

Main Tab

PMD: Beyond the Sea Beginner's Guide

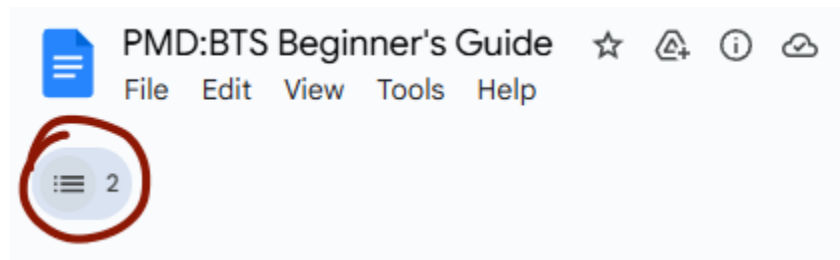
This document is here to help explain some stuff about the group as simply as possible while also giving a few tips and tricks to help you!

Above all else, remember:

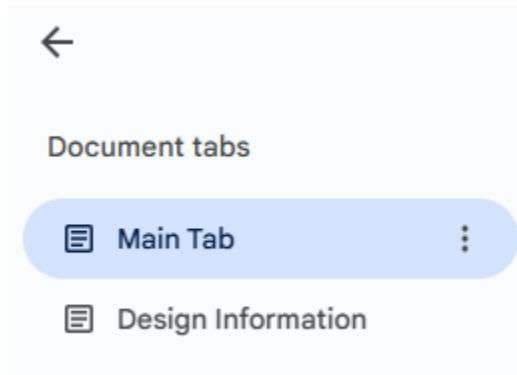
- ✧ The group is for **fun**!
 - ✧ If you have questions, ask away in the **#questions** channel in the Discord! The staff team will always do their best to answer (we don't bite)!
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This guide is broken up into **individual tabs** to make it easier to navigate! Additionally, it is recommended you **view it in light mode** to properly view all images as intended!

On desktop, look at the **top left hand corner** of your screen!



There should be **an icon with three horizontal lines** (circled in above image). If clicked, it should expand to show you all of the tabs in the document!



From there, all you have to do is **click the specific tab you want to read** and it will bring you to it!

Feral Design Information

Feral Designs

In Beyond the Sea, every character is a **Pokémon** (obviously). You can have a plain, vanilla Pokémon with no changes if you would like to— or you can choose to customize your design freely through the use of various items!

Small colour shifts, anatomy changes, stylization, additions, etc. should be passed without the need of a potion, pack, or other item! Like this Pichu!



Feral General Design Rule of Thumb

If the team can identify what Pokémon your design is intended to be, **it should likely pass!** For this reason, **certain core details should be kept!**

What is a core detail? A core detail is anything that is **integral** to a Pokémon's identity and recognizability. For example, Rockruff's neck ruff and rocks or Galarian Ponyta's horn! The core details can be **altered**, but cannot be **removed**; for example, turning Rockruff's neck rocks into stars or turning Galarian Ponyta's horn into a piece of coral!



Ultimately, designs will be case by case! If your design is determined not to pass for whatever reason, we will let you know what must be adjusted and can provide an explanation or offer help if necessary! If you have further questions, you can open a thread to discuss your design!



Berries & Potions

There are a few different types of Berries available and a multitude of Potions! These all work to change your character's appearance. These items occupy the same design slot, meaning that you **cannot combine a Berry with a Potion** (i.e. you cannot make a Hue Berry Ethereal Shinx). This is largely because a Potion can change the colour and pattern of a design freely, negating the need for a berry!

[Basic Potions & Berries](#) | [Full List of "Event" Potions](#)

You can also **trade Potions with other members** by asking for trades in **#bts-trades**, then processing the trade request in **#shop** (as long as the other party consents to the trade)! These trades are **free** (no "gift" tax)!



Juices

Juices are a unique additive item that **stack on top of Berries or Potions!** This means you can use a Berry and a Juice, *or* a Potion and a Juice!

[Full List of “Event” Juices](#)

Similarly to Potions, they can be **traded** in the same way!



“Packs”

There are a variety of different “Packs” that can be applied to your designs! These can **all stack** with Berries or Potions, Juices, *and* each other! Theoretically, **you could use all of the packs together at the same time** (Hair Pack + Form Modification Pack + Modern Accessory Pack) because of this!

[List of Packs](#)



If you are looking for ideas or inspiration for a certain Potion or Juice, you can check out our [Variant Visual Samples](#), which includes moodboards and design examples!

Gijinka Design Information

Gijinka Designs

Every character has both their feral form and their **gijinka** form, which should look mostly human in nature!

General Gijinka Design Rule of Thumb

If the team can tell that the design is a gijinka of the feral, **it should likely pass!** For this reason, it is best to communicate the feral form in the gijinka through **shared traits, colour palette**, etc.!

What are shared traits? Something **both** the feral and gijinka have! For example, turning your gijinka into a “kemonomimi” with the same animal ears and tail as the feral form. As another example, if the feral has a horn, you could give the gijinka the same horn. **Using shared traits tends to allow extra flexibility with outfit or colour palette details!**

Don't want shared traits? That's fine! You can convey the gijinka's connection to their feral form through colour palette as well, such as the colour of their outfit and hair! You can also convey their feral form in many other ways, such as the shape and style of their hair! **Just remember, the gijinka will need to convey the feral form more strongly through colour and fashion!**



Again, as long as the gijinka design can be visibly identified as relating to the feral form, it should be all good! These are just some ideas! Ultimately, designs will be case by case! If your design is determined not to pass for whatever reason, we will let you know what must be adjusted and can provide an explanation or offer help if necessary! If you have further questions, you can open a thread to discuss your design!



Fantasy Body Types & Skin Tones

Your character can have “fantasy” body types and skin tones! This includes things like animal legs (think satyr), centaur bodies, naga bodies, mermaid bodies, harpy wings, and so on! **Some** of these unique bodies may be made right away with no item use (such as making a centaur Stantler or giving a Starly character wings), but **others** may require a Gijinka Form Change item (such as a cattaur Litleo). **Some changes may even require the use of a Potion or Juice** (such as a Monster Juice to make harpy arm-wings).

[More Detailed Gijinka Design Information](#)



Fashion & Clothing

Your character has to be dressed, of course! In terms of fashion and clothing inspiration, PMD:BTS draws from a wide variety of inspirations, many of which being **fantasy**. You can pull fashion inspiration from various different cultures (respectfully) and time periods, roughly up to a **bit past the Victorian Era! The clothing that will require a Modern Accessory Pack is anything that appears too modern/current day in nature or is futuristic.**

For fantasy inspiration, there are various pieces of media that you can look up for **ideas** (these are not perfect examples but are here to help give you an idea/general vibe)! **Feel free to look any of these up if you are unfamiliar!**

- ✧ Genshin Impact
- ✧ Fire Emblem
- ✧ Legend of Zelda
- ✧ Xenoblade Chronicles
- ✧ Monster Hunter
- ✧ Dragon Quest
- ✧ Fields of Mistria
- ✧ Granblue Fantasy
- ✧ The Dragon Prince
- ✧ Adventure Time
- ✧ Game of Thrones
- ✧ Baldur's Gate 3
- ✧ "Tales of" Series
- ✧ Octopath Traveler
- ✧ Final Fantasy (particularly 6, 9, 11, 12, and 16)
- ✧ She-Ra and the Princesses of Power
- ✧ Dungeons & Dragons

If you would like a visual compilation of some fantasy fashion examples, Phi has created a Pinterest board [here](#) with various fashion ideas that would likely work within the group! Feel free to browse for inspiration!

Written Application Information

Written Applications

Every character needs their very own written application to go along with their visual application!

All of the **general information required** for your written application can be found [here](#)!

However, we understand the written application could be a little daunting or confusing to those unfamiliar, so below there are some things that may be helpful to know or get ideas flowing!



Starting Abilities & Movesets

The **specific rules and important information regarding abilities & movesets** can be found [here](#)!

For a bit of help, [Pokémon Database](#) has a ton of useful information.

- ✧ [Full Pokédex with pictures](#)
- ✧ [All abilities in-game](#)
- ✧ [All moves in-game](#)

It also has pages for every Pokémon in-game, including information such as their **type**, **abilities**, and **learnsets** (split up into Level-Up, TM/TR/HM, Move Tutor, Egg Moves, etc. with individual tabs for different games/generations)! [Here is Eevee's page as an example](#)!

Of course, you don't need to use this website, but it can be a helpful resource to reference!



Personality Traits

Sometimes, personality traits can be a little tricky; so this is here to explain things quickly and effectively, as well as to provide some resources to help you!

Positive Traits [+] are personality traits that are largely considered to be “good”; things such as being **intelligent, friendly, honest, polite, or observant** (as some examples). These traits tend to be beneficial for the character to have and have an overall “positive” effect.

Neutral Traits [=] are personality traits that are neither good *nor* bad, or are both good *and* bad, somewhat canceling each other out. This could include traits such as being **eccentric, quiet, playful, introverted/extroverted, or ambitious!** These traits tend to be more of an observation about them that cannot be fully defined as purely good nor bad, landing it firmly in the middle as “neutral”.

Negative Traits [-] are personality traits that are largely considered to be “bad”; things such as being **rude, greedy, arrogant, unreliable, or impulsive** (as some examples). These traits tend to have a “negative” on the character and/or the people around them.

Something important to note is that **whether a trait is positive, neutral, or negative can depend on the description of it.** A trait that is positive in one character could be neutral or negative in a different character depending on the intensity and how it is described (such as a *little* curiosity being positive, but *too much* curiosity becoming pure nosiness and being more negative). **Traits are complex and have levels of variation to them!**

There are some lists of personality trait ideas online! These are meant to provide you with some ideas for different traits for your character. **Remember, where traits lean** (positive, neutral, or negative) **heavily depends and is case-by-case, so take any lists or suggestions online with a grain of salt!** Ultimately, whether or not a trait passes or will need adjusting is up to the team!

✧ [Idea List 1](#)

✧ [Idea List 2](#)

Of course, you don’t need to use either of these websites, but they are a resource for those who want them! Remember, you can always ask for help with trait ideas in **#character-discussion** as well!



Writing a Backstory

You may have a strong idea already for your character's backstory... Or you might not! In the case that you don't have too much of an idea, here are some questions for you to consider and possibly try to answer to get the gears moving.

1. Where is your character from? What was their hometown like; safe and beautiful, or more dangerous? Did they come from a background of wealth, poverty, or somewhere in the middle?
2. How was their family life? Who raised them, if anyone? Do they have a good relationship with their family, a strained one, or no relationship with them at all? How did this influence them?
3. Were they close to anyone, such as family or friends? Did they have rivals or any outright enemies?
4. Did your character ever attend school? If so, was it some sort of fancy academy or something much smaller and basic? Did the school specialize on something specific, or did they study anything in particular?
5. What were they doing before joining the GCSF? Did they have another job they were working, or were they unemployed? What was their life like before?
6. How did they hear about the GCSF and why did they decide to join? Were they invited by someone, or were they interested in the lodging and pay? Or is there some other reason?