat points every 5th level that you must place in two different stats. So at level 20 you'd have a total of 10 points, with the most you can have in a single stat being 5. So, unless you already have a GM lined up to tell you what you're starting level will be, I would either choose level 5 as a base starting point or whatever level you think your character would be at based on their backstory. If you want to make a level 100 Salamence just for the fun of it, who am I to stop you? You might have a hard time finding a game for that character to fit in but you never know. At level 100 you'd have 42 stat points, with the most possible in one stat being 10 (since that's the cap for all stats). In short: Stat points for a stat cannot exceed 10 or over half of your maximum stat points. Have fun!

The only other thing you need to decide with the stats is which stat your character is Skilled in. Being Skilled in a stat means that, outside of combat, your character will roll an extra die for every Skill Check and take the highest two outcomes. So if your character does a part-time job for the local bakery by helping with kneading the dough, you'll have to roll a Strength check. Normally you'd roll two D6's and whatever you get is how the job goes; but if you're Skilled in Strength then you roll three D6 and you can choose to take the highest two dice, giving you a better chance at succeeding! I would encourage you to pick the stat that suits your character, especially considering this isn't something that can easily be changed so choose wisely!

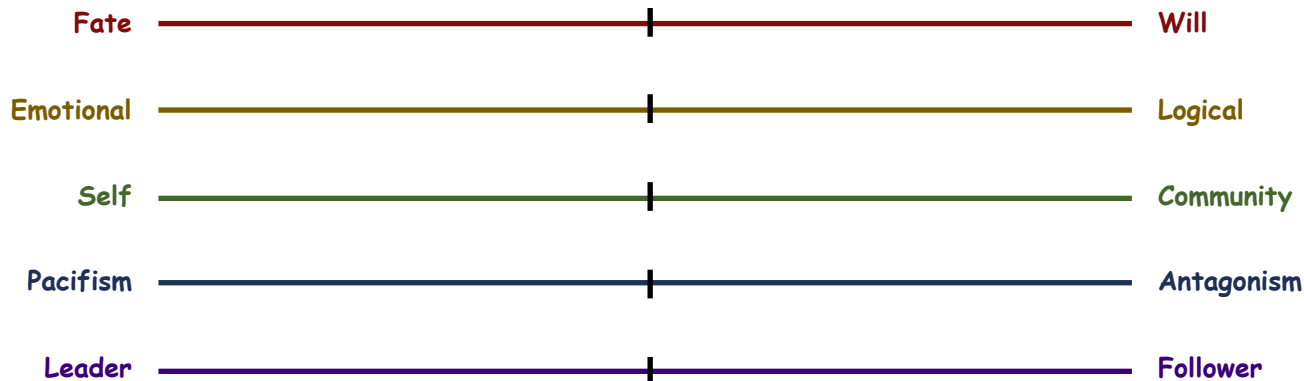
<u>Points per Level</u>	
Level	Points
0-4	2
5-9	4
10-14	6
15-19	8
20-24	10
25-29	12
30-34	14
35-39	16
40-44	18
45-49	20
50-54	22
55-59	24
60-64	26
65-69	28
70-74	30
75-79	32
80-84	34
85-89	36
90-94	38
95-99	40
100	42

Next is choosing your starting moves! This is *also* determined by your level so let's assume you're level 5 for now. First though, you need to know that you never really lose moves; all moves you learn, from leveling or otherwise, will stay learned and can be reequipped anytime outside of dungeons. At level 5, all moves your Pokémon learns at that level and below are available to equip, with very few exceptions. Eggs moves are one exception. Your character can only learn one egg move when you're creating your character and must be checked with your GM (probably shouldn't be able to have a Larvitar with Dragon dance from the get go). If you do choose an egg move, make sure to keep in mind that your character now canonically has one parent that was able to pass that move. So if you want your Omanyte to have Tickle then one of their parents has to be from the Ludicolo line (this doesn't super matter if your character doesn't know their parents or something similar but it is important to keep in mind). You also can't start with any TM's or Move Tutor moves.

But in general, your character can have any 4 moves they have learned, including one egg move chosen at creation, equipped at a time. So a level 5 Eevee can have Tackle, Growl, Sand Attack, and Curse (because one of their parents is a Hisuian Zoroark). I would check Bulbapedia or Serebii for official move sets (for now).

OK, we're almost done, just a few things left! Which is mostly just figuring out your character's backstory and personality. This is all mostly for flavor but it can be super helpful to understand who your character is and how they'll respond in any given situation. For the backstory, the setting will depend on the GM, of course, but personally I would suggest imagining your character in a world where there are only Pokémon. Humans don't exist, haven't existed, and probably won't ever exist. So where did your Pokémon come from? Maybe you're a fire type that was born and raised in a small town that's almost entirely filled with grass and bug types! Or maybe they were found as a egg and now they want to find where they came from? The most important question to answer is "Why is my character joining the Guild?" It can be any reason from wanting fame and money to something more personal, like finding your origin or searching for a Pokémon from your past that killed your entire clan and you've sworn revenge! Anything like that :3

And finally personality! For this we have these neat little sliders with a questions to help you determine where your character falls on each! Basically all you have to do is read the questions and based on how your character would answer them you place a little mark on the slider! If your Pokémon is more likely to lead than follow, you'd put a mark near the Leader side. I'd warn against being too close to the middle on too many of the sliders, as making a character with strong opinions will help guide decision-making, but its entirely up to you!



Fate vs Will: Do they believe that all things are guided by fate or are fated to be? Or do they believe that their actions are the only deciding factor?

Emotional vs Logical: How do they make decisions or process information? Are they more likely to act on their feelings and instincts or based on facts and their own knowledge?

Self vs Community: When faced with a choice that can either benefit themselves or the group, what would they choose? Would they sacrifice something important that they care about for the good of someone else?

Pacifism vs Antagonism: How do they tend to try to resolve issues? Are they more likely to pick a fight or talk their way out? If the need arises, how do they feel about breaking rules?

Leader vs Follower: How do they feel about being placed in a group? Do they tend to take control or go

And that's about it! That's about everything you need to make a character for that super duper ultra amazing fantastically cool ttrpg! Everything here will work with both the Lite version and the full version of the Character Sheet. If you have any questions about anything here, or in general, you can message the mods in the #questions channel in the server! We'll do our best to get you an answer.

Feel free to share any and all of the characters you make with the rest of the server! I'd love to see what kinds of characters you come up with. Thank you for supporting our project and welcome to the world of PokéDungeon!