**Welcome to Anthropromorphia:**

**Write your own legacy**

A TTRPG-System brought to you by YOLF and Schmog

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# Chapter 1: What is „Welcome to Anthropromorphia“?

“Welcome to Antropromorphia”, or WtA, is a TTRPG, which builds on the fundamental rules of Dungeons and Dragons but has probably too many changes to call it a DnD-like. The main changes are:

1. the implementation of a mental health system
2. the replacement of the Armor Class with size-based Hit Probability
3. the replacement of the magic system

But there are more changes, like inventing a completely new fantasy world with anthropomorphic animals, replacing classes with jobs and so on.

# Chapter 2: Character Creation

Since in the following list I am going to refer to almost the entire bestiary, you can imagine this to be the hub world like in the video games, where you go through the various portals, and then et voila, your character is done. 😉

1. Choose a species (Chapter 3)
2. Choose as many prefixes, as your DM allows you to have (Chapter 4)
3. Choose a job (Chapter 5)
4. Choose your general traits as well as a negative and a positive trait (Chapter 6)
5. Get your stats through the classic DnD point buy system or standard array
6. Fill out the combat portion of the character sheet (Chapter 7)
7. Fill out the mental health portion of the character sheet (Chapter 8)
8. Fill out the levelling portion of the character sheet (Chapter 9)

Before we move on with character creation, here are the 6 stats from the character sheet for clarity.

* STR (Your normal DnD-Strength) (STR modifier must get divided by size)
* NIM (Nimbleness replaces DnD-Dexterity)
* CON (Your normal DnD-Constitution) (CON modifier must get divided by size)
* BRAIN (Brain replaces DnD-Intelligence and DnD-Wisdom)
* REA (Reaction)
* SOC (Social replaces DnD-Charisma)

# Chapter 3: Species

Your species defines your size and special traits. It also gives stat bonuses.

## Wolf

* Size = 1
* Speed =
* +2 STR
* Retractable claws: Unarmed strike: 1d4 + STR dmg
* Keen Smell: Advantage on Perception with smell
* (Wolfpacks: multiple wolfpacks with different ideals)

## Squirrel

* Size = 0,6
* Speed =
* Intimidation = 0,5
* +1 SOC, +2 NIM
* Can balance on any surface, difficult terrain doesn’t affect squirrels.
* Resistance to poison
* They have a strong wanderlust and have „acorn banks“ all over the country, where they use acorns as currency. They also work as restaurants.

## Vulture

* Size = 0,8
* Speed =
* Flying Speed =
* Intimidation = 1,4
* +2 CLE
* Blood Smell: Skill. Per smell perception check, they can find out:
  + DC 5: If there are living creatures around
  + DC 14: If there are more than you can see
  + DC 18: How many there are
  + DC 22: Where they are

## Lion

* Size = 1,2
* Speed =
* Intimidation = 1,5
* +1 CLE
* King of animals: Advantage on SOC rolls when you are trying to show your strength/might
* Retractable claws: Unarmed strike: 1d4 + STR dmg
* Majestic Roar: Skill. Fear +1 for every enemy.

## Scorpion

* Size = 0,6
* Speed =
* Intimidation = 1,5
* +1 NIM -1 CON
* Sting: Attack Skill. 1d6 dmg + poisoned. 3 attacks every short rest

## Cheetah

* Size = 1
* Speed = insanely high
* Intimidation = 1,2
* +4 NIM -1CON

## Frog

* Size = 0,8
* Speed = high
* Swimming Speed = higher
* Intimidation = 0,4
* Jump Height = 5m. You stay in the air for an entire round
* -1 SOC
* Tongue Grapple: Bonus Skill. Pull and grapple an enemy, if the enemy has a size equal or smaller 1 and fails a DC 16 STR check. Range 3m.

## Goat

* Size = 1
* Speed =
* +1 NIM
* Wallrun: If the wall is not completely vertical, you can walk on it.

## Mouse / Rat

* Size = 0,3
* Speed =
* Intimidation = 0,4
* +1 NIM, +1 CLE, +1 SOC
* Mice and rats don’t like each other and some even wage war against each other.

## Beaver

* Size = 0,6
* Speed =
* Swimming Speed =
* Intimidation = 0,8
* +2 NIM, +1 SOC
* Builder Ancestry: Advantage on crafting-related checks.

## Armadillo

* Size = 0,8
* Speed =
* +3 CON
* Shield on your back and sides, 6 health, regrow every 2 long rests.

## Ant

* Size = 0,2
* Speed =
* Intimidation = 0,3
* +5 STR

## Bear

* Size = 1,4
* Speed =
* Intimidation = 1,5
* +1 STR
* Retractable claws: Unarmed strike: 1d4 + STR dmg
* Chill: If he gets fear, he starts one level lower, meaning, Fear 1 = Fear 0, Fear 2 = Fear 1 and so on.

## Bat

* Size = 0,8
* Speed =
* Flying Speed =
* Intimidation = 0,8
* +1 CLE
* Blind
* Keen hearing: Advantage on hearing-based perception rolls except echolocation
* Echolocation: Always aware of their surroundings, a little bit of “seeing” around walls.

## Chameleon

* Size = 1
* Speed =
* Almost-Invisibility: Can only be seen with echolocation or a DC 16 sight-based perception check (perception checks like smell-based have to be scaled accordingly)

# Chapter 4: Prefixes

Prefixes are mechanically important things about your PC additional to your job or species. They can also influence your playstyle. You should first ask your DM, if and how many prefixes he allows you to have.

## Bonded

* If two people have a strong connection of any kind, they form a bond. The Bonded get the following things:
  + Mental connection: Both of them can strategize on the table, as long, as they want, since they normally already know, what the other one wants to do and roleplay-wise, already have a strategy with the other person.
* There are 2 kinds of bonds:
  + Big Brother Bond: One of the bonded gets hesitant as their negative trait, so that he has to wait for his “big brother” to make the first step. The other bonded is the “big brother” and gets protective instinct towards the other bonded.
  + James Bond: Idk, go wild 😉

## Furrsona

* You get 1 strengthening Furrsona every long rest, that stays for 1 minute and gives you guidance as well as adding +4 to every ACY-roll
* You get a custom negative trait: Overreliant. You get -1 to every stat.

## Furreteer

* You get 1 Furrsona, but it’s a companion that you can control just like an animal companion in DnD.
* Possible to get as a job

## Werebeast

* Skill. You can transform into another animal at will. 2 times every long rest.

# Chapter 5: Jobs

Jobs are exactly, what you would expect. Not much to write here.

## Gladiator

* HP Lvl 1: 30
* Mental HP Lvl 1:
* Your Job Lvl goes up, when your ATK Lvl went up 2 levels
* +2 STR, +1 CON, -1 KNO, -2 SOC
* Proficiency in Reaction
* Gets trait “aggressive”
* Annoy: Skill. Every enemy with CLE below 10 gets disadvantage on ACY-rolls against anything but him.

## Spy

* HP Lvl 1: 15
* Mental HP Lvl 1:
* You gain Job XP for every time you sneak.
* Sneak: Skill, your noise level is divided by 4.
* +2 NIM, +1 SOC
* Proficiency in Reaction

## Magician

* HP Lvl 1: 15
* Mental HP Lvl 1:
* You gain Job XP every time you cast a spell
* +2 KNO
* Proficiency in Magical
* Starts at Magic level 3

## Dancer

* HP Lvl 1: 20
* Mental HP Lvl 1:
* Changes his stance and gets different abilities, resulting in different playstyles
* +2 NIM
* Gets trait “aggressive”

## Alchemist

* HP Lvl 1: 10
* Mental HP Lvl 1:
* You gain job XP every time you brew a potion, possible in short rests.
* Own magic (through potions) with strong utility spells, like gaining health, when you kill someone
* Proficiency in Magical

# Chapter 6: Traits

Traits show parts of your personality and define, how your character will be influenced by these traits.

## General traits

### Adrenaline handling (Character Sheet p. 3)

First, you can be aggressive or anxious. This defines, how you handle high adrenaline. Adrenaline is a mechanic, that will be explained later. You can also get one of the two effects rage and fear respectively through this choice.

## Positive traits

Those are traits, that give you advantages. You can choose 1 of them.

### Saints Replenishment

* You only need 10 minutes for a short rest. Cooldown: 1 hour

### Focused

* On a short rest, you get all focus points back (Focus Points will be explained later)

### Focused 2 (able to upgrade in downtime)

* Focussed and more focus points

### Inner peace

* Impossible to use with stress. Slow build-up and no negative effects through adrenaline

## Negative traits

Those are traits, that give you disadvantages. Through character growth in roleplaying, you can get rid of these, but it shouldn’t happen all too fast. The DM should decide, when to do it. It should happen if the person has gone through a reasonable amount of growth.

### Hesitant

* You start combat 1 round later, but you get +10 Reaction, so that you most likely get first place in the second round

### Anger Issues

* Needs aggressive. You get rage faster.

### Paranoid

* Needs anxious. You get fear faster. Starts every relationship with Fear 1

# Chapter 7: Combat portion

Lets first look at this part of the combat portion. This is for hit calculation as well as speed and turn order calculation.

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Automatisch generierte Beschreibung

The 4 values here are:

* ACY: Accuracy. Defines the chance to hit your enemy based on their H-PROB. Gets calculated like this: NIM + REA / 2
* H-PR-M: Hit Probability Modifier. Defines the modifier of how likely it is to get hit by your enemy. Gets calculated like this: -(NIM / 2)
* Speed: Is dependent on your species. Gets calculated like this: species speed \* (1 + 0,1 \* NIM mod)
  + Example: species speed: 4 m/s, NIM mod: +10
    - Speed = 4 m/s \* (1 + 0,1 \* 10) = 4 m/s \* 2 = 8 m/s
  + That means that you can get from species speed \* 0 to species speed \* 2 dependent on your NIM mod.
* REA: Its just your REA. But you will need to refer to it in fights, that’s why its listed here.

On to the next part:

Here you calculate your HP as well as your Armor and Shield HP, since I will be using Armor and Shield with actual HP.

On the left side of the slash, write your current HP (same as maximum HP in the beginning). On the right side, write your maximum HP.

* HP = (Job-Lvl-1-HP \* size + CON mod) \* (1 + 0,25 \* Level Up) (rounded up)
* Armor and Shield: HP-values are in the description of the item.

Also, mark every one of the small boxes below the HP box with crosses. This will be explained later.

“Status effects” is reserved for tracking your status effects in-game.

Write your possible attacks and damaging spells with details like attack damage in “Attacks”.

# Chapter 8: Mental health portion

This chapter is quite short, you just need to write the current and maximum mental HP depending on your Job Lvl, using the following calculation: Mental-Health-Job-Lvl-1 \* (1 + 0,25 \* Level Up)

Also, mark every one of the small boxes below the HP boxes with crosses. This will be explained later.

# Chapter 9: Levelling portion

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Automatisch generierte Beschreibung

Here you can see, which level you are (left side of the slash) as well as how many XP you have (right side of the slash). In the beginning, you are on level 1 with 0 XP everywhere, unless your species, prefix or job states otherwise.

Congrats. You have a finished WtA-Character… and probably many questions. So lets get into how to actually play the game. If I don’t mention a part, it will be exactly like in DnD.

# Chapter 10: Magic System

You gain 1 Magic XP by casting spells. After 10 Magic XP you level up.

When a Level Up happens, you gain 2 magic points (MP) to spend. You can:

* Spend those 2 to gain new skills in elements that you have already unlocked.
* Spend both at once for unlocking one entirely new element and gaining 1 skill in that element.

The following table shows an example of the typical elemental “spell list”, in this case for fire magic.

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Feuer | | | | | | | |
| Mechanics:   * Burn: Until death or brushed off (brushing off takes 1 turn and 1 damage). After 3 turns: burn scars. 1d4+1 damage per turn, every damage towards him makes +1 damage * Burn scars: 2 damage per meter walked, ½ walking speed, 1d4+1 damage for actions and for every turn, every damage towards him makes +1 damage   Upgrades:   * Spark:   + 1d6   + 1d8   + 1d8+2 and enemy and possible material burn   + 1d10+2 and impact explosion   + 2d6+4 and bigger impact explosion and instant burn scars   + 2d10+6 * Heated pool:   + 1d4   + 1d6   + 1d6 and enemies dying expands the pool radius and lasts for 2 turns   + 1d8 and enemy and possible material burn and bigger radius   + 1d8+2 and lasts for 3 turns   + 1d8+2 and lasts for 5 turns * Heat weapon:   + +2 fire damage   + +3 fire damage   + +3 fire damage and enemy burn   + +4 fire damage   + +4 fire damage and lasts for 2 turns * Heat metal:   + 1d8+2   + 1d10+2   + 2d6+4 and burn   + 2d10+6 and instant burn scars * Smoke bomb:   + Blocks sight   + 1d4   + 1d6 and 3 turns and smaller look radius   + 1d8+2 enemy burn * Fire wall:   + 1d8 and burn   + 1d8+2   + 1d10+2 and instant burn scars | | | | | | | |
| Lvl 6: After fire skill 13 | Upgrade | | Upgrade | | | Upgrade | |
| Lvl 5: After fire skill 10 | Upgrade | Ultimate: Dragon Punch: 1 turn buildup, 4d10+3, you get burned | | Ultimate: Dragonfire: can burn anything, gives instant burn scars with doubled effect | | | Upgrade |
| Lvl 4: After fire skill 8 | Upgrade | | Needs resistance: Immunity to fire damage | | | Fiery Armor: If someone hits your armor, they get burned | |
| Lvl 3: After fire skill 5 | Upgrade | | Fire wall: once every short rest, 1d8 and burn | | | Resistance to fire damage | |
| Lvl 2: After fire skill 3 | Upgrade | | Smoke bomb: once every short rest, blocks sight, 2 turns | | | Heat metal: touch, 1d8+2, same damage to armor and to the upper body | |
| Lvl 1: After fire skill 1 | 2x Upgrade | | | | Heat Weapon: touch, +2 fire damage for next turn | | |
| Lvl 0 | 1d4 long-range heated pool | | | | 1d6 close-range spark for 1 person | | |

As you can see, there are still restrictions to what skills you can get, but its more of a skill tree.

As for the upgrades, you can use those to make a spell, you already have, stronger. For that, just pick a spell that you want to upgrade and find it in the list of spells. Then check, if your current skill state is the last one in the sub-list of the spell. If it is, you need to choose another spell. If it isn’t, overwrite the old damage numbers with the new ones. Also add the new text, but **don’t** remove the old one. Text gets added, only damage numbers get replaced.

# Chapter 11: Combat

## Roll for… Reaction?

Instead of rolling for Initiative, you will roll for REA. You will roll a D20 like normal but add your REA to it. The highest roll goes first, then the second highest and so on.

## Roll for hit

If you want to attack an enemy, first you need to roll to find out whether you hit or not. To do that, you first need to find out, if the attack is an AoE attack:

Look if there is a hit size value in your weapons or spells description. If there is no hit size value, the attack is too small to be AoE. If there is a hit size value and it is greater than the enemy’s size, it is an AoE attack.

* If it is an AoE attack, the enemy needs to make a Saving throw with a D20 + NIM + REA. If it succeeds, it moves away from its space and takes no dmg. If it fails, it takes the dmg.
* If it is not an AoE attack, you now need to calculate the hit probability:

Hit probability = (enemy size / your size) \* 10 + enemy H-PR-M + ACY

Then you roll a D20. If your result is **lower** than the hit probability, you hit.

If the enemy has a shield, after succeeding the roll to see if you hit, you must roll another D20 to see if you hit the enemy or the shield. The DC is unique to the shield and can be found in the shields item description.

If you hit the shield, you damage it. If the shield is broken, but there is damage left, you damage the enemy next.

## Damage calculation

Now that we finally calculated, if you hit the enemy, we move on to calculating the damage. How much damage you do, is dependent on the weapon or spell and can be found in their description.

One interesting thing to note is that most weapons get weaker the less HP you have as well as the less Arm-HP you have. That is what those checkboxes beneath the HP boxes are for. They are quarters of your health pool. Every time you lose a quarter of your maximum HP (not in one single blow, but generally), you erase the cross in the rightmost box.

Example:

Sword  
-4 on hit

If 3 or 4 crosses:  
1d8 + STR

If 2 crosses:  
1d6 + STR

If 1 cross:  
1d4 + STR

## New mechanic: “Glory kills” (working title)

Ever played Doom? Yeah, its just like the Glory kill there. After killing an enemy, you can “Glory Kill” them within the same round or the next round. It will take up your action and as a reward you get the XP from the enemy stat block and 1d4 healing

# Chapter 12: World Interaction

* One round = 10 seconds
* Metric system
* Everyone has magic!
* New system: Exhaustion
  + If you only have 2 HP crosses, every stat loses 1.
  + If you only have 1 HP cross, every stat additionaly loses 2
* New mechanic: Focus Points (FP)
  + You get 5 FP to spend.
  + You can spend a FP for:
    - Giving an additional 1d4 on a skill check or ACY throw or saving throw
  + Short Rest = Get 2 FP back
  + Long Rest = Get all FP back
  + Focus: Bonus Skill: Gain 1 FP, that is only there for this round. Cooldown: 1 minute. Doing this 3 times in 10 minutes damages you mentally.

# Chapter 13: General Lore

Anthropromorphia is only one of multiple planes of existence. So far, the citizens of Anthropromorphia have discovered heaven, hell, the spirit realm as well as the elemental planes next to them. The heaven belongs to the father of all creation, the lion Elohim. He created the planes and the people, that are living in Anthropromorphia. After one of the angels, Elohims servants, turned against him, he banned this “fallen angel” and his followers into hell. There, they try to corrupt the citizens of Anthropromorphia into joining them in hell.

There was a time, where Elohim was only able to grant people access, who lived a good life. But only very few people were able to accomplish that. Elohim couldn’t let this happen any longer, so he made a hard decision: He sent his own son, a lamb (Yes, this is possible in Anthropromorphia, don’t think too hard about it) from the heavens, that lived a perfect life. He got killed by Elohims very creation, went through hell and back to heaven. But this cruel sacrifice was necessary to get, what was necessary to rescue all citizens of Antropromorphia: the blood of the lamb to free everyone who wanted it. This was the beginning of a new era: The era of the lamb. To this day, there are still people that refuse to join Elohim, be it because of doubt, pride, them wanting the access to dark magic or because they got unjustly hurt by followers of Elohim, but many decided to follow Elohim.