



Historia

Familiae: Theri and Avians



Each character in *Historia* belongs to an anthropomorphic animal species with its own characteristics, abilities and peculiarities. *Historia* does not want to be a biology manual, and various authorial freedoms and interpretations have been taken to define categories and references.

Creating a character, a player begins by choosing the Order, between Theris, the mammals, or Avians, the birds.

Then, the Familia, a grouping of similar Species that share some common traits, and then they choose the Species, distinct by unique traits, abilities, and looks.

PLAYABLE FAMILIAE

In *Historia* players will be able to choose between different macro-races, called Familiae, from Theri, inspired by mammals, and Avians, inspired by birds.

The Familiae are divided into different Species, each one of which it is widely diversified.

THERI

- **Canines** (*Molossus, Lupoid, Braccoid, Hound, Domes*)
- **Likays** (*Wolf, Fox*)
- **Eulipes** (*Hedgehog, Mole, Shrew*)
- **Felids** (*Lynx, Cat, Puma*)
- **Moustaces** (*Otter, Badger, Marten, Ermine, Skunk, Raccoon*)
- **Rodents** (*Beaver, Rabbit, Porcupine, Mouse, Squirrel*)
- **Rumenses** (*Sheep, Goat, Deer, Taurus*)
- **Sautes** (*Pig, Boar*)
- **Urces** (*Bear*)

AVIANS

- **Ansers** (*Duck, Swan, Goose*)
- **Arcifalxes** (*Eagle, Vulture, Hawk, Buzzard, Secretarybird*)
- **Crobes** (*Crow*)
- **Cranquers** (*Heron, Stork, Ibis, Crane, Pelican*)
- **Picisses** (*Sparrow, Robin, Woodpecker*)
- **Ruspes** (*Pheasant, Rooster, Peacock*)
- **Stryges** (*Tawny Owl, Barn Owl, Little Owl, Owl*)

The Felids



n Vesteria, the Western Lands, the continent divided between the Confederation, the Sacred Kingdom and the Green Pit, one of the largest Familiae is that of the Felids.

Cats, Lynxes and Pumas are famous for their lightning fast reflexes, agility, and grace of the movement, a strong

individualism and an ever watchful eye on their surroundings.

CATS

Cats generally populate urban areas, are deeply involved with society and economy and tend to have enough influence to alter the local balance of power. The dexterity allows them to move quickly and unseen in alleys, roofs and chambers and corridors of palaces.

Individualism is the backbone of their society and therefore, by analogy, of the whole Confederacy, where they often hold better positions of power.

They are sometimes divided into small groups, usually families, guilds or gangs, in a continuous struggle to supplant their rivals, unscrupulous and unmindful of the wrongs done.

In the climb to profit and success, even the most insignificant one, if they have the right amount of cunning and cynicism, have the opportunity to overthrow the plutocrats.

This kind of conflict is also found within the richest and most numerous families and guilds: they all plot to obtain a monopoly on resources and influence.

The acute awareness of their surroundings, however, often translates into neuroses, paranoia, and delusions of persecution. Very sensitive eyes and ears are everywhere, and they could also be used as a perfect tool for finding the most precious commodity: knowledge.

LYNXES

They generally live in rural areas: they are independent people who love small calm communities and vast open spaces. They move easily and stealthily in the wooded areas: being perfect gamekeepers and woodsmen.

Lynxes have a certain predisposition to loneliness and disinterest in the affairs of others, that many take for omerta. Forming the bulk of the “mafias” in rural areas of the Confederation, they solve problems the humble find in them protection from bullying of the powerful. However, it is never for free, as many lynxes ask for a tribute, first, and also practice forms of banditry, not always under the best of intentions.



Such sensitivity is perfect for orienteering, to identify prey and predators and to follow tracks in the wild lands.

PUMAS

Organized in nomad clans roaming the remains of the Confederation’s mountain ranges, Pumas form a society of their own. They are employed both for the mercenary militias of powerful cities and as muscle for hire for the “organized crime” of the countryside. Typical Felid agility, combined with their unique strength makes them perfect climbers, adepts at hiding and disappearing among the rocks, perfect for guerrilla fighters.

The mountain clans care little about what happens outside their lands and do not accept easily authorities other than their own.

In addition, competition within the clans is as strong as in Cats communities, but where their smaller cousins compete for wealth and power the Pumas value strength and bravery. Although many wish to take the mantle of champion, sage

or chieftain, unfair means of gaining power are not tolerated. Pumas rely on their sight, hearing and above all smell to watch over the valleys from the top of the mountains, making it almost impossible to enter these places unnoticed by their stealthy wardens.

FELID FAMILIA

What follows is the first version of Felids stats, that players will have to follow to create a character belonging to the Felids Familia.

Ability Score Increased. Your Dexterity score increases by 2.

Age. Felids reach maturity around the age of 14 and are immediately considered independent. They have an average life of 60 years.

Size. Your size is Medium. Height and weight depend on the Species.

Claws. You can use your retractable claws to make an unarmed strike, you are proficient in it and it has the Finesse property.

Darkvision. Felids have an enhanced view in conditions of darkness or dim light. You can see in dim light within 60 feet of you as if it were a bright light, and in darkness as if it were dim light. You can't discern colors in darkness, only shades of gray.

Nimble. You have proficiency in the Acrobatics and Stealth skills.

Stealthy Footstep. If you are not wearing heavy armor or suffering Disadvantage to Dexterity (Stealth) checks from other sources, you roll them with Advantage.

Superfine Hearing. You have advantage on Wisdom (Perception) checks

Species. There are three Species of Felids: Cats, Lynxes, and Pumas.

CAT

Ability Score Increased. Your Charisma score increases by 1.

Size. Cats range from under 4 to over 5 feet tall, and from 60 to 130 pounds.

Speed. Your base walking speed is 30 feet.

Affable. You have proficiency in Deception and Persuasion skills.

Associative memory. The sensory and memory skills of the Cats allow them to always find their way back to a place known even after several kilometres in unknown territories.

Vertical Reflex: When you fall from a height lower than 60 feet and you're not incapacitated, you can make a Dexterity save with a DC equal to the number of feet divided by 3, and not suffer damage from falling if you exceed it, or halve that damage if it fails. If you fall from over 60 feet you can make a Dexterity save with DC 18 +1 for every 3 feet beyond the 60th, and halve the damage from falling if it exceeds it.

LYNX

Ability Score Increased. Your Constitution score increases by 1.

Size. Lynxes range from 4 to over 5 feet tall, and from 90 to 180 pounds.

Speed. Your base walking speed is 30 feet.

Adaptation to Cold. Lynxes do not suffer from the harsh weather conditions of winter or cold places and do not consider snow-covered terrain difficult.

Keen Eyesight. You have advantage on Wisdom (Perception) checks based on eyesight. Your darksight extends up to 120 feet.

Sturdy. You have advantage on Constitution saving throws.

Wild Spirits. You have proficiency in the Survival checks.

PUMA

Ability Score Increased. Your Strength score increases by 1.

Size. Pumas range from 5 to over 6 feet tall, and from 90 to 180 pounds.

Speed. Your base walking speed is 40 feet, climb 30 feet.

Improved Claws. Your unarmed strikes with the claws deals 1d4 points of slashing damage.

Ferocious. You have proficiency in the Intimidation checks.

Leap. In order to calculate the distance that a Puma can cover with a jump, multiply 1 foot to double its strength bonus instead of the normal bonus.



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