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.