

Tiny Tales

Character Generator

Tiny Tales Character Generator 1.0

This tool allows the user to generate characters to be used within their game project, utilizing various parameters, with preview in-engine.

TinyTales Character Generator

Numbers To Export: 50
Single Export Number: 1

Gender: Random
Race: Random
Eye Color: Random
Eye Scar Chance: 10
Hair Color: Random
Random Hair:
Facial Hair Chance: 10
Ear Type: Random
Ear Chance: 10
Random Cloak:
Cloak Chance: 10
Cloak Helm Link: 80

Outfit Choice: Random
Random Outfit Color:
Horn Choice: Random
Horn Chance: 10
Random Horn Color:
Helmet Choice: Random
Helmet Chance: 10
Random Helm Color:
Helm Armor Sync %: 80
Mask Chance: 5
Random Mask Color:

Generate
Single Export
BatchExport

Toggle Direction
Open Folder

Functions:

Generate	Generates a character based on the settings specified. The character's animation and sprite sheet will be shown in the preview.
Single Export	Exports the current previewed character to the export folder. The file name will be prefixed by the number in the 'Single Export' Number field.
Batch Export	Batch generate and export sprites to the export folder. Note that any existing file in the folder with the same name will be overwritten.
Toggle Direction	Switches the direction of the animation preview.
Open Folder	Opens the export folder where the generated sprites are located at.

Settings:

Numbers to Export	The number of files to generate and export with Batch Export.
Single Export Number	The prefix to the file name with Single Export. Will automatically increase by 1 every time Single Export is used.
Gender	Specifies the gender of the sprite.
Race	Specifies the race of the sprite.
Eye Color	Specifies the eye color of the sprite
Eye Scar Chance	Specifies the chance of the sprite having a scarred eye. (0 to 100)
Hair Color	Specifies the hair color of the sprite.
Hair Type	Specifies the hair style of the sprite. Default set to random hair.
Facial Hair Chance	Specifies the chance of facial hair (Male Only) (0 to 100)
Ear Type	Specifies the ear type of the sprite.
Ear Chance	Specifies the chance of the sprite having special ears. (0 to 100)

Cloak Color	Specifies the color of the cloak. Default set to random cloak color.
Cloak Chance	Specifies the chance of the sprite having a cloak. (0 to 100)
Cloak Helm Link	Specifies the chance of the cloak color being the same as the helmet color. (Please note that this function does not work for all helmet types.)
Outfit Choice	Specifies the outfit of the sprite.
Outfit Color	Specifies the outfit color of the sprite. Default set to random color.
Horn Choice	Specifies the horn for the sprite. (Please note that horns are not compatible with orcs.)
Horn Chance	Specifies the chance for the sprite to have horns (0 to 100)
Horn Color	Specifies the color of the horn.
Helmet Choice	Specifies the helmet for the sprite. (Please note that there are certain hairstyles that will not be compatible with certain helmets. Manual cleaning of the sprite may be required for such cases.)
Helmet Chance	Specifies the chance for the sprite to have helmets.
Helm Color	Specifies the color of the helmet for the sprite.
Helm Armor Sync	Specifies the chance for the armor to sync with the selected helmet. (Only works for Horned, Knight, Lord, and Soldier helmets.)
Mask Chance	Specifies the chance for the sprite to have masks
Mask Color	Specifies the color of the mask.