



Chimera

Costuming Difficulty: Hard

Chimera are a line of beast-like creatures whose spawn often take on new or variant traits based on a logic still unknown to us.

The changes from chimera mother to chimera daughter may be extreme (and often are), with one manifesting traits that cause them to resemble some sort of avian hybrid, and the other being a scale-covered reptilian. Chimera are sometimes born to non-chimera parents, the touch slumbering in their blood until it manifests with enough strength to re-write their parents' own.

Thus, chimera have been observed to take on many different animalistic traits from the local fauna, sometimes in beautiful arrangements, and sometimes reminiscent of aberrant nightmares.

- Unknown Author, Preface, On the Breath and Breadth of Those Known as the Chimera

Description

The true origin of Chimerism has been lost to the ages. Any traits manifested are unknowable until they begin to manifest a few years after birth.

Chimerism takes on animal-like traits that are set over the shape of another Bloodline; a Human with dog ears, an Aelth with the claws and tail of an alligator, or a Drimmen with the head of a cat.

There exist three known strains of Chimerism. The first is simply known as the Chimera and they are the most common expression. They are the “animal folk,” with a broad range of traits. The Chimera might label themselves further into categories based upon the mutations and traits they express. The “Mythid” seem to draw strongly on traits found elsewhere in either Mundane or Mystical sources. Some express traits from a single source, while others express traits from a multitude of sources. The latter is commonly left appearing rather unsettling to gaze upon. The “Horrors” as they are called, are carefully crafted with mutations, seldom Mundane, expressing traits either of a unique nature or shared only by those of a Mystical or Extraplanar origin.

General Demands

Beastform (1-9)

The Chimera has manifested a number of traits as listed below. These manifestations suit the environment of the Chimera’s upbringing, giving them an edge. Players may choose to represent any number of traits but gain at most 9 Experience.

A single rep that covers multiple traits may be approved by the Aesthetics Director.

Patched (1)

- The Chimera has a different color of skin or fur around one eye, making their markings obviously asymmetrical.

Snout (1) [Repped, Face]

- The Chimera has the nose of a deer, dog, cat, or more extreme variation.

Beastly Ears (1 or 2) [Repped, Ear]

- The Chimera has ears from some sort of natural creature.

Fangs or Tusks (1, 2) [Repped, Teeth]

- The Chimera has at least two visible fangs (1), or at least two visible tusks coming out of their mouth or lower jaw (2).

Horns or Antlers (1, 2) [Repped, Horns]

- The Chimera has at least two horns or antlers, shorter than 2” (1), or longer (2).

Hide or Chitin (3) [Repped]

- The Chimera’s body has fur, scales, chitinous, or feathers covering at least 50%.

Paws (3) [Repped, Hand]

- The Chimera has a fully animalistic set of hand replacements.

Tail or Stinger (1-2) [Repped, Tail]

- The Chimera has a short tail (1), or a long tail (2). Their tail may end with a large bulbous stinger, or long vicious spines.

Beasthead (3) [Repped, Face]

- The Chimera must use a mask or full head coverage prosthetic to appear more bestial.

Fins (2) [Repped]

- The Chimera has fins protruding from their head. They can choose two or more small fins or one or more large fins going from the front to the back of the head.

Dagger Mouth (2) [Repped, Teeth]

- A majority of the Chimera’s teeth are sharpened.

Antennae (1, 2) [Repped]

- The Chimera has two bug-like antennae on their head; either small/ stiff antennae (1), or long/ flexible antennae (2).

Quills (2) [Repped, Back]

- The Chimera has quills, at least 3 inches in length, coming from 50% of their back.

Wings (2) [Repped, Back]

- The Chimera has a set of animal/ insectoid wings coming from their back.

Shell (3) [Repped, Back]

- The Chimera has an encompassing shell covering 90% of the back.

Hooves (1) [Repped]

- The Chimera has cloven, goat-like hooves.

Heterochromia (1) [Repped, Eye Color]

The Chimera's irises are of distinctly different colors. The Chimera's eyes may also include differing pupil shapes, drawn from nature.

Mythid - The Molded

The Mythid are often a "complete" manifestation of Chimerism. Complete manifestations leave almost nothing of what else their lineage was, masking or mutating it entirely. The Mythid is a wholesale transformation from the typical bloodlines, merging many different animal traits to create a completely different, often unique form.

The Mythids themselves are often as uniquely minded about their transformations as their forms. Many turn to seclusion to avoid persecution or suspicion. Some seek to join the communities they once resided in, with wildly varying success. Those who do manage to return, find themselves often the town's "mascot" of sorts, with some communities being doggedly protective of "their" Mythid.

The Cottonmouth Workers' Union is a Mythid Organization that spans the world over. They band together, forming their own community and a place where they can live outside the persecution and social stigma they find elsewhere.

Mythid Demands**A Thing from the Deepest Places (1)**

The Mythid cannot benefit from Respites that occur within sight of an accessible in-game building. The Mythid is uncomfortable in the "safety" of a tavern. It is strange and foreign, so unlike the dark places of the world they are so accustomed to, where naught but darkness can find them, *their* home.

Borne of Bedlam (2)

The Mythid gains Native Vulnerability to the Madness Trait and Berserk Effect. While their origin is unknown, perhaps it is by design. Those who try to understand begin to unravel.

Mythid Birthright

Whispers of Ikbāl: The Mythid gains a random Spell-page from the Ambition Sphere at the start of each Event. The Spell-page is Blood-writ, Soulbound, may not be copied by any means, and will crumble to dust at the end of the Event.

Horror - The Failed

Some... things... were never meant to be seen. Were never meant to exist as they find themselves. While practitioners of Blood Magic habitually sculpt and shape flesh as if it were clay, Horrors are something far more advanced.

Horrors are not born, they are made. This differs from fleshcrafting as this does not shape the flesh, it awakens the latent Chimerism and forces the flesh to shape itself. When a Horror is made, they are typically given a task by their creator. Other times, they are simple homunculi created by wizards to aid in their ongoing research. Regardless of their origin, the Horrors represent a form of Chimerism that allows for unsettling transmogrification of flesh into other forms.

Among the Cult of the All-Form Beast, they are known as the Failed Experiments, or simply the Failed. They are “failed” as they are not made one with the All-Form. Regardless of the terrible things they are called, the Horrors exist now, trying to scratch an existence out of a world that carelessly brought them into existence.

Horror

The Tragic Extent of Failings (1-9)

The Horror has manifested a number of traits as listed below. Their form is similar, but distinctly different or wrong, implying what may lie behind or beneath. Players may choose to represent any number of traits but gain at most 9 Experience.

A single rep that covers multiple traits may be approved by the Aesthetics Director.

Maw of Malignine (2) [Repped]

- The Horror has an additional mouth or mouths visible on their body.

Withered Limb(2) [Repped]

- The Horror has an additional, vestigial limb that emulates their natural one.

Bifurcated Tail(1) [Repped]

- The Horror has a second tail, similar to its first. This may only be taken if they have another Demand with the “Tail” tag, from either Chimera or another Bloodline.

Grafted Ears(1) [Repped]

- The Horror has a second set of ears. This may only be taken if they have another Demand with the “Ears” tag, from either Chimera or another Bloodline.

Always Watching (1) [Repped]

- The Horror has additional eyes, many in fact. They must represent at least five additional eyes on either their costuming or body. If represented on costuming, care is to be taken to make the eyes look organic.

Crooked Man’s Caress (2) [Repped]

- The Horror has unsightly long digits on one hand. Their fingers must be elongated to at least double their original length.

A Seed of Baeoth (3)

The Horror gains the Seed of Baeoth Ritual Card and must include it in any Ritual they are a Participant in. The Horror gains the Abomination Target.