**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 kinda furry, kinda christian TTRPG. It introduces mechanics like:

1. a sanity system
2. size-based Hit Probability instead of AC
3. the removed spell slots

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

## What is a TTRPG?

TTRPG stands for **T**able**T**op **R**ole**P**laying**G**ame. It is also known as “Pen and Paper”, which summarizes about every component you need to play this game.

One person in your group takes the role of Game Master, also called Dungeon Master or DM. The other players then create a fictional character (or original character / OC), using the TTRPG ruleset and character sheet. The DM then describes a fictional world that those OCs are living in. He also commonly sets the scene in a way, that the OCs meet each other or already know each other.

The players can describe how their OCs behave. But to separate this hobby from kindergarten games, you cant just play the most overpowered and most unkillable and greatest god-like creature, you use **skill checks** to determine, if you can actually accomplish your tasks. This skill checks consist of rolling a 20 sided dice (d20) and adding one or multiple bonuses, which are going to be explained later. If the result hits or passes a difficulty number, that the DM decides, you succeed at your task. Don’t worry, you don’t have to make a skill check for every occasion, only for times when the DM thinks, that it isn’t obvious if you succeed or not.

**Combat** is also a part in most TTRPGs, at least it is in this one. This part of the game also involves rolling dice, but it gets more complicated here. Also you need a way to visualize positions of your characters. The method of doing so can vary anywhere from a couple of game chips being moved on a checkered piece of paper to 3D printed characters walking around on detailed miniature landscapes.

The DM should also give the OCs a goal to work towards, so that they don’t wander around, doing their everyday job. How many sessions (meetings where you play the game, normally around 2-3 hours) it will probably take take to accomplish that goal, defines, how you call the game. A One-shot should be finishable in one session, a multishot takes multiple sessions, but the longest running adventures are the campaigns. The line between a multi-shot and a campaign are a bit blurry, but you could say, that a multi-shot has a defined end, while a campaign doesn’t normally have that.

So now that you know what a TTRPG is, lets look at this specific one and its rules.

# Chapter 2: Term Explanations for later

\*d\*\* = \* dice with \*\* sides

Uptime = In-game time where you roleplay your OC

Downtime = In-game time where you don’t roleplay your OC. Instead they do things like crafting.

Short rest = 2 hours spent with relaxing activities like sleeping, eating lunch or just general vibing.

Long rest = 8 hours spent with the same relaxing activities.

# Chapter 3: Skill Checks and Saving Throws

Every time the DM isn’t sure, if a player will succeed or fail at a task, he calls for a skill check. He has to specify, what skill category he wants to check. Alternatively, some spells require the enemy of the spellcaster to make a saving throw, which follows the same concept as a skill check. The spell description specifies the skill category that gets checked by the saving throw.

There are 6 skill categories, also called stats:

1. Strength (STR) (STR modifier must get divided by size)
2. Nimbleness (NIM)
3. Constitution (CON) (CON modifier must get divided by size)
4. Brainpower (BRAIN)
5. Reaction speed (REA)
6. Social (SOC)

During character creation, you will assign numbers to those stats. Those numbers will then determine a modifier, which is another number. But don’t worry because you will only need the second number during the game.

Now for the actual skill check/saving throw: You roll a d20 (which means a dice with 20 sides) and add your modifier of the requested stat to it. Just an fyi, this modifier can be anywhere between -5 and +5. On special occasions, there are also other modifiers to think of, but those are just a few exceptions.

If it is a skill check, the DM thinks of a difficulty number, that needs to get hit or passed in order to succeed at the task.

If it is a saving throw, the spell difficulty class (Spell DC) of the spellcaster needs to get hit or passed. I am going to explain the calculation of that during character creation.

## Focus points

If you are about to make a skill check or saving throw, you can use focus points to add 1d4 to the result for every focus point spent. You have 5 points available and you can regain 2 on a short rest and all of them on a long rest.

You can also overconcentrate as an action (the word action will be explained in Chapter 4: Combat) to gain a focus point, that is only there for this round. This will exhaust you afterwards though (Chapter: Exhaustion and sanity).

## Advantage and Disadvantage

Some abilities specify, that you can make a skill check or saving throw with advantage or disadvantage. This means, that instead of rolling one d20, you roll two. In the case of advantage, you take the better result, in the case of disadvantage, you take the worse result.

## Nat 1s and Nat 20s

If you roll a 1, it is called a Nat 1. That means critical failure, so you fail, even if you would succeed with your modifier and everything. Not only that, but the failure gets worse. How that is going to go, is up for the DM to decide.

Same with a 20, but as critical success.

# Chapter 4: Adrenaline, exhaustion and stress

## Adrenaline

In the beginning of combat, add up every enemy´s intimidation. This is the maximum adrenaline you can give yourself. You can then choose to give yourself adrenaline by writing the wanted value in your character sheet. You get several advantages for adrenaline during the fight, but you get exhausted afterwards.

## Exhaustion

After combat, if you chose to use adrenaline, you will get as many levels of exhaustion as you got adrenaline. Exhaustion levels give you disadvantages after a while.

But with a short rest you can reduce your exhaustion levels by 2. With a long rest, you lose all levels of exhaustion.

## Stress

If you would have to add levels of exhaustion, but the exhaustion limit has already been reached, your stress goes up. You can either choose to take it or to repress it. If you repress it, you don’t take the additional stress, but instead you get an additional negative trait.

# Chapter 5: Combat

## Before combat

If your party wants to sneak past an encounter, the DM could make a NIM skill check to see if it works

If it is obvious that the opposing team didn’t notice you coming, you can get a surprise round and attack before they can. Though before throwing enemies at your players with a surprise round, you should ask them to make a BRAIN skill check to see if they can see it coming.

After that, the players will roll a REA skill check. The turn order depends on your result, so the highest result goes first, then the second highest and so on. This turn order will stay until the fight is over.

## Combat

The fight is split up into rounds with length of 6 seconds. One round includes every member of the fight taking his turn. During a turn, a character can move, do an action and do a bonus action.

### Movement

This simply means moving your character as many grid spaces (1 grid space is 1m x 1m) as your speed (in meters per turn) allows you to move. Difficult terrain, which can naturally occur, but is more often the result of a spell, halves your movement speed. You can also use your action to dash, meaning you move again with half your speed, or to climb, meaning you climb more or less vertical surfaces with 1/3 of your speed. Only characters with a flying speed can fly. Only characters with a swimming speed can swim.

### Action

Actions are weapon attacks, spells and abilities that aren’t specified as a bonus action. If the players want to improvise, they can also use their action for other things, as long as they don’t take longer than 4 seconds. There are some actions, that every character can do. Those are:

* Focus (Chapter 3: Combat)
* Dash (Movement)
* Climb (Movement)

### Bonus Action

Bonus actions are specified in their move description. The players can also improvise a bonus action, as long as it doesn’t take longer than 2 seconds.

### Weapon and spell attacks

To find out if your move actually hits the enemy, we first need to find out if the attack is an AoE attack (AoE stands for “Area of Effect” and means, that you don’t just attack the enemy, but also everything in an area around him). To determine that, we take the size of the weapon part or spell, that is actually hitting the enemy. If that size is bigger than the size of the creature, it counts as an AoE, otherwise it doesn’t.

* 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 and see, if you can get **lower** than the hit probability:
  + First you need to calculate (enemy size / your size) \* 10, so if you are the same size as your opponent, you will get a 10 and therefore have a 50% chance at succeeding.
  + But first, you need to add your ACY and the enemys H-PROB, then you can roll the d20.

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.

#### Life regain(working title)

After knocking an enemy unconscious, you can use your magic to regain life from 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 6: 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)

# Chapter 7: Species

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

## Wolf

* Size = 1 (1,80m)
* Speed = m/s
* +2 STR
* Retractable claws: Unarmed strike: 1d4 + STR dmg
* Keen Smell: Advantage on Perception with smell
* (Wolfpacks: multiple wolfpacks with different ideals)
  + Arctic wolves get resistance to cold damage and can give party members resistance to cold damage as well.

## 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 BRAIN
* 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 BRAIN
* 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 8: 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 9: 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 10: 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 11: 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.

Ein Bild, das Text, Diagramm, Reihe, Schrift enthält.

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 12: Exhaustion and sanity portion

This chapter is quite short, you just need to write the current and maximum sanity level (8)

Also, mark every one of the small boxes below the HP boxes with crosses.

Exhaustion: Every stat goes down by 1

Every time, you should add a level of exhaustion, but you already have 3 levels of exhaustion, you will go down one sanity level.

You can lose 1 exhaustion every short rest and all exhaustion every long rest.

# Chapter 13: 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 14: 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 15: 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.