Tuxemon Character System

Team

Teams are of six monsters.

Monsters

Each monster "Species" (e.g. Memnomnom, Lambert) has:

- An Element
- A Body Shape
- Three Known Techniques

Each instance of that Species is an Individual, and it has:

- A Level
- Stats (calculated from Body Shape and Level)

It can have:

- A Learned Technique

In battle, it can have two other records:

- Current HP
- A Condition

Stats

A tuxemon's Stats are determined by the formula:

Body Shape Multiplier * (7 + Tuxemon Level)

For example, the Landrace Body Shape has the following multipliers:

ID	Name	Speed	HP	Melee	Ranged	Armour	Dodge
1	Landrace	4	8	8	4	8	4

A level 3 Landrace tuxemon would therefore have a Speed of 20 (2 * 10), HP of 60 (6 * 10), Melee of 60, Ranged of 20, Armour of 60 and Dodge of 20.

Stat	Details
Melee	Increases damage on Melee and Touch attacks
Ranged	Increases damage on Ranged and Reach attacks
Armour	Decreases damage on Melee and Reach attacks
Dodge	Decreases damage on Ranged and Touch attacks
HP	How much damage the character can take before being eliminated
Speed	Determines when each person acts

Levelling Up

A monster needs XP to increase in level according to the Levelling Formula:

Levelling Formula: (Current level + 8)

Defeating a monster gives XP equal to the XP Formula:

XP Formula: (Monster level + 8)/4

XP is divided between every monster that participated in the combat and was not knocked out at the end of the battle (i.e. every one that has participated_in_this_battle set to 1).

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If post-battle XP is too difficult to implement, XP could be collected by the Player and then spent out of combat.

Body Shapes

ID	Name	Speed	HP	Melee	Ranged	Armour	Dodge
1	Landrace	4	8	8	4	8	4
2	Hunter	7	5	8	4	4	8
3	Brute	5	7	8	4	7	5
4	Dragon	6	6	6	6	7	5
5	Grub	5	7	4	8	7	5
6	Flier	8	4	8	4	5	7
7	Serpent	6	6	4	8	6	6
8	Polliwog	7	5	4	8	4	8
9	Sprite	8	4	6	6	6	6
10	Blob	4	8	4	8	8	4
11	Leviathan	4	8	6	6	8	4
12	Aquatic	4	8	6	6	8	4
13	Humanoid	8	4	4	8	5	7
14	Varmint	6	6	8	4	6	6

Techniques

Each species has three techniques it knows. That leaves one slot which can be filled by a learned technique, or left empty.

Learned techniques

Items can be used up to teach a technique to a tuxemon, filling its fourth technique slot.

Alternatively, tuxemon can teach each other their techniques – again, filling the fourth slot.