

Chimerical Companion Creation

(From Changeling 20 and Aaron Cutler's previous conversion work)

This packet should serve as a guide for creating Chimera with the Chimerical Companion Background or as general NPC Chimera for use by the Storytellers. Chimera are the spiritual beings of the Dream, creatures of legend and myth.

General Chimera Traits/Information:

- All Chimera have a mind and personality of their own, even if a character 'owns' the Chimera.
- Chimera do not exist in the Autumn World, only in the Dreaming. Unless they purchase the Wyrd Rede, they may not affect the Autumn World.
- When a Chimera would take Banality, they instead lose a Physical Trait as their quasi-real bodies are dispersed. These traits cannot be recovered by an expenditure of Willpower. These traits recover at a rate of 1/Day in the Dreaming or near a Freehold's Balefire.
- If a Chimera ever loses all of its physical traits to Banality, the Chimera is destroyed forever.
- Chimera recover Glamour at the rate of 1/Hour while in the Dreaming.
- A Chimera's Health Levels function like the Chimerical Health Levels of a Changeling.
- Chimera have access to a list of special dream powers called Redes, which unlike Arts do not require Realms to target. They function as written, and are the main weaponry and defensive features of a Chimera.

Building your Chimera:

- **Concept:** What is your Chimera's Name, what does he/she look like and what is his/her story.
- **Generate CP:** You gain a number of 'Chimera Points', or CP, to create your Chimera, as detailed in the chart below. Furthermore, you may select Banes for additional CP in the same way that you select Flaw for your character, to generate additional Free Points. You may not select more than 12pts of Banes under any circumstances.

Background Level	Creation Points	Example
One	20	A small patch of mold that bubbles obscenely on your shoulder, a speck of light that flitters around your head, a sock puppet named Bob that curls up to sleep in your pocket
Two	25	A small jeweled dragon with a smoking problem, a giant teddy bear with a Brooklyn accent, a talking moon-cat
Three	30	A speed demon that looks like a chimerical sports car, a talking chimerical ferret that hoards shiny objects, or a small green alien that sniffs everything it sees
Four	40	A griffin that can fly, a Unicorn that can appear to mortals, or an owl that quotes shakespeare and knows the Trods well enough to serve as a guide
Five	60	An ancient Djinn that can affect both the Dreaming and the

		real world, or a Dragon with a broad variety of Redes at its disposal
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- **Purchase Traits and Powers:** Use the table below to make purchases with CP to increase the Traits of your Chimera within it's limits. You may purchase Redes from the following lists at their listed purchase cost

Trait Type	Attributes	Willpower	Glamour	Health	Abilities
CP Cost	1 CP : 3 Traits	3 CP : 1 Trait	1 CP : 1 Trait	1 CP : 2 Traits*	1CP: 3 Traits

- *You may not spend more CP into Health Levels than you have spent into Physical Traits*

Appendix 1: Redes for Chimerical Companions and NPCs

Aggravated Damage

This Chimera causes Aggravated Damage instead of Bashing or Lethal. For example, a Chimerical Dragon's Claws, which might normally inflict 2 Lethal Damage, would inflict 2 Aggravated Damage with this Rede. This Rede may be used in tandem with the Wyrd Rede to inflict mundane Aggravated Damage.

Cost: 3 Creation Points

Armor

The Chimera possesses additional levels of Armor beyond their standard Health Levels. This is the only way a Chimera may exceed the limits placed on the number of Health Levels which may be purchased with CP.

Cost: 1 Creation Point per Level of Additional Armor

Befuddle

This power confuses the target, making it difficult to perform any action. Make a Challenge of the Chimera's Glamour against the target's Willpower. If successful, for as long as the chimera remains in the victim's presence, they suffer a -3 Trait penalty on all Challenges.

Cost: 3 Creation Points; 1 Glamour to use

Dreamform

The Chimera is composed of a more rarified, purer Glamour than most Chimera are. It does not have a physical form. (It is still visible, however, unless it has the Rede **Hide**). Kithain must use Arts or Treasures if they wish to affect it, as normal Chimerical means will do no good. A Chimera with this Rede does not need to possess Physical Traits, but must still have Health Levels. (If this Rede is purchased, the normal limit on Health Levels is ignored).

This Rede is permanent, unless the Chimera is exposed to high levels of Banality (it touches an Autumn person, for example). In such instances, the Chimera makes a challenge of its Glamour against the source's Banality. If the Chimera fails, it loses its Dreamform instantly and gains five Creation Points to purchase Physical Traits. The Chimera remains in this Physical form as long as it remains in contact with the Banality that changed it.

Cost: 5 Creation Points

Enchantment

This Rede allows a Chimera to affect nonfae, and allows them to affect it. The Chimera may interact with a human, chat amiably with him, or attack him. All damage is still Chimerical, and the humans forget the encounter quickly. (Refer to the Mists). The Chimera would need the Wyrd Rede to cause physical damage.

Cost: 3 Creation points; 1 Glamour per turn to use, or 1 Glamour per hour in a Freehold or the Dreaming

Ensnare

The chimera is able to physically restrain the target in some manner (spider webbing, sticky foam, chains, etc). The Chimera makes a normal Physical Challenge of a type appropriate to the chimera (*Firearms* for a net-gun, *Melee* for a chain-sword, etc). If successful, the target is grappled by the chimera. The Chimera opposes any attempt to break out of the grapple automatically; for this purpose, the snare possesses 2 Physical Traits and 2 points of Armor for every 3 dots of permanent Glamour the Chimera possesses, specifically to resist being broken or destroyed.

Cost: 2 Creation Points; costs an amount of Glamour to use depending on the size of the target, from 1 to 10.

Fear

Chimera with this Rede can cause a subject to freeze with fear or retreat in stark terror (victim's choice). The victim must either flee or freeze in terror for a number of rounds equal to the Chimera's permanent Glamour; the victim may make a Willpower Challenge against 6 Traits to reduce this duration by their permanent Willpower.

Cost: 2 Creation Points; costs 1 Glamour to use

Fester

This Rede causes the victim to manifest the symptoms of a particular disease. The Storyteller decides at what rate the disease progresses, but it is often extremely fast. A disease that normally would take years to manifest may do so in hours. The target may attempt to counter the use of this Rede with a physical challenge against 8 Traits, *if they are aware of the chimera*. This Rede may be purchased more than once; each purpose reflects an additional disease that may be imposed on the victim.

Cost: 3 (Toxin rating 1-3); 2 (Toxin Rating 4-5); or 3 (Toxin Rating 6-7)

Flight

This Chimera has the ability to fly at 9 steps per turn in combat.

Cost: 3 Creation Points; costs 1 Glamour per hour of flight to use

Glamour Pact

The difficulty of all challenges to craft, forge, or trap a Chimera with the Glamour Pact Rede are increased by +2. Furthermore, these Chimera retain their Glamour and Willpower scores when turned into an item. They may use Redes which are not based on Physical Challenges normally, and most changelings consider items with this Bane 'cursed' objects.

Cost: 5; costs 1 permanent Glamour to use

Gulp

This Chimera may spend 2 Glamour prior to making a Bite Attack to swallow their target whole. If the Gulp attempt is successful, the target suffers normal Bite damage automatically, without a test, on each successive turn, so long as the Chimera chooses to inflict it. The chimera may hold their victims just long enough to terrify them, then spit them out again.

Cost: 3 Creation Points

Healing

The chimera can heal the wounds of others. The chimera may heal only Chimerical injuries, not Autumn World injuries, unless the Chimera also has the Wyrð Rede.

Cost: 5 Creation Points; costs 1 Glamour per Health level healed

Hide

The Chimera may become invisible to all changelings and enchanted beings. The Chimera may be detected with an opposed Mental Challenge using the Kenning Ability as a retest; no form of heightened senses is required. This Rede lasts for the duration of the scene (up to one hour).

Cost: 5 Creation Points (7 if more than one person may be hidden); costs 1 Glamour per being or item affected

Scuttle

Chimera with this Rede have the ability to take one extra Action in a Round per Glamour point spent, up to a maximum of +3 Actions / round.

Cost: 3 Creation Points; costs 1 Glamour per extra action to use

Sense Banality

The Chimera can tell exactly how much banality is in a person, place or thing.

Cost: 2; costs 1 willpower per scene to use

Shapeshift

There are two versions of this Rede; the first allows the chimera to alter its size, coloration, physical beauty or monstrosity, and other cosmetic changes, but does not substantially alter the Chimera's traits.

The second version grants the Chimera a completely new form, redistributing its Chimera Creation Points (with the exception of the cost of Shapeshift). A chimera could even possess both versions, though the second version must be purchased separately for each alternate form. Very few chimera have more than one alternate shape.

Cost: 4 Creation Points for cosmetic shapeshifting; 7 per alternate form; costs 1 glamour to change shape.

Steal Glamour

This Rede allows the Chimera to actually steal Glamour from a changeling or chimera. The user spends 1 Willpower and Tests their Willpower against the target's Glamour in an extended challenge; if successful, one point of Glamour is stolen per challenge won.

Cost: 3 Creation Points; costs 1 Willpower to use

Traverse Dreaming

The chimera can travel back and forth between the Dreaming and the Autumn World. Chimera may only travel along established trods and through raths, some of which may be known to (or accessible by) only Chimera.

Cost: 5 Creation Points, 1 Glamour to use

Venom

This Chimera delivers venom in tandem with a physical attack (a poisoned blade or tranquilizer gun, for instance). The victim must make a Physical Challenge against 8 Traits or suffer a debilitating effect, such as:

- Paralysis (1 minute per point of Glamour spent)
- Pain (1 minute of Wound Penalties that cannot be ignored of a step higher than the target's current health would indicate)
- Auditory or Visual Hallucinations (1 minute per point of Glamour spent)
- +1 damage per point of Glamour spent

Cost: 3 Creation Points

Weaponry

The Chimera inflicts more damage than it would normally would inflict.

Cost: +1 Damage for every 2 Creation Points spent

Wyrld

The chimera may choose to become a solid creature, able to affect and be affected by the Autumn World.

Cost: 7 Creation points; costs 1 Willpower per scene to use