

~ Cheebillas - All species and ARPG info ~

1. What is Cheebilla? In shortcut

Cheebillas are a “closed species” created by CheeFurraAcc / Cheetaha. They are a species with a huge variety in designs, but they all have something that connects them – a big fearless heart and the spirit of adventuring.

Every Cheebilla has their own number in **masterlist**, and also wears an item with said number on it (usually a collar). .

Cheebillas are from a magical world, and every one of them is born with a magic **type**.



In order: Fire, Water, Wind, Nature, Snow, Light, Dark, Demon.

The Last three of which (Light, Dark and Demon) are the more uncommon ones.

Cheebillas born from eggs.

More details about the species and their history in point 3.

2. Simple rules of using - what you can and cannot do

2.1. You **CAN trade, resell, or give away**. All I ask for is that you **inform me about it**, because I really want to keep track of them all! The actual owner is signed on Masterlist too, so I want it to be... actual. :)

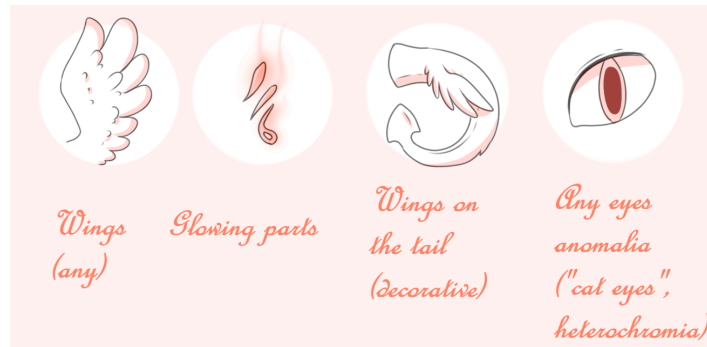
Reselling - how about price?

The best price is the original price of the character + everything you bought for it (arts, accessories, etc.). You can make around \$10-20 profit on reselling, I won't be picky, but you should set a fair price for it.

You can also resell the whole game “account” - all the items which you have in your equipment. Before you do this, better to contact me to discuss the price, but of course you can calculate it for your own.

2.2 You **CAN redesign**, if you really want, but if you want me to update your design in-game (I mean here “in-game” as in your little “avatar” which you got in toyhouse), I'll charge for redrawing the avatar. Just some simple rules about redesigning - You **can't add** any wings, glowing parts or change the eye shape/add heterochromia. Those traits are “rare”. Other

than that, you can make any other changes in design.



2.3. You **can** draw your Cheebillas as other species (like as a bird or crocodile), it's just for fun, so why not!

2.4. You **can** do/ buy NSFW art with them.

2.5 You **can** place your Cheebilla into another universe - this one, which I created, is totally optional! You also **can** use your character in multiple universes at the same time - just have fun <3

3. Cheebilla's World Story and lore



Somewhere in the Arifia universe exists a place – a big world called Khyrolia.

It used to be far from peaceful however. The lands were always full of monsters and traps, many villagers from all over the Khyrolia were scared of traveling and discovering new places... they lived in fear of... everything.

The world seemed to be vast, skies and seas seemingly endless and full of dangers which no one could even begin to imagine.

The Khyrolians were aware that their existence in this place was started by a god, a deity with infinite magical powers. Their name was Hyston, The God of the Universe.

However, the Khyrolians did not know any magic at all. Magical items existed, of course, but none of the villagers were able to use those or create anything magical.

One day, many Khyrolians started to pray to Hyston for their help - they gathered in Round Square, brought all the goods they could find that they deemed valuable and simply prayed for a better life.



At first, it seemed to have worked – a big storm came and the sky darkened for a few minutes, but... nothing more happened...

The Khyrolians were disappointed, because they felt that Hyston was just ignoring their prayers. They returned to their little houses with tears in their eyes.

A few years later they started to believe that Hyston had listened to their request. Young Khyrolians, who were born after the big praying day, seemed to be so... different. They had a spark in their eyes and they were so curious about places where nobody would even dare to take a step before.

Khyrolians saw that the newborns had spirits of adventure and fearless hearts. They grew up fearless and started to discover new places, fight with monsters, and as the cherry on top, they knew magic! It was just miraculous how naturally they acted - "it's just that feeling... or... weird energy, I can feel it in my veins", many of them said.

Those magical newborn beings were called Cheebillas which means: "Magical Adventurers", because it was impossible to stop them from adventuring. From this time on, Khyrolia was a much better place to be and it is still improving with the amazing ideas and magical powers of Cheebillas.



Cheebillas piqued a lot of interest - they not only loved to adventure and discover new places, but they also make potions, constantly discover new magical abilities of various kinds, collect rare items, decorate their houses and help local villagers by doing quests and buying stuff from them (supporting local business).

3.0 Cheebilla's Variations

For now, there's four well known variations (types) of Cheebilla's. Please notice, that all Cheebillas could be in anthro or feral form (or something between) - it's only up to owner!

1. Standard Cheebilla -

3.1 Cheebilla's Design Traits

"It's beautiful to be different. "



Cheebillas don't have any special traits. They've always had much variety in design and have a rich genetic diversity. Cheebillas differ from other species largely in part because of their big passion for adventuring and discovering, not by their design. But some design elements are rarer than others, for example wings, glowing spots, heterochromia or "cat eyes".

I'll put some of the common and uncommon traits with a simple description later~

3.2 Magic, magic, magic!

As I said in the beginning, every Cheebilla has a magic type. This means that Cheebillas can do spells and can interact with elementals from that type. For example, Cheebillas with fire magic can touch fire without being burned.



Fire - Cheebillas that know how to spread fire. They can't get hurt by high temperatures and fire itself.

Water - These Cheebillas are good swimmers, because in water they "become one" with water drops and share an energy with it and thanks to this, they can control it. Sometimes these Cheebillas can also multiply water.

Air - Cheebillas with air magic know how to control wind. Thanks to this, they can do magic spells based on wind power, but also control wind to help sow seeds.

Nature - Those Cheebillas have the power to control/help plants grow. Some legends say that they also know the language of plants, but no one knows if this is true or not. Nature Cheebillas usually like to spend time in green areas.

Ice - Cheebillas who know how to make cold winds, snow and ice. One spell and they can freeze things. They usually prefer colder weather and enjoy snowfall.

Light - Cheebillas with the power of light and the sun. Their magical light power can illuminate/brighten the darkest of places. This is one of the rarer magic powers.

Dark - Cheebillas with the power to spread darkness around. It's also sometimes called "Void" magic. Dark magic can be very deadly and is "cold to the touch". Some Kharolians are scared of it, because it's one of the most unknown magic types, but it also seems to be useful too. Also a rare type of magic.

Demon - Cheebillas with demonic magic aren't as bad as you might think. Cheebillas

who know how to control demonic magic have an ability to understand the language of some monsters and they can create powerful spells, which can be cast on beasts to control or kill them. It can also mean that Cheebillas with demon magic can have darkness in their hearts, but it doesn't always mean that this is true! Just prove you're not a monster to these Cheebillas, and they are just as good at adventuring as their fellow Cheebillas!

It is rarely possible to change the magic of Cheebilla by drinking a special potion.

I really want people to enjoy creating a character and the skills of their Cheebillas for their own. So simply put, you can add any magical skills you wish, as long as it fits in the type!

3.3 In-game content - what you can do in Cheebilla's World

This is optional, but by having a Cheebilla, you can join an ARPG game! :3 It will be based mostly on text with the occasional illustration. I hope it will improve in time.

Of course you can join this game ONLY when you own a Cheebilla.

How it will work?

On the main Cheebilla's page (for now it's Toyhouse page: <https://toyhou.se/CheebillasWorld/characters>) I'll post short instructions with simple interactions. All you'll need to do is fill it out and send to me via Discord, Twitter or email. Thanks to short form filling, you'll be able to:

- go on various adventures
- buy in-game stuff
- take quests from villagers
- craft items using recipes
- and much more! (working on it)

Discord will probably be the best way and there will be a special channel for posting filled forms. Once you send it, I'll respond back when action will be taken.

More about...

3.3.1 Adventuring



It is one of the main activities in-game. Your Cheebilla's going on an adventure to see some exciting things and get useful items! From every adventure, Cheebilla also earns some CCoins. This is the basic in-game currency.



<- CCoin

For CCoins You can buy resources, items, recipes and other stuff! You can also trade and buy in-game stuff from other players. The value of every in-game item in CCoins will be visible in Cheebillapedia. Also trading forms to be filled out can be found on Cheebillapedia.

In every quest, you have a % chance for any item to drop. The list with the %-chances could be found [here](#) , just simply click on adventure and you'll find all the info you may need.

Every Cheebilla has limited slots for items. Initially it's 3, but thanks to backpacks you can increase your slots. Every slot is one more place for a drop - so it increases your possibility to get rare items from adventures and of course more items in general.

After you send your Cheebilla on an adventure, I'll drop a simple text with adventure results and some actions, which your character may have during the journey. In the beginning of the game, you'll be able to send your Cheebilla on adventures three times per day.

If the game gets bigger, I hope to make more interactive adventures with a simple roleplaying system.

3.3.2 House Decorating

The second (or first :D) main activity of the game. You are able to decorate your own house for your Cheebilla!



This is how it looks when you start the game. When getting a Cheebilla, you receive two extra things: a simple house and an in-game tiny avatar of your Cheebilla sitting.

The house is simply filled with basic items: doors (the only item which can't be moved), a round window, shelf, glassplant and a bed. You can **buy** or **craft** more stuff (thanks to items and CCoins from adventures) and start decorating!

Aaaa okay but HOW

It's simple ^.^

If you want to do decorating on your own, you just need to have a graphic program - even something free like GIMP2, it can be downloaded and installed I guess, anywhere on your computer or something. Then I'll be able send you a .psd file of the house, where each item is on a different layer. It can be easily moved anywhere you wish. To add stuff, just copy owned furniture from your Cheebilla's page (those will always have a transparent background) and place it anywhere you wish in your house! You can change the size of it, but honestly I do not recommend making them bigger XD. I always prepare stuff to match into houses in good size. If you want, you can make them smaller. If you screw up the furniture file - no worries, you can always copy it once again!

And this is the fun part - play fair. You can't place things which you don't "own" in-game. I'll always be able to check it, so if I see that you're trying to cheat, I can block you from "playing" in this game, and of course I won't upload your house on the official Cheebilla's page. There's totally no fun in cheating, so I hope people will stay honest <3

If you want me to place furniture for you, you just need to explain to me where you wish me to put it and I'll do it.

In any case, I need to have a **.png file of the house**. So after you finish decorating, you can save it as .png and send it to me. No worries, if you get lost somewhere, I'm always happy to help!



3.3.3 Quests

Sometimes you'll find quests in various places in the world (on the Toyhouse page, "Evervillage" place), or I'll drop a hint/info about a quest on the Discord server. It's something different than adventuring, because quests are actions, which may sound like "Bring this villager 10 carrots". Thanks to quests, you can obtain more items, or sometimes even unique, rare ones.

3.3.4 Collections

Another activity, but it's probably a side one. During adventures, and sometimes during quests, you'll find collectible in-game items. By filling your collection, you'll be able to get some nice stuff as a prize too. (For people who don't like collecting things, you can just ignore it, I honestly really like collecting stuff :D)

Work in progress, more info soon!