

# Earth v. 193385049

## Summary

This is an alternative version of Earth which has a different history (deviating from ours starting from approximately the year 2000) in which many people were transformed into anthropomorphic animals after an eco-terrorist stunt went horribly right. Its version number comes from it being a variation of Earth based on the Many Worlds hypothesis.

## Focus of World

There is no story per se, at least as of the 13th of October 2019. This worldbuilding project is designed to be a structured setting to support a role-playing campaign.

## **Major Locations**

### Countries

This section has yet to be discussed fully, however the countries in this alternate universe are the same as ours.

### Cities

This section has yet to be discussed, however some cities will be the same as for real-life Earth while some will be new. Most, if not all, will be more highly developed than ours with futuristic technology.

### Natural Landmarks

[\[Introduction to be added here.\]](#)

#### *Dams, Nests, and other Natural Structures*

Some of the anthro people felt a desire to perform some of the behaviours inherent to their new bond-species. For example beaver anthro began to desire to build dams, and nest-builders (including but not limited to avians) wanted to build nests.

These quickly became problematic to the smooth running of governments and private businesses and was soon labelled as an act of vandalism. As soon as it was defined this way, laws were passed outlawing these behaviours. Subsequent to this, those anthros

who felt their animal desires strongly enough would usually go and satisfy their cravings in the wilderness where their 'vandalism' would not be found.

## **Oceans / Rivers**

These are likely to be the same as for our native universe, as oceans and rivers are unlikely to change given this AU's deviations.

## **Artificial Landmarks**

[To be discussed]

## **Geography**

### **Climate**

Given the extreme changes to the physiology of the majority of the inhabitants of the planet, the climate may or may not be affected drastically. We have yet to explore this.

## **Ecosystem**

The state of the ecosystem became much more stable in the wake of the eco-terrorists' attack on the Congo. The human population changed from over 7 billion to a few dozens or hundreds of million within a short time frame.

However, the majority of that decline in the human population was not due to death, but to transformation. Each affected human was turned into an anthropomorphic version of the animal whose DNA they had most recently come into contact with. For most humans that meant dogs, cats, rats, mice, and other animals adapted to urban environments. Apex predators, rare animals, etc. were much rarer, although not unheard of.

Many species in their pure animal form have large litters or clutches (e.g., pigs). The human element of the new anthros was effective in cutting down on litter size so that no anthro 'species' produced litters larger than those of humans, ie., one or two, with triplets being a distinct rarity.

[I'm reluctant to write too much about different species as you're seeking a worldbuilding scenario that allows for most if not all anthros to be included (or at least, that's how I understand it). But I'll add to it whenever something relevant comes up.]

## **Dominant Species**

As with most societies, it's the rich that tend to hold the most political sway.

During the early days when humans were still opting to turn into various species, it was the rich who tended to pick the species they would become. As a result, the richest (and therefore the dominant species) tended to be dinosaurs and iconic species.

During the more recent history of this world, fortunes had either been lost or earned by various families so the culture had become subject to enough drift that there was no true dominant species, even by the above standards. While there remained a certain tendency for dinosaurs and iconic species to be richer than the average, this was far from usually the case.

During the great transformation of the masses, it became clear that if a person had become an anthro, they could influence other people to turn into an anthro of the same species, if they got close enough. This led to some interesting dynamics in which less desirable-species anthros were shunned and more desirable-species anthros were stalked. [Would you say that's what happened?]

### *Dinosaurs*

As soon as it was established that humans were turning into an anthro version of the species they were physically closest to at the time the transformation began, a market for access to dinosaur fossils sprang into existence almost overnight. They were easy to lock away so that was what the museums that had them did. Dinosaur bones became a commodity, available only to those who wanted to become a dinosaur anthro themselves, access to those fossils fetched a steep price.

Only the world's richest could become dinosaurs.

With that said, a cowboy industry arose in which replicas of dinosaur bones (that actually contained no bone whatsoever) were sometimes sold for exorbitant prices.

## **Predators**

### *Domestic Dogs*

Domestic dogs of all different types are common. They were easy for people to find (in fact, they were generally hard to avoid).

### *Domestic Cats*

As with domestic dogs, domestic cats are common.

## **Prey Animals**

### *Rats and Mice*

Rats and mice are common urban creatures, so many people turned into these.

### *Birds*

Different cities are filled with populations of different species of birds. Baltimore has a lot of ravens, while London has many pigeons. Other major cities are affected similarly but for different species. As a result, many humans morphed into the most populous bird in their area.

## **Plants**

[Can people transform into plants? We have yet to discuss this.]

## **Ocean Life**

[It seems to me that transformation into aquatic and marine creatures could be problematic. Can people turn into fish? Even those who turn into certain marine mammals may encounter problems. A human turning into an anthro dolphin or whale might struggle if they can't reach the sea. That said, a lot of the anthro cetaceans in the real-life anthro community seem to be capable of surviving on land just fine.

I am however wondering about your liking for macro anthros. Are there any whales in your AU?]

## **Invertebrates**

Some people turned into various forms of invertebrate. [So people shrink or grow to a size associated with the species they've turned into in this universe?]

## **Bacteria, Viruses, and Other Pathogens**

[How small can anthro life get? I'll guess that nobody can turn into anything this small and simple-bodied, as otherwise that's all anyone in your AU would turn into.]

## **Macros**

During a relatively recent time in this world's history, the population became prone to the dual effects of macroism and microism. Both occurred due to a mutation to the anthro virus, and would be undetectable in children until adolescence. However, this is an extremely rare occurrence and only around 15,000 macros existed at any one time.

### *Macros*

When a teenager begins to grow into a macro they are sent to the Macro Project Housing (See below for further details). Family members are likely to follow and re-settle within easy travelling distance of the housing location. However, visiting hours are regulated by the government and free travel is not permitted into and out outside of these visiting times.

Macros are mandated to wear tagged so that they can be tracked, and this, along with the macro ghettos, made becoming macro deeply undesirable.

Occasionally a science lab would contact a new macro before they travelled, and invite them to work with themselves. When this happened, the macro would live on-site at the laboratory instead of moving to the MPH.

All of this happened at a different period in time to the stage in history where the rich deliberately had themselves engineered as dinosaurs.

### *Micros*

Micros were far more common and numbered approximately 750,000 at any one time. The virus affect them differently so that micros, rather than turning during adolescence, were born at a micro scale.

## **Specialist Species**

With the commercialisation of species transformation came the realisation that some people wished to become various mythical species. Scientists secured funding (which was not hard to get, considering the premise of their research) and set to work creating various species. The most popular were dragons.

### *Dragons*

Scientists created dragons by using the genes that created bat wings (although feathered dragons were also created, and these utilized bird wing and feather genes). They combined these with the genes of various lizards to create a variety of different scale colours, introduced warm-bloodedness and improved the lizards' range of limb movement via the introduction of mammal genes.

### *Kitsune*

[There is more to add here.]

### *Unicorns*

[There is more to add here.]

### *Gryphons*

[There is more to add here.]

### *Pegasi*

[There is more to add here.]

## **Miscellaneous Life**

[This can include artificial intelligences etc. We have yet to discuss this but with this story being set in the future, would you say that there are any AIs or anything else that may count as artificial life?]

## History

During the 2000s, an eco-terrorist network [\[Do they have a name?\]](#) decided to force humankind to empathise with the other species sharing the planet and change their destructive ways by turning the population into animals. They engineered a virus to achieve this.

Their efforts only half-worked. The presence of animal DNA in the environment close to any one given human melded with their DNA, causing them to begin to turn into that animal. The melding stopped half-way through so that many humans became half-human, half-animal creatures, that were soon referred to as anthros.

By the 2100s the medical scientific community had studied this phenomenon enough to harness it. Subsequent to this, the process was refined and commercialised so that people could pay to be transformed into the species of their choice.

During those 100 years (and beyond), scientists realised that, as species transformation was an emerging (and incredibly lucrative) industry, the creation of popular mythical creatures would be highly profitable. They set to work on the design of various mythical creatures with dragons being among the first.

By the 2600s society had normalised to the point that there was a mix of many different anthro species in existence, and humans, who by this point numbered around 1 million worldwide, had more or less given up trying to assert themselves as the dominant species.

### **Major Events**

#### *Initial Outbreak*

This occurred in the Congo. The eco-terrorist group decided to test their animal-morphing virus in a hub of international travel. They chose the Congo in particular because it is both this and because the international response was likely to be less than if it had occurred in a First World country, thereby reducing and slowing down the reaction to the virus and giving it more time to spread.

# Culture

Anthros started to exist in the late 2000s, and by the 2600s were mainstream enough that all species had become part of the highly diversified culture. Even humans had come to see this as normal.

## **Food**

The shift from human to anthro affected the diets of many people across the planet. Anthros of traditionally herbivorous animals almost invariably came to favour a vegetarian or vegan diet, while carnivorous species favoured only meat.

This had a catastrophic effect on social equilibrium as predator anthros sought out the meat they craved. In time a solution was provided: as nanite technology improved, the scientific community developed the ability to create food out of any other material. This facilitated the harmless production of meat, along with solving the world's food crisis when the technology filtered down to the point that it became a cheap technology.

Nanite-generated food was of decent enough quality, although real food grown on farms had the edge when it came to quality. It was no longer produced in large quantities however, and only had a market among the upper class as they were the only ones who could afford it.

## **Social Dynamics**

### *Iconic Animals*

The commercialisation of anthro transformation led to the more iconic (read: desirable) species being more expensive to transform into. Therefore, an anthro of an iconic species can be assumed to be rich and influential. This includes but is not limited to wolves, foxes of various species, dinosaurs, apex predator cats, dragons, and some species of eagle.

The iconic nature of some species may belie their rarity in anthro form or the income or influence of the person who became that species. Wolves, for example, are iconic but live in the wild and would have proved too difficult to catch. Therefore a person who wished to become a wolf simply needed to visit the Canadian wilderness and stay until they crossed paths with a pack. Aside from this, huskies and domestic cats are both highly desirable and have always been easy to access, and raccoons are also common because despite being regarded by some as vermin, are also visually appealing. Horses also enjoy popularity for their majesty and dignity. [\[Would you like me to transfer any of these species to the species section earlier in this document?\]](#)

## **Handling of Differences/Bigotry**

[I get the impression that in this universe, by 2600 a lot of bigotry is over with. The anthro community is not given to speciesism, and world hunger in this AU has been resolved. I feel that something needs to be written in here but I might just leave this note where it is until either of us think of something more specific to write here.]

## **Politics**

[There may well be more to write here.]

## **Wars**

[There may well be more to write here.]

## **Alliances**

[There may well be more to write here.]

## **Religion**

[This may be worth exploring. What place does religion have in this universe?]

## **Law**

[Do you feel that anything needs to be added in here?]

## **Miscellaneous Political Details**

The most notable political issue that arose in this world was the releasing of the biohazard by the Swedish eco-terrorist group, [\[insert their name here\]](#).

A member of the group travelled to the Congo and released the biohazard there to be passed unwittingly around the population, and carried beyond. The Congo received a lot of humanitarian aid which presented the opportunity for the virus to be spread worldwide quickly.

And that is exactly what happened. The virus was carried far and wide, and before long people all over the planet began turning into their closest proxy animals.

## **§ Economy §**

[I think some very interesting things have happened to the economy in your AU: the resolution of world hunger (which implies at least a level of poverty relief), anthros initially having preferences towards an herbivorous or carnivorous diet, the industry of choosing your species of anthrohood, and the later accessibility industry - cybernetic arms, cloning, etc.]

## **Major Businesses**

Four pharmaceutical companies played a big part in the history of this world.

### *The Ark*

This company was owned by the eco-terrorist cell.

### *The Genesis Project*

The Genesis Project split from The Ark [\[how long?\]](#) after the anthro population had begun to establish itself.

This schism was on ethical grounds. A war started between [\[which two countries?\]](#) and a handful of scientists working for The Ark wanted to take financial advantage of this. Their position on this was that, if people were prepared to go to war then it was acceptable for

them to be tested on as they cared less about other people; that if people were prepared to work as soldiers then they could reap what they sowed.

The Ark found this viewpoint unacceptable, because many peoples' reasons for joining the army were not for nationalistic or patriotic reasons but instead were to escape a bad family situation, to feel a sense of belonging that was often missing for those who signed up for the army, or for the education and training opportunities provided by their respective armies.

The pro-testing scientists split from The Ark and established The Genesis Project.

More specifically, The Genesis Project wanted to test a serum that they predicted would grant super-strength to the subject. They sold this serum to both sides of the conflict and waited to see whether it would have the effect they expected. It did, but it also had an unforeseen side effect: it caused people to either grow to 20-65ft, or shrink to 1-8 inches. Many did develop super-strength, including the micros, but this effect did not persist beyond the infected generation. The sizing however, did.

Their uncertainty over its predicted effects stemmed from the fact that they could no longer employ animal testing to test their new creations as anybody who tried as a lab assistant tended to become a white mouse, rat, dog, or monkey, depending on the first animal they tested on after becoming infected with the transformation virus.

*[Unnamed 1]*

*[We need a name and history for this company, even if it's just a token one. It sounds like it doesn't get involved with the serum politics but let's see what arises as we talk more.]*

*[Unnamed 2]*

This is the smallest of the four pharmaceutical companies and is run by a triceratops by the name of Nevix Nagian. Nevix is a geneticist who has cloned himself multiple times. Although 'he' is around 200 years old thanks to this procedure, only one of him exists at a time.

He doesn't like to work with other people as he fears that they will plagiarise his research. He used cybernetic arms as lab assistants for as long as he could, but eventually his lab grew big enough that he found that he needed live lab assistants, so he started hiring.

Nevix also has leverage over a handful of other people who are more inclined towards PR and fundraising, as he is not naturally gifted towards these things himself.

On the face of it, Nevix's enterprise was a non-profit research laboratory that focused on robotics and genetics. He also sold drones to help meet the costs of the lab. Behind the scenes and away from the auditors, Nevix also researched weapon development.

## **Education**

[Do you want to explore this part of the universe?]

## **Medicine**

[This part deserves an introduction]

### *Anthropomorphic Species Transformation Technology*

ASTT was developed by scientists after the initial panic induced by the eco-terrorist attack died down. MSTT (Mythical Species Transformation Technology) was developed after the initial commercialisation of ASTT began.

### *Veterinary Science*

The dynamics, including the funding, availability, insurance for, etc. of veterinary science and services changed when humans started turning into anthros.

### *Robotics*

Robotics emerged as a useful way of compensating for a range of disabilities: for anybody who lost a body part, cybernetic arms, legs, and some other organs (including eyes) became the default medical intervention.

These could either be fitted to the body as prosthetics or installed in one's living quarters or work space and fitted to the floor, walls, or ceiling.

For those that were attached to a person's body, the most common were limb replacements for those who had lost limbs, those who wanted to augment their animal-inherited senses (such as a more sensitive sense of smell), and for those who wanted to be able to perform impressive feats of agility such as leaping further or higher. Avians particularly liked to make use of these augmentations to improve the gripping capabilities of their feet. Being anthropomorphic and not completely avian, their feet could not grip

branches as well as those of a true avian, so cybernetics were sometimes employed to help with this.

However, cybernetics, as impressive as they looked, were not always the ideal solution to an augmentation need. Genetic modification was smoother, more permanent, and included less in the way of ongoing costs. Cybernetics generally required maintenance, and cybernetic auto repair businesses existed. Tinkering with one's own cybernetics was illegal as this was considered to be an attempt to make illegal upgrades for potentially criminal purposes.

In addition to an annual check up and repair, the owners of cybernetics were also at increased risk of infection, especially given that many cybernetics were part-external so open to the surrounding environment. Owners of cybernetics were encouraged to keep their new machinery clean, especially where machine met flesh.

Cybernetic rejection was rare to unheard-of.

## **Construction**

[How much do we want to include work here about providing facilities for aquatic, semi-aquatic, marine, aerial, and subterranean life? If the new anthros craved the diet of their new species, surely they would have a preference for the life-style, at least to an extent. Would you like to engage with that as part of this profile?]

### *Macro Housing Project*

Macro citizens are extremely rare, with only 15,000 worldwide. They are also mandated to live in their own settlements, and due to this, macro housing projects are even rarer. Most macros must therefore travel a long way in order to reach them.

Due to this, the families of macros often live close by.

### *Micro Facilities*

Unlike Macros, Micros are born tiny, so the care of Micro infants is of paramount importance to ensure that they are not harmed. To ensure this, babies and toddlers are kept in an equivalent of mouse villages. These are specific places where the children are penned in so as not to escape and be inadvertently harmed, and the facilities are scaled to them, to make life easier for the Micro.

## **Distribution of Goods**

[We can fill in more information here when the above is a little more developed.]