

# About

Ditto's Gallery is a random pokemon generator built for use with PokeRole 2.0. Its intended use is to lighten the burden on the story teller by making the generation of pokemon on the fly an easy thing to do.

## How to Use

Below each option and button is given a brief explanation.

### All pokemon must have one of/none of the following types:

You may check as many or as a few boxes here as you would like. If any boxes are checked in the must have one area, every pokemon generated will have a type that matches at least one of the checked boxes. If any boxes are checked in the must have none area, every pokemon generated will have no types that match a checked box.

**Exceptions:** A type cannot be both forced and forbidden. Furthermore, you cannot forbid so many types that generating a pokemon becomes impossible.

### Second type of dual types:

- Single type Only: no dual types will be generated
- From forced list: all dual types must have both types come from the "must have one of the following types" list. If this option is selected, you must have at least two boxes checked in that section.
- Any non-forbidden: The second type of a dual-type pokemon cannot be a type from the "must have none of the following types" list. Otherwise, there are no restrictions.

### Regional Variants Allowed:

- Avoid Base: do not generate a base pokemon if a regional variant of the same pokemon exists. For example, if this box is checked, Galaran Ponyta may be generated, but Ponyta may not.
- Alola: allowed to generate Alolan variant pokemon
- Galar: allowed to generate Galaran variant pokemon

### Ranks Allowed

Pokemon will only be generated of one of the selected ranks. At least one rank must be selected.

### Ranks allowed below/above default

Pokemon in Pockerole come with a suggested rank at which they can be found. This parameter allows pokemon to be generated at ranks other than this default.

## Legendary/Mythical Chance:

The chance that Legendary and Mythical pokemon are allowed to be generated. See the note on the format for chance boxes below. **Warning:** actual chance of generating a legendary or mythical pokemon will be much lower than the chance put in this box. This is the chance that one is allowed, not that one is generated. If allowed, it must still be selected from among all allowed pokemon to be generated. For example, if Legendary pokemon chance is set to 1 and other parameters somehow reduce the selection of possible pokemon to Abra and Mewtwo, Mewtwo will only be chosen about half the time.

## Shiny/Alter-type Chance:

The chance that the generated pokemon will be shiny or an alter-type. The shiny probability defaults to the base rate of encountering a shiny in the wild in Generations 2-5. See notes about Alter-types below. See the note on the format for chance boxes below.

## Format of Chance Boxes:

There are three accepted formats for the chance boxes:

- A number between 0 and 1 will be read as the probability. 0 is 0%, 1 is 100%, 0.423 is 42.3%, etc.
- A fraction. 34/235 means that one would expect it to happen about 34 times out of every 235 generated pokemon.
- Odds ratio. 3:10 means that one would expect it to happen about 3 times for every 10 times it doesn't happen.

## Mega evolutions allowed:

If checked, it will be possible to generate mega evolved pokemon.

## Lost Type moves allowed:

If checked, alter type pokemon who lose one of their original typings will still be allowed to generate with moves of the lost type. For example, if Bulbasaur is alter-typed to Grass Dragon and the box is checked, the it can still learn Poison moves. If the box is not checked, then any Poison move that it may have learned will be replaced with a Dragon-type move.

## Alter Types?:

An alter type pokemon is a pokemon that has a typing unusual for its species. When a pokemon is determined to be alter-type, one of its default typings will be randomly changed to something else. If the pokemon is normally single-type, it is equally likely that the new type will replace the old type or that the alter-type will make it a dual-typed pokemon (assuming you dual-type pokemon are allowed to be generated). **Warning:** Alter type pokemon may have moves of their new type randomly assigned. This may lead to unusual move sets that the Story Teller may need to manually change. Alter typing

also does not change the pokemon's ability, so the Story Teller may decide to manually change it if the ability no longer makes sense with the new typing.

### **Number to generate:**

How many pokemon you want to generate.

### **Generate Pokemon!:**

Create a text file in the directory where the program is located containing details about all the pokemon generated.

**Warning:** The Story Teller should always use their better judgment to adjust attributes, skill points, and moves as necessary. The program tries to make things that are reasonable, but it is hard to do so in every case. For example, one may think that it would be simple to just check that every pokemon has at least one damaging move, but then pokemon like Ditto and Wobuffet would cause the generator to run into trouble. To keep things simple and avoid breaking as new pokemon are added, no such checks are made.