**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 stress system
2. size-based Hit Probability
3. a magic skill tree system for more character customization

## 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, Saving Throws and Proficiency

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 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, but an ability score is checked instead of a skill. The spell description specifies the ability score that gets checked by the saving throw.

There are 6 ability scores and everyone has one or multiple skills:

1. Strength (STR) (STR modifier must get divided by size)
   * Athletics
2. Nimbleness (NIM)
   * Acrobatics
   * Sleight of hand
3. Constitution (CON) (CON modifier must get divided by size)
   * Durability
4. Brainpower (BRAIN)
   * Senses
   * Knowledge
5. Reaction speed (REA)
   * Quick thinking
6. Social (SOC)
   * Persuasion
   * Intimidation
   * Insight

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

You will also get proficiencies and expertises during character creation. Proficiencies are a flat bonus on the saving throw or skill check, that gets higher with your level. Expertises is that same bonus, but doubled.

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 ability score or skill to it. If you are proficient or an expert in that skill or saving throw, you add your proficiency bonus once or twice respectively.

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 1 on a short rest and 3 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 stress).

## 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 combat, you can 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. You will also get 1 exhaustion for every 3 consecutive combat turns with adrenaline. Exhaustion levels give you disadvantages.

But with a short rest you can reduce your exhaustion levels by 2. With a long rest you can reduce it by 5.

## 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 take it, you lose 20% of your max HP. If you repress it 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 an Acrobatics skill check to see if it works.

If 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 Senses 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

When trying to figure out, if you hit someone, you need to calculate the hit probability and see, if you can roll **lower** than the hit probability with a d20:

* First you need to calculate (enemy size / your size) \* 14, 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 **subtract** your ACY, 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.

Armor will take either ½ or ¼ of the damage rounded down (see armor description) and subtract it from their own health pool. You will still take the remaining damage.

#### 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 7)
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 (WIP)

# Chapter 8: Prefixes (WIP)

# Chapter 9: Jobs (WIP)

# Chapter 10: Traits

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

## Positive traits

### 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

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

# Chapter 11: Combat portion

* ACY: Accuracy. Defines the chance to hit your enemy based on their H-PROB. Gets calculated like this: NIM + REA / 2
* Speed: Depends on species. Gets calculated like this: species speed \* NIM value, **not mod**
* HP values:
  + 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.
  + Armor and Shield: HP-values are in the description of the item.

“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 stress portion

Here, you need to write the current exhaustion level (0) and stress level (0).

# Chapter 13: Levelling portion

Here you can see, which level you are as well as how many XP you have. In the beginning, you are on level 1 with 0 XP, except your DM says otherwise.

Congrats. You have a finished WtA-Character.

# Chapter 14: Magic System (WIP)

Every magic improvement, 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.

# 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.