

Chimaera

Chimaera is a hack and slash role-playing game set in an alternate world, where instead of fighting with sword and shield or casting magic, one must mutate their body with all manner of crude biological weaponry. Tack on extra limbs and become the arachnid monstrosity. Alter your brain and become a psychological freak. Will you tear through your enemies claiming their parts into a mound of trophies worn on your back, or will you carefully select what parts are sanitary to become a keen and precise instrument of death?

Playing Chimaera

In order to play, one will need a group, most of which will be willing to undergo medical procedures without a qualified surgeon and a complete disregard for all sanitation in any situation. One member of the group will be the Ghastly Mutated or GM. The Ghastly Mutated will be responsible for running the game and ensuring the group is tried and tested before facing the horrid creature of the same name.

This book will outline rules for the players, referred to as the Mutated, this will provide information for creating a character, the key rules of the game, and a menagerie of data detailing various Body Parts they can look forward to carelessly binding to themselves. Following this are the notes for the GM, this will contain suggestions for how to run the game, tips on how to design a session or campaign, as well as a heaving mound of gory tools to aid in the whole process.

What Does A Session Look Like?

A group of 2-6 friends (or enemies) will create a Mutated creature that they will play during a session. The GM will play the many adversaries and situations that the Mutated will encounter. Play will see players collecting Body Parts, throwing away broken ones and gaining all sorts of defects and issues. The Mutated can engage in brawls, espionage, politics, crawl through caves to fight evil slugs, or brave frigid mountains where frostbite causes their limbs to drop off.

A usual session will see the Mutated asked to help with a problem plaguing their Habitat. Upon further investigation the Mutated will need to overcome dangerous weather, crazy creatures and unhelpful citizens. The source of the problem will be the Ghastly Mutated, a dangerous beast with overwhelming mutagenic power. The Mutated may attempt to bring an end to the Ghastly Mutated, either defeating it in glory or failing and cowering away licking their wounds.

The Mutated will pull off amazing tricks, epic fights and nasty encounters. Just as the Mutated build their character from different Body Parts, they will fight horrid beasts that will tear those Body Parts to shreds. Combat will see the players grasping and fusing new Body Parts to overcome threats and Obliterate

or Sever the Body Parts of the intimidating creatures they face. The arsenal of the Mutated may look entirely different post-battle, as their Body Parts are forged through the fight.

Overview of Rules

The Mutated can build their character from Body Parts, these will allow the Mutated to access all sorts of specialised abilities, which can be used during combat, negotiations, or exploration. A player can activate a Body Part which will allow them to execute any of the Abilities granted by the Body Part.

Abilities require rolling a number of 6-sided dice (d6) equal to one of the core Attributes: Mutability, Brutality, Flexibility, Psyche, and Durability. When you make a roll the outcome will be a Success (one 6), Super Success (greater than half are 6s) or Partial Fail (no 6s). Depending on the outcome certain events will occur as specified by the Ability. Some Abilities require the use of Catabolic Points, which represent the energy of the Mutated. If you don't have enough Catabolic Points you can't execute the Ability.

If you get injured you will receive Damage. Damage increases the Disrepair of your Body Parts causing them to be Broken. You can't use Body Parts that are Broken. If all your Body Parts are Broken your Body can start taking Damage. If your Body becomes Broken you are Defeated and must wait for a friend to repair you.

You can upgrade your Attributes, by finding Serum. The Serum allows you to increase an Attribute or gain more Catabolic Points.

These Key Rules are everything you need to know to start playing a game of Chimaera Syndrome

The World of Chimaera

Chimaera is set during a post-bio-apocalyptic world. In the past a catastrophe unknown occurred which pitted some of the earth's greatest scientist to develop advanced technologies to save it. The details of the catastrophe elude historians, some predict it was some form of disease, other's believe it was a climate crisis, or perhaps a world ending war. Regardless of the exact details the following is widely believed by the new forms of civilisation:

Mutanism is Common: The act of modifying your body for different needs is not taboo. Farmer's can often be seen changing out their hands for scythe-like appendages when harvest time comes. Similarly, advanced combatants can be observed quickly metamorphosing their bodies to gain the advantage in a duel.

Tools are no longer needed: With the ease of biological modification most tools and weapons became redundant. With fewer people requesting such items the production and trade craft ceased entirely. Tools are exceedingly rare.

Someone using a tool over their biological systems is often met with confusion or whispers about their membership to fanatic anti-mutant groups.

There are different Degrees of Mutanism: Different creatures mutate differently. Some life when it was exposed by the great catastrophe, merely mutated once, and from then on remained in its mutated state unable to change. The majority of life established the ability to fuse with other parts, attaching new limbs, organs or senses. Rarely seen, and the most exotic are those that have an intimate connection and control over their own DNA. Creatures like this are able to resequence their genome, allowing them to actively and quickly reshape their being into near whatever they want.

The World is Untamed: Most of the world is made up of dangerous environments, hostile weather and untamed wilderness. While there are settlements, they are few and far between. The settlements that do exist are often plagued with raids from other settlements and ambushes from terrifying creatures.

The Age of Mutants

The people of today are mutanous, body parts can be detached and fused together, allowing a wide range of abilities and forms, and societies. People trade, fight for and collect body parts to use in almost every part of their daily life, whether it be working on farms, hunting in the wilderness or socialising with friends. Due to this way of life tools and manufacturing became obsolete, thus nowadays it is a lucky find to acquire a working piece of gear. The precursor species known as humans are all but extinct, while most died out during the catastrophe those that remained have integrated into mutanous society as part of the collective body part supply.

Tribalism and Diversity

Due to the breakdown of society there are no large scale civilisations, and the most common form of society found are small towns or roaming packs and herds. Some colonies are seen to grow into large and orderly cities run by hive minds, others form with symbolic relationships of mutual benefits through alliances. Furthermore, regardless of the size of the society every individual will likely be completely unique, mostly due to every creature constantly changing out their body parts for whatever is useful at the time.

Precursors

The ancient each spanning species known as the Humans have been extinct for a long time. Little is known about them except they once dominated the globe but due to some world defining event have disappeared. Some of the creations they had made still remain intact, namely the Serum and the Facilities. These are scattered throughout wilderness but are often inhabited by the Ghastly Mutated, so explorers beware.

The Serum

The serum was the primary solution to the great catastrophe as most humanity were going extinct the world's last scientists devised a serum which would strengthen the survivability of the human species to outlast the impacts of the catastrophe, however what occurred after the serum was deployed across world to every living thing could not be predicted. The serum did enhance the survivability of all creatures, however instead of enhancing DNA with new genomes it made DNA highly volatile, causing it to easily shift and change, leading to the mutability of all creatures.

Intelligent Life

Most life is highly chaotic and ever-changing, the environments range drastically more so than ever. Intelligent life still remains among the earth, with different factions, groups and leadership establishing their lands and power. Attitudes among these groups vary greatly however the underlying understanding of life is far different to what they once were.

The Ghastly Mutated

The Ghastly Mutated are creatures of the most chaotic and dangerous nature. They vary wildly in ability, intelligence, ferocity, but they are always powerful and a threat too much of the fragile societies that exist in Chimaera. The most simple Ghastly Mutated are wild beasts with insatiable rage, they may hoard body parts that they utilise all at once, tearing, biting, poisoning and crushing their foes simultaneously. Others maintain unbreakable parasitic relationships with other creatures being able to control the will of others for their own gain, commanding armies to enslave more and more civilisations. Others display an unparalleled cunning, while they may not be strong themselves they will lay out traps and tricks of deadly design, and manipulate others to achieve their ulterior motives.

On the Origins of Chimaera

In the past, catastrophe struck the Earth. The cause is not quite known, but this brief period of time completely changed the trajectory of the world. Whether it be disease, climate crisis or war, the Earth's ecosystems began to collapse. The environment became more unstable and mass extinction events occurred across the globe, caused by famine, flood, and frenzy.

Riots burst out in every country to blame the Facilities. These Facilities were expansive research stations, where the elite researching conglomerates experimented in the fields of physics, quantum mechanics, biomedicine and chemistry. Particle colliders, dark matter detectors, satellite arrays, supercomputers, and nuclear generators were among the much large-scale equipment within the Facilities.

As billions of people died rioting, the uber-rich retreated to space ‘safe havens’ and the directors of the Facilities secured themselves in underground bunkers. A small charitable research community within the Facilities were the only ones you had not given up hope, not yet.

Every attempt to stabilise the Earth’s ecosystems had been met with roadblock after false start, after dead end. If the Earth could not be halted in its continual turmoil, then the only option left was to adapt. And so began a decade long endeavour to produce the Serum. This Serum encouraged the rapid resequencing of the genome, constructed from the few thriving species, and artificially spliced with pathogenic genomes. The researchers in their last ditch effort long after the radio frequencies had gone silent, released the Serum as a contagious virus.

In the present day, those researchers have disappeared from living and written history. But they were successful. Life on the Earth still persists today, but in no recognisable way from the perspective of the old precursor humans. Creatures are now mutants constructed from various animals’ body parts. The Facilities are either abandoned or home to Ghastly Mutated creatures who feed on vats of Serum. These creatures are formidable and abhorrent. Small communities, colonies and packs of creatures now make up small pockets of urbanised environments among the perilous wilderness.

The Timeline

In the world of Chimaera it is assumed that the catastrophe happened long ago, and that mutants is common, and societies are small and fragile. However, ultimately it is up to you how long the earth has had time to heal. Has it been only a few hundred years, new civilisations are forming, creatures are only just beginning to understand their new-found power. Has it been a fair bit longer? Civilisations have risen and fallen, empires exist and are beginning to tame the chaotic world. Is the great catastrophe ancient history? Cities span the earth, globalism and nation trade are common and interconnected. How would these times in history be different to what they were before the great catastrophe? How do cities work when people can fly, swim or walk? How do civilisations function without the need for tools?

The Rubble

Much of humanity’s technologies are broken, cities have fallen leaving only remnant concrete obelisks and malfunctioning tools. No one really knows how to fix any of these things, so tools easily degrade and fall apart. The only sign of humanity that has remained intact are the mysterious Facilities which are scattered out in the wilderness. Of course there are sometimes whispers and sightings of the ancient humans out in the far reaches of the world, but these are most likely just stories with little merit.

Everything you Need to Know

The Body

Your Body is the base for the rest of your Body Parts. As long as you have your Body you will be alive and well. Your Body will provide you with the ability to Metamorphose to attach new Body Parts. Your Body Parts grant you access to specialised Abilities.

Rolling

When asked to Roll you will do so, based on the requested number of 6 sided Dice (d6). If you roll at least one 6 that is a Success, on no 6s it is a Partial Fail and if more than half of the dice are a 6 it is a Super Success. The minimum number of dice that can be rolled is 1. If you are requested to roll less than 1 dice, roll 1 die instead.

Attributes

Attributes are the general statistics of the Mutated. These include Mutability, Brutality, Flexibility, Psyche, and Durability. Each will have a value that determines the number of dice to roll when using the attribute. Attributes are used when resolving challenging activities, or activating Abilities.

Abilities

Abilities are special powers that the Mutated can gain through their Body Parts. These can make you a more effective killer, adventurer or manipulator. Abilities include unique specialised skills and will often ask for a roll to be made to determine the result of using the ability. The ability will specify what occurs on a Success, Super Success or Partial Fail.

Difficulty

Some activities are harder than others. When completing a particularly difficult task the GM may set a higher than usual Difficulty which will cause a certain amount of dice to be removed from your hand before you Roll for the outcome.

Damage, Disrepair and Defeat

Damage is represented by a number which will reduce the targeted Body Part by that many Disrepair Levels. When the Body Part becomes Broken it can no longer be used. Your Body cannot be Damaged until all of your Body Parts are Broken. If your Body becomes Broken you will be Defeated.

Focus

Focus is used to describe what a creature is paying attention to. When a creature is focussed on something it will be aware of what is occurring and any abilities being used. A creature will automatically be Focussed on either the last creature that attacked it or someone it is attacking, or someone or something that it can Sense.

Sometimes creatures will be made to lose Focus on something, usually due to them changing Focus. Some examples are below.

A guard changes focus to a brawl on the streets thus allowing the party to sneak behind them. A creature becomes in Awe of another thus changing focus from one creature to another. The other creature is now able to Hide In Plain Sight as they are no longer being Focussed on by anyone.

Distance and Direction

Sometimes an Ability will require the Mutated to be a certain distance from the opposing creature. Or a Body Part providing defence will only protect in a particular direction.

There are five Distances: Afar, Distant, Near, Close and Personal. In general Personal is occupying the same space, Close is within melee distance, Near is within walking distance and Distant is within running distance, and Afar within shooting range.

In addition, there are four Direction: Front, Left, Right, Back, which determine on which side of you an opposing creature may be.

Falling

When falling you will take a certain amount of Damage depending on the Distance you fall with nothing to break your fall, as per the following: Close: 0-2 Damage Near: 3 - 8 Damage Distant: 9 -16 Damage Afar: 17-28 Damage Half the damage will be dealt as Physical Damage, the other half dealt as Internal Damage.

Mind And Matter This method of Distance and Direction aims to facilitate miniatureless play, allowing for somewhat streamlined theatre of mind play. If instead you wish to run a game with miniatures to showcase some wacky and horrifying creatures the Distances and Directions can be adapted as follows:

Playing on square grid the distances translate to the following number of squares:

- **Afar:** Within 24 Spaces

- **Distant:** Within 12 Spaces
- **Near:** Within 6 Spaces
- **Close:** Within 1 Space
- **Personal:** Occupying Same Space

The Directions work by extending lines at 45 degree angles from the location of the creature. If falling between the lines then you are on that side of the creature, if you are on the 45 degree line then you have visibility of two sides.

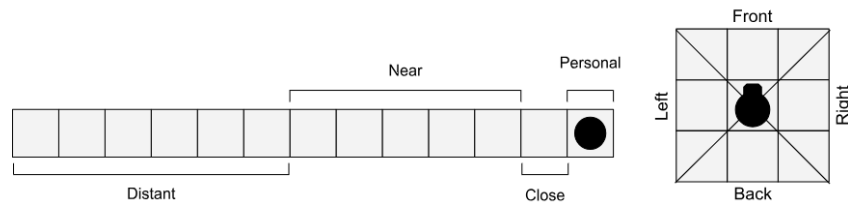


Figure 1: Direction & Distance Image

The Mind, Body and Mutation

Well-being

A Mutated's well-being defines the general Attributes of your character, the physical, mental and social wellbeing of your character.

Attributes

Attributes dictate the number of D6s rolled when using the attribute. They should range from 2 to 10.

Mutability (MUT) A measure of your ability to change and mutate your body and mind.

Psyche (PSY) A Measure of your intelligence and understanding, as well as your prior knowledge.

Flexibility (FLX) A Measure of your ability to contort your body or finesse in movement and fine motor skills.

Brutality (BRT) A Measure of the raw physical strength you possess and your fierce demeanour

Durability (DRB) A Measure of your resistance and endurance against metabolic challenges.

Catabolism

Catabolism is a measure of your energy. Particularly extraneous Abilities will require the expenditure of Catabolic Points. Your Catabolic Points are refreshed at the conclusion of an Encounter.

Clarification: Sometimes it is ambiguous when an Encounter has concluded. Some examples may be, Once you have ended hostilities with a hoard of foes. Or you have successfully completed a heist and are safe at home. Or exploited the entirety of a facility. Consult the GM whether you can refresh your Catabolic Points.

Body Parts

The Mutated must connect limbs, organs, skin, teeth, and bone to their Body in order to become an effective killer, negotiator, explorer and beast hunter. Body Parts will grant the Mutated special abilities which will allow them to pull off fantastic tricks, daring feats, and dangerous manoeuvres. This is achieved by Activating the Body Part which allows you to execute any of the Abilities on the Body Part provided you can pay the cost in Catabolic Points or satisfy any triggers.

Having multiple Body Parts means that the Mutated will have more Abilities in their arsenal. It also increases the amount of Damage they can take as each Body Part has the 4 levels of Disrepair which are tracked individually. Any enemy creature has to reduce all the Mutated's Body Parts to Broken before they can target the Body, and thus Defeat them. Similarly, enemy creatures with more Body Parts are difficult to defeat as they also will have more Abilities, and can take more Damage.

The maximum number of Body Parts the Mutated can have is equal to the DRB Attribute.

Mutating Yourself

In order to change your attributes you will need to acquire a Serum that can splice DNA. A single vial of this Serum allows you to do one of the following:

- Increase one Attribute by 1.
- Decrease one Attribute by 1, increase another by 2
- Gain an Additional 2 Catabolic Points.

Character Creation

1. Grab or Print a Body Board 1.1. Randomly select 3 Body Parts. 1.2. Keep 1 Body Part and discard the other 2 Body Parts.

2. Distribute the following scores for each Attribute: 2, 2, 3, 3, 4.
3. Roll 3d6, the highest result will be your max Catabolic Points.
4. Determine your Predator & Prey 4.1. Predator is something your creature fears. 4.2. Prey is something your creature is attempting to achieve. 4.3. Some examples are in the tables Predator and Prey
5. Describe your relationship with the world 5.1. This is how you see the world and how you interact with others external to your group. You can select one of the following under Relationships or you can make your own.

Determine your Predator and your Prey

Predator Something your creature fears, it can be a literal creature that is hunting them, it can be an event from their past, or it could be a faction they don't get along with. Either way this is something that your creature is attempting to avoid.

d6	Predator
1	A colony in the local area is looking for you, you fear what they might do.
2	You have a fear of small critters, and will avoid them at all costs.
3	You fear being alone, and always want a companion when travelling.
4	You crossed a powerful predator and can feel it stalking you at night.
5	You owe a debt to a pack, they will come to collect it, and you better be able to pay.
6	You took body parts from a creature and let it live, it wants them back.

d6	Prey
1	Your pack is the most important thing, you don't know what you would do without it.
2	You are after a particular plant that is only native to the area and very rare.
3	You're a beast hunter, you live for the hunt.
4	You were bested and left to die, they should have finished you off.
5	You were abandoned as a youngling, and are trying to track down your family.
6	You want to prove yourself to a colony, so that they may accept you into their ranks.

Prey Something your creature is attempting to achieve, it could be an item they are trying to get, a status within the community, or it can be a literal creature they enjoy hunting.

Describe your relationship with the world

This is how you see the world and how you interact with the others external to your group. You can select one of the following in the table Symbiosis or you can make your own.

Competition Everything is a struggle to achieve as people vie for power, resources and strength. Everyone is responsible for their own success, and you struggle to rely on others, because you know deep down that everything has its price.

Mutualism You believe that what you give to the world comes back. People are genuinely helpful and if by the end of the day if you have helped benefit someone, tomorrow will be a good day for you. You are concerned with other people's wellbeing just as others are concerned with yours. You hope that through mutually beneficial relationships the world will prosper.

Commensalism You are not one to draw attention to yourself. Working in the background you ensure that you can succeed at your goals, provided that you don't impact others. You'll take help where you can, and take advantage of each opportunity given to you. The world doesn't owe you anything, and you're well aware.

Parasitism Your success is your success, other people's success are yours as well. People are tools for you to manipulate. As long as you have achieved your goals you care little about the harm that has come to others. You're not evil, just realistic. The world won't give you a second chance, so any benefit you can draw from it, is justified.

Amensalism The world is inherently a bad place. All it ever does is harm you and everyone is indifferent to the suffering of others. You wish to change the world for the better, and it will be a hard uphill battle to fix it.

Mimicry You're a master of symbiosis. The world isn't good or bad, it's only built of relationships that harm or benefit you. You will change your attitudes and mannerisms to suit your environment.

Breaking the Body

Disrepair

Each Body Part that you collect can become Broken, as it is used, fought with and damaged. Each time a Body Part takes Damage it increases its Disrepair from Fine, Scarred, Sceptic and Broken. Certain levels of Disrepair may result in a Malfunction.

Fine The Body Part functions normally and is at full health

Scarred The Body Part is still functioning but appears bruised and cut.

Sceptic The Body Part is heavily damaged puss seeping from deep wounds. Roll your DRB, on a Partial Fail Roll on the Malfunctions Table.

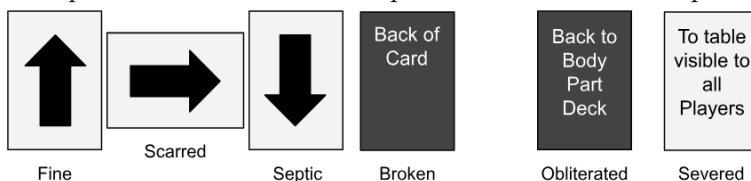
Broken The Body Part no longer works and rests limp on your body. If you succeeded or didn't take the roll during the Sceptic disrepair do the following: Subtract your MUT from your DRB, and roll that many dice to a minimum of 1. On a Partial Fail roll on the Malfunctions Table.

Special States of Disrepair Some Abilities will allow for the following special states of Disrepair. For example if you continue to damage a Broken Body Part then it will become Obliterated, Or if you Super Succeed some attacks, you will be able to Sever the Body Part.

Obliterated The Body Part is completely destroyed, it cannot be healed and is no longer attached to the Body. It can't be picked up and used. It is now bloody mush on the floor.

Severed The Body Part is torn off from the Body. It flies in the air and lands at your feet. Will you claim it for immediate use? When the Body Part is Severed it will fly in the air to the creature that severed it. They can then spend an Action to take the Metamorphosis Ability, to attach the severed piece at the Scarred disrepair level.

If playing with body part cards, the orientation of the cards will correspond to the level of disrepair: Alternate with Paperclips



Defeat

A creature is Defeated if all of its Body is reduced to a disrepair or Broken. All the Body Parts must be reduced to at least Broken in order to be able to target the Body.

Revival

A creature can be revived through a special ritual. When you are Defeated you are no longer targeted for attack, but can be dismembered and used for parts. If there are no allies nearby you may never be revived, doomed to be torn apart. However, if your allies survive a battle that you were killed in they are able to revive you upon the fight's conclusion. In order to do this they must collect a variety of parts and reassemble you in a ritual that takes 5 hours. As the ritual proceeds you take the Metamorphosis Ability for each part that you attach.

Malfunctions

- Sometimes a strange noise emits from it.
- It is always limp and flops about when you move
- It has a distinct smell that creatures can detect
- It jolts about inconveniently.
- It's an odd colour
- Sometimes you can hear it make little screaming sounds
- It falls off at the most inconvenient times
- It has extra digits, skin flaps or bumps
- The bones inside are brittle
- It is lumpy
- Sometimes pus seeps out of it.
- It accidentally executes some of its Abilities
- It looks broken but isn't
- Its double-jointed
- It looks really muscly
- It has a few odd bends in it
- Its extra furry
- Sometimes it wiggles around
- Sometimes it points toward something
- It gets really, really itchy
- It has a weird taste
- It tries to get the attention of random creatures
- It gets really dry and cracked.
- Sometimes it refuses to work
- It sweats profusely
- It has some spikes jutting out
- It changes colour based on your emotion
- Why are you hitting yourself?
- Its aches a lot

- Sometimes it reveals your true intentions
- It's got really long and matted hair

Habitat

The mutated belong to a habitat, this is what the group share and should protect. It is the uniting force that will bring the pack together to face off against the Ghastly Mutated that threatens their environment and their homes. The habitat can simply be a shared ecology and land that the mutated belong to, such as a jungle, or a region in the mountains. The habitat could be more specific, such as a den, or a colony.

Defining the Habitat

The mutated begin their habitat by settling in a new place, which will be the home of the group. As a group you may decide on some characteristics of the Habitat:

- The weather
- The biome
- The flora and fauna
- The geography

Often when establishing your habitat you will need to exterminate, scare away or somehow else deal with a Ghastly Mutated that is taking residence there. This is often the first expedition the mutated will go on, and later expeditions will see the mutated help nearby colonies, defending their habitat from more dangerous Ghastly Mutated, or exploring to find new creatures, and items for their habitat.

Growing the Habitat

In addition to the habitat being the centre of operations for the Mutated and a safe place to return, the Habitat can be expanded and improved over the course of multiple adventures. When the Mutated meet intelligent creatures they may be able to recruit them to join and take residence in the habitat. These recruits can provide services for the Mutated, such as crafting tools, providing exploration plans and maps, sourcing body parts, or establish relationships with other colonies. Members of the habitat may also ask for help from the Mutated, and may become unhappy or leave the habitat if mistreated.

Upgrade Cost

In order to upgrade the habitat you need to spend all 7 resources in the track. These upgrades can be spent on different structures to support the habitat. Habitats require upgrades to support more creatures which can offer services and expeditions. Below is a list of ideas for upgrades that could be made to the

habitat, and the type of services they can provide. Many Buildings will require a creature to work in them to be functional.

- **Foundations:** Clear difficult or unstable terrain.
- **Den/Nest:** Allow 3 more creatures to be recruited to habitat.
- **Butcher:** Sells Body Parts.
- **Perch:** Provides early warning of attacks on the habitat.
- **Bureau of Meteorology:** Provides exploration planning for weather.
- **Cartographer:** Provides exploration planning for Geography.
- **Embassy:** Supports relationships with nearby colonies.
- **Workshop:** Sells Tools and Gear.
- **Surgeon Theatre:** Heals Body Parts.
- **Hunting Ground:** Trains Creatures to Defend or Mercenary for Hire.
- **Comedy Club:** Provides Entertainment.

Environment

Environment is a critical component of Chimaera. Not only are the horridly mutated beasts a threat, but so are the forests, the rains, the storms, and lands. The environment that an Encounter takes place can affect the difficulty of fighting, moving, and executing Abilities.

Environment includes Weather and Events. Certain combinations of Weather will result in particular Events, while other Events occur randomly. Each Event may give creatures adverse Conditions or cause creatures to move in certain ways or take Damage. Some Events or the consequences of those Events can be ignored if the creature has access to certain Abilities. (These Abilities do not need to be executed in order to be able to ignore the effects of the Event, this also means Tools will not be damaged when used to ignore an Event's effects.)

Weather Temperature: Hot Temperate Cold Freezing Winds:
Strong, Breezy, Still Rain: Heavy, Showers, Dry

Events Earthquake, Lightning, Wildfire, Tornado, Rot, Toxic Sludge,
Avalanche, Ocean Currents, Gust Pitch Darkness, Flash Flood, Sink-
ing Pits, Slippery Surface, Sticky Tar

Hot & Dry= Blazing Hot
Freezing & Dry = Frigid Air

Hot & Strong = Dust/Sand Storm
Freezing & Strong = Blizzard

Heavy & Freezing = Snowing
Hot & Still = Humid

Heavy & Temperate, Heavy & Cold = Rain Storm

Strong & Temperate, Strong & Cold = Hurricane

Environments

Blazing Hot

All creatures gain the Boiling Condition.

Frigid Air

All Creatures gain the Freezing Condition.

Dust/Sand Storm

All creatures gain the Blind Condition while not in cover, Eye Body Parts are Inhibited, on their turn for Free a creature can roll DRB to remove the Inhibited Condition on a Success or greater until their next turn. If you end your turn not in cover you will take 1 Physical Damage.

Blizzard

All creatures gain the Blind Condition and Freezing Condition while not in cover, Eye Body Parts are Inhibited, on their turn for Free a creature can roll DRB to remove the Inhibited Condition on a Success or greater until their next turn.

Snowing

All creatures gain the Freezing Condition. If you don't move each turn the snow packs you in, and you must spend 2cp to dig yourself out at the start of your next turn, otherwise you are unable to move. (Ignore the cost if you have the Ability Dig Deep).

Humid

All creatures gain the Boiling Condition. If you moved last turn, you get overheated, and it will cost you 2cp to move on your next turn. Otherwise, you must wait another turn to move again at no cost. (Ignore the cost if you have the Ability Aquatic Breath or Hold Breath)

Rain Storm

If a creature wishes to fly, they must roll DRB on a Success or greater they can fly, but must end their turn on the ground. (Ignore the roll if you have the Ability Fast Swim)

Hurricane

All creatures gain the Deafened Condition and Blind Condition. Additionally, all Eye and Ear Body Parts are Inhibited, on their turn for Free a creature can roll DRB to remove the Inhibited Condition on a Success or greater until their next turn.

Earthquakes

At random times a tremor will occur, all creatures must roll FLX. On a Partial Fail, they gain the Prone Condition. Each round a structure may fall on a random area, all creatures in that area roll 2d6 if it's greater than your DRB score, take 3 Physical Damage.

Lightning

Each round an area will be struck by lightning all creatures in that area roll DRB. On a Partial Fail they are hit by electricity taking 1 Internal Damage and 1 Physical Damage. (Ignore the damage if they have the Ability Electrocute!.)

Wildfire

Certain areas are on fire, if a creature spends any part of their turn in the same place as the fire they gain the Alight Condition. Each round the fire might spread or move to a new area.

Tornado

A tornado occupies a certain area, each round it will move up to a distance of Near in a random direction. If the tornado hits a creature they are thrown in a random direction up to a distance of Distant. They must roll DRB and on Partial Fail they gain the Prone condition. (Ignore the Prone condition if they have the Ability Powered Flight).

Rot

All creatures' Nose Body Parts are Inhibited, on their turn for Free a creature can roll DRB to remove the Inhibited Condition on a Success or greater until their next turn. At the start of a creature's turn roll PSY, on a Partial Fail they gain the Repulsed Condition Focused on the source of the rot.

Toxic Sludge

If Close to the Toxic Sludge, the creature must roll DRB on a Partial Fail. They inhale poisonous air taking 3 Internal Damage. (Ignore the Damage if you have the Ability Hold Breath or Aquatic Breath)

Avalanche

At the start of a creature's turn they are hit by a structure and must roll FLX, or BRT to dodge or throw the falling structure. On a Partial Fail, they take 1 Physical Damage.

Ocean Currents

Each time a creature swims they must roll BRT on a Partial Fail they are swept in a random Direction.

Gust

Each time a creature flies they must roll BRT on a Partial Fail they are blown in a random Direction.

Pitch Darkness

Creatures gain the Blind Condition. All Eye Body Parts are Inhibited.

Flash Flood

Each round the wave will pass through in a random direction. Each creature that is not in cover must roll BRT. On a Partial Fail they are pushed as far in that direction until blocked. (Ignore the roll if you have the Ability Fast Swim.)

Sinking Pits

If you don't move each turn then you sink into the ground, you must spend 2cp to dig yourself out at the start of your next turn, otherwise you take 2 Internal Damage. (Ignore the cost if you have the Ability Dig Deep, or Ignore the Damage if you have the Ability Hold Breath or Aquatic Breath).

Slippery Surface

Whenever a creature moves, they must move the full distance they can. This means if a creature has an ability that allows them to move to a distance of Distant, if they choose to move (even if executing a different Body Part with a different moving Ability they must move to the full Distant distance).

Sticky Tar

Movement along the land costs 1 CP

Exploration

Exploration occurs when attempting to navigate to new lands, find facilities, or track down the Ghastly Mutated. The group will decide what their goal is, such

as search for a location or creature or journey to a known town. During their travel the group will be interrupted by an unknown number (decided by the GM) of encounters. These may include being ambushed by a predator, navigating through difficult terrain or blocked passages, or braving dangerous weather.

Overcoming an interruption

When faced with an encounter while exploring, the GM will frame what is occurring and the current state of the group. As the mutated, you should describe how you overcome the challenge, whether using teamwork, Body Parts and Abilities, or one of your Attributes. You will then execute or roll to determine whether the group completes the Encounter successfully. The encounter may devolve into combat, socialising or require more or different solutions if the first attempt fails.

Preventing Interruptions

In order to reduce the challenges encountered while exploring, the Mutated should prepare themselves for exploration. This can occur by consulting guides or maps, so they know where they are going and don't get lost. They should discuss what environment or weather they may encounter. What creatures roam the area if any. The more prepared the group is the less likely interruptions will occur.

Socialising

Socialising describes play outside of combat, and will involve role-play and decision-making. During this time Body Parts can be Activated at any time and there isn't a strict Turn order. Catabolic Points are still tracked during socialising, so creatures should be mindful how much energy they expend until the end of the Encounter.

What does Socialising look like?

Socialising will usually include lower stakes interaction, such as bartering for Body Parts and Tools in a market. Discussing routes, weather and threats with the local guide of a town. It can also include high stakes non-combative encounters. These include attempting to steal a bespoke jewel from a store, investigating an incident on the streets, or attempting to sneak and lie your way into a facility. These interactions will require precise use of the Mutated's Abilities and management of Catabolic Points to ensure the group can successfully pull off the mission.

Combat

Combat occurs when the group must use violence to achieve their goals. This is when they will often get wounded and wound other creatures. Combat is the most ordered part of the game requiring turn orders and precise use of abilities depending on the stage of combat. Combat begins in three ways, either an individual deals or takes damage, the attack is expected such as negotiations gone awry or after a surprise attack.

Beginning Combat

Once combat is about to begin each player will determine turn order, The player with the highest PSY attribute will be first and then others in descending order. If there's a tie then the players can discuss who goes before the other.

Beginning Combat with Surprise

If combat is initiated on a group of unaware creatures. The attacking group will be granted surprise. Each creature granted surprise is given a single Action (As opposed to the usual 2) to commit before beginning combat normally. If a React is granted then the surprise round ends early as the creature who is Reacting alerts its allies. In this case the order of combat starts with the creature that first initiated surprise and then follows the usual order using PSY.

Turn Phases

A Turn is made of 2 Actions and a React For each Action the player will Activate one of their Body Parts, allowing them to execute any Abilities with the Action tag. The player can't Activate the same Body Part twice on their Turn.

Depending on the outcomes of each Action, the opposition may be granted a React. Only one React is granted per Turn even if both Actions result in granting a React. It is possible for the same opposing creature to have multiple Reacts granted by different players' Turns.

Some Abilities rather than being activated as an Action are activated when some Trigger occurs. These can occur at any time, whether inbetween Turns, during an Action or before a React. When the Trigger occurs the ability is immediately resolved and then the Action or React is carried out from the point it was interrupted.

Dealing Damage

Most of the time when you deal Damage you choose what Body Part you are attacking. You cannot target the enemy's Body until all their Body Parts are at least Broken. When the Body is broken the enemy is Defeated.

Reacts

Often Reacts are granted when an Action Partially Fails. Each player's Turn can only grant 1 React. Reacts always occur after both actions of the player whose turn it is, is completed, even if the React is granted on the first action. This also means that a player may use their second action to negate the React that will come after it, such as running away on their second action to avoid a melee reaction.

When executing a React, the rules for Partial Fail may change. If the Partial Fail would grant a React it does not, instead the React Fails and nothing occurs (This means if a Partial Fail would usually deal 1 Damage and grant another React, it instead deals No Damage and No React is granted).

Conditions

Frightened

Your Focus changes to what is causing the Frightened condition. If you are within Near of the source of the Fright, you must spend your next Action getting to a distance of Distant using any Ability. If you are already Distant, you must turn, so they are behind you.

Confused

You must Activate a Random Body Part and execute the Abilities. You ignore the tags of the Ability.

Freezing

You only have a single Action per Turn rather than the regular two.

Boiling

Every Ability that costs CP costs double CP.

Awe

Your Focus changes to what is causing the Awe condition. If you are not at least Close to the source of the Awe you will use any Body Part to get closer and turn toward it.

Repulsed

Your Focus changes to yourself, and if you are Near or closer to what is causing Repulsion you must spend your next Action getting to a distance of Distant

using any Ability. If you are the source of the Repulsion you will try to end the Repulsion, e.g. moving toward water, or hiding.

Prone

When a creature is Prone, they cannot execute any Abilities that require physical movement unless they spend an Action to get back up, they can still do any other Action. The Prone condition lasts until the creature uses its Action or React to get up.

Restrained

A creature is Restrained for as long as whatever is Restraining them continues to Restrain them. The creature Restrained is unable to execute any Abilities that require physical movement until they can successfully make a BRT or FLX roll to escape as an Action. The Restrainer may activate other Body Parts (if it is a creature and not rope) but then the Restrained condition will immediately end.

Blind

A creature that is Blind is unable to see until the condition ends.

Deafened

A creature that is Deafened is unable to hear anything until the condition ends. Inhibited This condition applies to specific Body Parts. An inhibited Body Part can't be Activated until the condition ends.

Poisoned

At the beginning of your next Turn roll a number of dice equal to the Poisoner's MUT. You take as much Internal Damage as there are 6s.

Alight

When you gain the Alight condition choose a Body Part that becomes on fire. When this Condition would normally end (at the end of your first Action) that Body Part takes 2 Internal Damage. Then roll your DRB. On a Partial Fail the fire moves to a different Body Part. This continues until you put the fire out. (Such as using water). You can always put a fire out by using an Action to roll on the ground, in this case roll FLX and on a Success or better the Alight condition ends.

Bleeding

At the beginning of your next Turn lose a number of Catabolic Points equal to your MUT.

Abilities

Abilities are granted through the collection of Body Parts. In order to execute an Ability you must Activate the working Body Part. Abilities also have tags which describe when they can be used:

- **Free:** This Ability can be used whenever desired. (The Body Part does not need to be Activated for the Ability to occur.)
- **Action:** This Ability can be used as an Action.
- **React:** This Ability can be used as a React
- **Trigger:** This Ability requires a Trigger to activate it. (The Body Part does not need to be Activated for the Ability to occur.)
- **Time:** This Ability takes time to complete minutes, hours, days.
- **CP:** This tag means the Ability has a cost of Catabolic Points.

Basic Abilities

Basic Abilities are granted to any creature regardless of the Body Parts they have.

Move On

Tags: **Action React** You can move to a spot up to Near of you.

Float

Tags: **Action React Cost 1cp** You can move to a spot Near you horizontally or vertically while in water. If you run out of Catabolic Points you take 1 Internal Damage each turn.

Mushy Slam

Tags: **Action React** You can hit something, even if you're not very good at it. When you slam your body you will select a target that is at a distance of Close or less. Roll your BRT. On A Success or Super Success you will deal 1 Physical Damage. On A Partial Fail you deal 1 Physical Damage, but the opposing creature will be granted a React.

Restrain

Tags: **Action** When within Personal Space you can attempt to restrain them. Roll BRT or FLX. On a success or greater they gain the restrained condition until you do another ability that would require you to let go of the creature.

Ta Da

Tags: **Action React Time Cost** To do something that is not described by an ability you have but is determined as possible by you and the GM, you will take

this ability. (The GM may restrict its possibility if they think you do not have the Body Parts to do it e.g. flying with no wings). This ability may have a cost in CP, take a certain amount of Time or have a Difficulty applied per the Gm's call. You and the GM will discuss what you're attempting to do and select a Body Part (or the Body itself) to justify the action, and an Attribute to roll. The GM will determine the result based on whether it was a Success, Super Success or Partial Fail.

Metamorphose

Tags: **Action** This ability will allow you to attach new Body Parts to yourself. You will roll MUT. You can have a max number of Body Parts equal to your DRB. Otherwise, you must remove a Body Part to add the new one.

Super Success	The Body Part is a complete match to your biology and chemistry. Its disrepair is Fine. Any Malfunctions are removed.
Success	The Body Part successfully attaches to you. Its disrepair is Fine.
Partial Fail	Your body experiences a rejection to the new Body Part, the Body Part is attached at disrepair of Scarred, but you must roll on the Malfunctions Table and add the result to the Body Part.

Specialised Abilities

Specialised Abilities are granted through the activation of Body Parts.

Acidic Spit

Tags: **Action React Cost(2cp)** You can launch a poisonous payload at someone within a Distance of Near. Roll you FLX.

Super Success	Deal 1 Physical Damage, and they gain the Poisoned condition.
Success	Deal 1 Physical Damage.
Partial Fail	Deal 1 Physical Damage, and they gain a React.

Acute Focus

Tags: **Trigger Cost(5cp)** When you are about to roll. Double the number of dice you roll.

Amazing Shot

Tags: **Action React Cost** (2cp) Choose a target within Afar. Roll FLX.

Super Success	Deal 1 Physical Damage, and they gain the Bleeding condition.
Success	Deal 1 Physical Damage.
Partial Fail	Deal 1 Physical Damage, but they gain a React.

Appear Innocent

Tags: **Free** This limb can hide its threatening aspects to appear harmless. If an individual suspects or attempts to check whether the body part is of some danger, they must succeed a PSY roll subtracting your MUT of dice from their roll.

Aquatic Breath

Tags: **Free** You can breathe in water or hold your breath for an arbitrary amount of time.

Beat to Dust

Tags: **Action React** Pound the enemy to a pulp. Select a target at a distance of Close. Roll BRT.

Super Success	Obliterate a Body Part.
Success	Deal 1 Physical Damage.
Partial Fail	Deal 1 Physical Damage, the enemy is granted a React.

Blinding Light

Tags: **Action Cost**(2cp) Choose two Sides of you to shine a blinding light. Anyone that can see you gains the Blinded condition and any part that is an eye is Inhibited.

Blindsight

Tags: **Free** You can sense any movement within Near, even through obstructions.

Block Sound

Tags: **Free** You can close your ears so that you can hear nothing.

Box Kick

Tags: **Action React** Kick a target within a distance of Close. Roll your BRT.

Super Success	Deal 1 Physical Damage, and push them back to a distance of Near and gain the Prone condition.
Success	Deal 1 Physical Damage and push them back to a distance of Near.
Partial Fail	Deal 1 Physical Damage, and they gain a React.

Bristle Barrage

Tags: **Action Cost (4cp)** You have three bristles that can be launched from your body. Choose 3 targets within Distant and roll FLX for each.

Super Success	Deal 1 Physical Damage. The bristle pins them to the wall or floor, they must spend an action tearing it out.
Success	Deal 1 Physical Damage.
Partial Fail	Deal 1 Physical Damage, they gain a React and can use the bristle as a Tool that deals 1 Physical Damage but will immediately Break upon use.

Buck

Tags: **Action** Throw a creature in the air that is within Close up to a height of Distant. Roll BRT. On A Success or Better you can choose if they land Prone. On a Partial Fail, they are only thrown to a height of Near, they gain a React.

Charge

Tags: **Action Cost(3cp)** Choose a location that is within Distant. You move in a straight line to that location. For each creature you get at least Close to during the run, you can roll your BRT.

Super Success	Deal 1 Physical Damage AND they gain the Prone condition.
Success	Deal 1 Physical Damage OR they gain the Prone condition. (your choice)

Partial Fail	Deal 1 Physical Damage OR they gain the Prone condition. (their choice)
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Choke

Tags: **Action Time** (3cp) When you enter Personal space You can Roll FLX or BRT. They will gain the Restrained condition. If the Restrained condition is maintained until the beginning of your next turn, they will take your MUT in Internal Damage.

Super Success	They are Restrained; you can subtract your BRT or FLX from their escape rolls.
Success	They are Restrained.
Partial Fail	They are Restrained. They gain a React to attempt escape.

Climb Over

Tags: **Action React** You are able to climb over walls provided there are small ledges to hook into. You can climb to a spot Near you.

Collect Part

Tags: **Free** You can place a number of parts equal to half your MUT rounded down on this Body Part. At any time you can swap one of these Body Parts for one that is attached to you without taking the Metamorphosis action. The Parts stored cannot be targeted. If this Part is Broken or worse the stored Parts become Severed.

Cool Cucumber

Tags: **Trigger** When given the Boiling condition Ignore the Boiling condition.

Contact Poison

Tags: **Trigger Cost** (3cp) You produce a lethal contact poison. Anyone within your Personal space gains the Poisoned condition.

Dazzling Colours

Tags: **Action Cost** (2cp) You show off a display of dazzling colours, anyone that can see the colours gains the Awe condition.

Death From Above

Tags: **Action, Trigger, Cost (3cp)** When Higher than another creature and within a distance horizontally or Near, you can rapidly fall into their Personal space. Roll your BRT or FLX.

Super Success	Sever a Body Part.
Success	Deal 2 Physical Damage.
Partial Fail	Deal 1 Physical Damage, you both gain the Prone condition.

Death Crunch

Tag: **Action Cost 6cp** You lock your jaws on your target, damaging half their Body Parts rounded down. Roll your BRT.

Super Success	Half of the Body Parts of the target are Severed.
Success	Half of the Body Parts of the target are Broken.
Partial Fail	Half of the Body Parts of the target are reduced to Broken, but they gain a React.

Deafening Roar

Tags: **Action, Cost (3cp)** Anyone that can hear you gains the Deafened condition, any ear body parts are Inhibited.

Dig Deep

Tag: **Action** You are able to dig a small hole that can fit up to 2 creatures inside. The material must be soft enough to dig through.

Disarm Contraption

Tags: **Action** This ability grants expertise in disarming traps and machinery. Roll PSY.

Super Success	The contraption is disarmed. You may reset the trap to have a new trigger, and/or set off against the enemy.
Success	The contraption is disarmed.

Partial Fail

The contraption will go off. Everyone except you is granted a reaction right before the trap executes.

Echolocate

Tags: **Free** You must decide how loud you will be to echolocate, you can pinpoint the location of anything up to that Distance, however anyone within that Distance may hear the echolocate.

Electrocute

Tags: **Action Cost (see ability)** You can create a chain of electrocutions. Select a target that is within Near to electrocute. Deal 1 Internal Damage to one of their Body Parts. The electricity will then jump to another target that is Near or closer to the first and deal 1 Internal Damage to one of their Body Parts. You can continue this spending 1cp for each additional target beyond the first two. You can't damage the same creature twice.

Explosive Payload

Tags: **Action Cost (6cp)** You can release an explosive payload that lands within Near of you. You can decide when it ignites. After it ignites anyone Close to it will immediately take your MUT in Physical Damage. Anyone within Near it will gain the Alight condition.

Fall With Style

Tags: **Trigger** When you are falling you instead softly land taking No Damage. You can also glide moving up to anywhere Near of you while falling.

Fast Swim

Tags: **Action React** You can move to a spot Distant to you, horizontally or vertically while in water.

Frightening Howl

Tags: **Action Cost (4cp)** Anyone of your choice who can hear you will gain the Frightened condition.

Gaping Puncture

Tags: **Action React** Stab through the enemy. Select a target at a distance of close. Roll BRT.

Super Success	Deal 1 Physical Damage, If the enemy targeted has any Internal Organs, they also take 1 Physical Damage.
Success	Deal 1 Physical Damage.
Partial Fail	Deal 1 Physical Damage, they gain a React.

Gotta Go

Tags: **Action React** You can move to a spot Near you. You can also jump in the air to a distance Close to you.

Hide in Plain Sight

Tags: **Action, React, Cost (0-1cp)** You are able to blend into your surroundings, becoming invisible while still. The ability lasts until dispelled for Free. If you use an ability to move you must spend 1cp to maintain invisibility. If someone attempts to use Sight to locate you. You can subtract your MUT from their roll. If someone was Focussed on you while hiding they will assume you are still in the same place.

Jump High

Tags: **Action, React** You can jump high in the air, or across wide chasms up to a distance of Distant.

Hold Breath

Tags: **Free Cost (0-1cp)** From activation to the end of your next turn you can hold your breath. While holding your breath you can't smell anything. At the end of your turn you will stop holding your breath unless you spend 1cp to continue holding your breath.

I Don't Feel It

Tags: **Trigger Cost (6 cp)** When any parts are about to take Damage. You ignore all the Damage.

Impact Back

Tags: **Trigger, Cost (4cp)** Whenever you take Physical Damage you redirect the impact. Roll MUT.

Super Success	Anyone within Near and on the Same Side of the impact takes 1 Damage, and anyone within Distant and on the Same Side gains the Prone condition.
Success	Anyone Close and on the Same Side of the impact takes 1 Damage and anyone within Near and on the Same Side gains the Prone condition.
Partial Fail	Anyone Near and on the Same Side of the impact gains the Prone condition. You also gain the Prone condition.

I'm Not too Sure

Tags: **Free** This action is when you engage the brain to think. Roll PSY.

Super Success	In addition to the Success result, you may learn additional information.
Success	You learn what you want provided there is a way you could know.
Partial Fail	You learn if you're on the right track or not.

Know the Truth

Tags: **Trigger 2cp** When you are told something you can discern the truth. Roll PSY.

Super Success	You know if the person was lying and may be able to determine the truth.
Success	You know if the person was lying.
Partial Fail	You know if the person was lying, but they know the lie didn't work.

Lucky Charm

Tags: **Trigger (2cp)** When you make a roll, you can re-roll all the dice rolled.

Mad Dash

Tags: **Action React** You can move to a spot up to Distant of you.

Make Them Fools

Tags: **Time Action** This is the action for engaging in intellectual discussion. Choose a relevant category. Roll the appropriate Attributes based on the category:

- Confuse (PSY + FLX)
- Threaten (PSY + BRT)
- Deceive (PSY + MUT)
- Persuade (PSY + DRB)

Super Success	Get an additional benefit to the Success results.
Success	Confuse: Gains the Confused condition. Threaten: Will do one thing asked of them, that is not a threat to their own life OR gains the Frightened condition. Deceive: Will believe the lie told. Persuade: Will be convinced of the idea told.
Partial Fail	You may both gain the Confused condition, be fact checked on a lie, or may Frighten the target.

Manipulate the Weak

Tags: **Action Cost (3cp)** You manipulate the weak-minded to do your bidding. If your PSY is greater than your target you may take the Success result. If your PSY is over double your target you may take the Super Success result. Otherwise, roll PSY.

Super Success	They believe anything you say, regardless of consequence, and will act on it.
Success	They believe anything you say, and will act on it provided it is not a threat to their life or wellbeing to their knowledge.
Partial Failure	They believe some of what you say, OR they believe you until they get a second opinion. They will only act on it if it does not negatively affect them to their knowledge.

Many Voices

Tags: **Trigger** Whenever you use your voice you can modulate it to sound like up to 20 of the same voice.

Menace

Tags: **Action Cost (3cp)** You can grow or contort yourself to look more horrifying. Give anyone who can see you the Frightened condition.

Mimic Sound

Tag: **Action Cost 2cp** You can mimic any sound that you have heard before. The sound is almost indistinguishable from the original. If someone is suspicious of the sound you can subtract your MUT from any roll they make to determine its origin.

Olfactory Inhibit

Tags: **Action Cost 2cp** Anyone within Near of you that can smell you gains the Repulsed condition. Additionally, any part that can smell you is Inhibited.

Omnipotent Vision

Tags: **Free Cost 3cp** You can sense what is passed a single barrier such as a wall or container.

On Guard

Tags: **Action Cost 1cp** You can spend this Action to prepare yourself. At any point in between your turns you can immediately interrupt play to execute a single Action or React. Once concluded play continues from where it left off. This Action can grant Reacts.

Peer the Future

Tags: **Free Cost 4cp** Select a target. You can tell precisely what they will do on their next turn. That is what actions they will take on their turn if a creature, or how the trap will trigger and what occurs when executed.

Radial Hearing

Tags: **Free** You can pinpoint the location of the sources of noises.

Personal Pain

Tags: **Trigger** Whenever anyone gets within Personal space of you, Deal 1 Damage.

Pick A Lock

Tags: **Action** You are able to pick mechanical locks. Roll FLX.

Super Success	You open the lock completely silently.
Success	The lock opens but anyone within a distance of Near will hear the lock.
Partial Fail	The lock opens but anyone within a distance of Distant will hear it open.

Poison Resistance

Tags: **Trigger** If you gain the Poisoned condition, If your MUT is greater than the Poisoner take No Damage otherwise take Half the Damage rounded down.

Pounce

Tags: **Action React** You leap forward to dismember your enemies. If you are Near to your enemy you can move to Close, or if Close from one Side to an adjacent Side. You can then roll BRT or FLX choosing a target within Close distance.

Super Success	You Sever a Body Part.
Success	Deal 1 Physical Damage.
Partial Fail	Deal 1 Physical Damage, but they gain a React.

Powered Flight

Tags: **Action React** You can move to a spot Near you in any direction, vertically, or horizontally.

Pull In

Tags: **Action React Cost 2cp** Target a creature within a distance of Distant. Roll FLX.

Super Success	You pull them into a distance of at least Distant, and they gain the Prone condition if desired.
Success	You pull them into a distance of at least Distant.
Partial Fail	You pull them into a distance of at least Distant, and they are granted a React.

Reborn

Tags: **Trigger** This part cannot be Damaged, and does not count towards determining Defeat. When your Body is Defeated, you can be reborn. Roll your MUT.

Super Success	You heal Half your Body Parts to Fine (Assuming you have any) and continue the fight.
Success	You heal your Body to Fine.
Partial Fail	You heal your Body to Fine, but Obliterate this part.

Regenerate

Tags: **Time** If one of your body parts is Obliterated or Severed, you can regenerate it. This action is only possible outside of combat, and takes 30 minutes. Roll MUT, on a Partial Fail the limb gains a Malfunction. Heal it back to Fine.

Repulse

Tags: **Free Cost (3cp)** Anyone that can see you gains the Repulsed condition.

Resist Harm

Tags: **Trigger Cost(2cp)** When you are targeted by an ability that will deal Physical Damage, remove your MUT in dice from the roll if there is one.

Retract

Tags: **Action, React** You are able to retract your Body Parts into this Body Part. While retracted you can Ignore any Damage dealt to you. While retracted you are unable to use any other Body Part until you un-retract for Free. You can be forced to un-retract for an Action by anyone with a higher BRT.

Revitalised

Tags: **Action Cost 2cp** You are able to heal your Body Parts, provided they aren't Obliterated or Severed. Choose one of your Body Parts. Roll DRB.

Super Success	Heal the Body Part to Fine, gain 2cp.
Success	Heal the Body Part to Fine.
Partial Failure	Heal the Body Part by 1 Disrepair.

Rip Them Apart

Tags: **Action React** Tear through your enemies. Select a target at a distance of Close. Roll your BRT.

Super Success	Sever a body part.
Success	Deal 1 Physical Damage.
Partial Fail	Deal 1 Physical Damage. The enemy is granted a React.

Roly Poly

Tags: **Action Cost** (2CP) You curl up into a ball and move up to Distant. If you enter Personal space while rolling, roll BRT. You must immediately stop rolling.

Super Success	Deal 1 Internal Damage, and they gain the Prone condition.
Success	They gain the Prone condition.
Partial Fail	You both gain the Prone condition.

Second Wind

Tags: **Action** You can restore up to all your CP. Roll MUT.

Super Success	Regain all your CP.
Success	Regain CP up to half your total CP.
Partial Fail	Regain CP up to half your total CP, and gain the Frightened condition.

See It Coming

Tag: **Trigger Cost** 1/dice For an ability you can see occurring, describe how you interfere with it and spend any number of CP to remove that number of dice from the roll.

Daring Robbery

Tags: **Action** Your dexterous appendage is able to work its way into tight crevices to steal items from the unaware. Roll FLX.

Super Success	You are able to take any items from the location.
Success	You are able to take a single item from the location.

Partial Fail	Choose from the following: You take the item anyway, but there's a consequence, or You don't get anything, but get a good feel of what's inside.
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Shine Bright

Tags: **Free** This action allows you to expel light up to a distance of Close, Near or Distant, until turned off.

Shred 'Em

Tags: **Action React** Slice through the skin of your enemies. Select a target at a distance of close. Roll BRT.

Super Success	Deal 1 Physical Damage. If the enemy targeted has any Skin or Fur, they also take 1 Physical Damage.
Success	Deal 1 Physical Damage.
Partial Fail	Deal 1 Physical Damage, the target is granted a React.

Smuggle

Tags: **Action** You can place a small item or entity in a pouch on your body. It is not obvious that anything is inside the pouch. If someone suspects that something is being smuggled you may subtract your MUT from their roll.

Socialise

Tags: **Time Action** This action is for entertaining and charming. Choose a relevant category. Roll the appropriate Attributes based on the category.

- Convince (PSY + MUT)
- Entertain (PSY + FLX)
- Impress (PSY + BRT)
- Charm (PSY + DRB)

Super Success	Get an additional benefit to the Success result.
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Success	Convince: They are convinced of what you say. Charm: They will do one thing asked of them, that is not a threat to their own life. Entertain/Impress: Their Focus will change to you. Their opinion of you may increase.
Partial Fail	You may be antagonised, ignored, called out or some other consequence.

Squeeze Through

Tags: **Action** You can squeeze through spaces larger than 20 cm on a side.

Stand Your Ground

Tags: **Trigger** If you are forced to move you can instead stay where you are. Provided the space remains open to stand in.

Stay Cosy

Tags: **Trigger** When given the Freezing condition, ignore the Freezing condition.

Stereo Olfaction

Tags: **Free** You can pinpoint the location of anything you can smell.

Sticky Climb

Tags: **Action Cost** (0-1cp) You are able to climb up smooth walls and floors. You can climb to a spot Near you. Climbing an equivalent Distance on the ceiling costs 1cp.

Throw Flame

Tags: **Action React Cost** 4cp Choose a target that is at least Near you. Subtract their FLX from your MUT and roll that many dice.

Super Success	Deal 2 Physical Damage they gain the Aight condition.
Success	They gain the Aight condition.
Partial Fail	Deal 2 Physical Damage they gain a React.

Trade Places

Tags: **Action, React** Choose a target within a distance of Close and roll FLX.

Super Success	You swap places. Choose which way the opponent is facing. You also deal 1 Physical Damage, or they gain the Prone condition.
Success	You swap places. Choose which way the opponent is facing.
Partial Fail	You swap places but the opponent gains a React.

Toxic Spray

Tags: **Action**, **React** **Cost** 5cp Choose a number of targets within a distance of Near and on a Single Side of you, and Roll FLX. You shoot a jet of toxic fluid.

Super Success	In addition to the Success results they also gain the Poisoned condition. Any part that can smell it is Inhibited.
Success	They gain the Repulsed condition. Anyone except you within Near that can smell the spray also gains the Repulsed condition from them.
Partial Fail	Both you and the target gain the Repulsed condition.

Vampiric Feed

Tags: **Action** **Cost** 6cp You draw the blood from your enemy. Choose a target that is Close. They gain the Bleeding condition. You can heal 1 of your Body Parts to a disrepair of Fine.

Water Jet

Tags: **Action** **React** Choose a target that is Near. Roll FLX you shoot a jet of water at them.

Super Success	Deal 1 Physical Damage, and gain the Prone condition or are pushed back 1 Distance.
Success	Deal 1 Physical Damage and are pushed back 1 Distance.
Partial Fail	They are pushed back 1 Distance.

Wield A Tool

Tags: **Trigger** Whenever using a Tool to achieve a task add a Die to your roll.

Hypnotising Song

Tags: **Action Cost 4cp** You make a beautiful song that sways the hearts of creatures. Anyone of your choice that can hear you gains the Awe condition.

Why Tho?

Tags: **Free** This is the action for thinking, figuring something out or your knowledge. Roll the appropriate Attributes based on the category.

- Biology (PSY + MUT) (Knowledge of how body parts work)
- Introspection (PSY + PSY) (Knowledge of emotions or behaviour)
- Chemicals (PSY + DRB) (Knowledge of drugs)
- Environment (PSY + BRT) (Knowledge of the Environment)
- Solve (PSY + FLX) (Problem-Solving)

Super Success	In addition to the Success result you may learn an additional bit of information.
Success	You learn what you want provided there is a way you could know.
Partial Fail	In addition to the Success result, your brain hurts, take 1 Internal Damage.

Body Parts

Torsos

Slater's Thorax

- Resist Harm
- Roly Poly

Slug Foot

- Squeeze Through
- Sticky Climb

Raccoon Torso

- Squeeze Through
- Stay Cosy

Octopus Mantle

- Squeeze Through
- Hide in Plain Sight

Starfish Ray

- Regenerate
- Aquatic Breath

Glow Worm Abdomen

- Shine Bright
- Dazzling Colours

Jellyfish Bell

- Reborn
- Electrocute!

Tarantula Cephalothorax

- Bristle Barrage
- Blindsight

Snake Tail

- Smuggle
- Choke

Limbs

Acrobatic Legs

- Gotta Go
- Socialise

Dexterous Hand

- Wield A Tool
- Daring Robbery

Cheetah's Legs

- Gotta Go
- Mad Dash

Sharp Claws

- Daring Robbery
- Shred ‘Em

Aye Aye’s Fingers

- Daring Robbery
- Pick a Lock
- Disarm Contraption

Hooked Arms

- Climb Over
- Trade Places

Cat’s Claws

- Shred ‘Em
- Appear Innocent
- Fall With Style

Menacing Talons

- Menace
- Rip Them Apart

Bear Claws

- Menace
- Beat to Dust

Firefly Abdomen

- Shine Bright
- Blinding Light

Horse Hooves

- Gotta Go
- Box Kick
- Mad Dash

Rabbit Feet

- Dig Deep
- Jump High
- Lucky Charm

Kangaroo Legs

- Jump High
- Box Kick

Mole Paws

- Trade Places
- Dig Deep

Mountain Goat Legs

- Gotta Go
- Climb Over

Bull Legs

- Charge
- Buck

Rhino Legs

- Mad Dash
- Charge
- Resist Harm

Bat Patagium

- Powered Flight
- Hide in Plain Sight

Feathered Wings

- Powered Flight
- Socialise

Kingfisher Wings

- Powered Flight
- Death From Above

Flying Fish Wings

- Powered Flight
- Fast Swim

Squid Tentacles

- Sticky Climb
- Fast Swim
- Pull In

Fish Fins

- Fast Swim
- Impact Back

Lionfish Fins

- Acidic Spit
- Fast Swim
- Dazzling Colours

Stonefish Spine

- Appear Innocent
- Contact Poison

Owl Talons

- Shred ‘em
- Death From Above

Lyre Bird Voice Box

- Mimic Sound
- Make Them Fools

Wolf Mouth

- Rip Them Apart
- Frightening Howl
- Many Voices

Lion Mouth

- Rip Them Apart
- Deafening Roar

Crocodile Jaws

- Beat to Dust
- Death Crunch

Elephant Trunk

- Wield a Tool
- Water Jet

Hippopotamus Mouth

- On Guard
- Gaping Puncture

Jaguar Head

- Death From Above
- Hide in Plain sight

Hyena Jaws

- Beat to Dust
- Many Voices

Frog Tongue

- Pull In
- Disarm Contraption

Organs

Slow Brain

- I'm Not too Sure
- Lucky Charm

Big Brain

- Why Tho?
- Disarm Contraption

Superior Brain

- Make Them Fools.
- Why Tho?

Split Brain

- Many Voices
- Make Them Fools

Prescient Brain

- Peer the Future
- On Guard
- Know the Truth

Tactical Brain

- Acute Focus
- Why Tho?

Social Brain

- Make Them Fools
- Socialise

Adrenal Gland

- Second Wind
- Mad Dash

Tough Skin

- Resist Harm
- Stand Your Ground

Badger Skin

- I don't feel it.
- Poison Resistance

Chameleon Skin

- Hide in Plain Sight
- Dazzling Colours

Eel's Electric Organ

- Electrocute!
- Fast Swim

Poisonous Skin

- Contact Poison
- Olfactory inhibit

Cat's Heart

- Reborn
- Lucky Charm

Mole Nose

- Blindsight
- Stereo Olfaction
- Repulse

Stink Gland

- Olfactory Inhibit
- Second Wind

Mantis Eyes

- Omnipotent Vision
- Peer the Future
- See It Coming

Snake's Tongue

- Manipulate The Weak
- Menace

Eagle Eyes

- Acute Focus
- See It Coming

Bat Ears

- Echolocate
- Block Sound

Whale Voice Box

- Hypnotising Song
- Echolocate

Sensitive Ears

- Radial Hearing
- Know the Truth

Short Horned Lizard Eyes

- Toxic Spray
- Cool Cucumber

Opossum Bone Marrow

- Poison Resistance
- Revitalise

Elephant Ears

- Radial Hearing
- Cool Cucumber

Bombardier Beetle Chamber

- Toxic Spray
- Explosive Payload

Miscellaneous

Turtle Shell

- Retract
- Resist Harm
- I don't Feel It

Snail Shell

- Retract
- Resist Harm
- Roly Poly

Echidna Spines

- Personal Pain
- Roly Poly

Marsupial Pouch

- Smuggle
- Stay Cosy

Sharp Teeth

- Rip Them Apart

Pointed Fangs

- Gaping Puncture

Gnawing Jaws

- Beat to Dust

Gecko Scales

- Impact Back

Lizard Scales

- Resist Harm
- Regenerate

Pufferfish Spines

- Contact Poison
- Menace

Camel Mouth

- Acidic Spit
- Cool Cucumber

Cobra Fangs

- Acidic Spit
- Gaping Puncture

Decorator Crab Shell

- Collect Part
- I don't Feel It

Peacock Feathers

- Dazzling Colours
- Socialise

Rhino Horn

- Charge
- Gaping Puncture

Porcupine Quills

- Personal Pain
- Bristle Barrage

Skunk Butt

- Toxic Spray

Blow Hole

- Hold Breath
- Water Jet

Sugar Glider Patagium

- Fall With Style
- Cool Cucumber

Vampire Bat Fangs

- Gaping Puncture
- Vampiric Feed

Mosquito Proboscis

- Vampiric Feed
- Pick a Lock

Tools

Tools are a relic of the old world. There are no longer advanced manufacturing and global supply chains, so these devices have been left to slowly rust away. Tools grant temporary Abilities for the duration that they are possessed, you do not have to spend the Catabolic Points associated with the Abilities, however each time the Tool is Activated the Tool will take 1 Damage.

- Bent Shovel
 - Dig Deep
- Blunt Knife
 - Shred ‘Em
- Old Baton
 - Beat to Dust
- Brass Knuckles
 - Beat to Dust
 - Appear Innocent
- Swiss Army Knife
 - Pick A Lock

- Disarm Contraption
- Rusted Lock Pick
 - Pick A Lock
- Bomb Defusal Tools
 - Disarm Contraption
- First Aid Kit
 - Revitalised
- Defibrillator
 - Reborn
 - Electrocute!
- Compact Bow and Arrows
 - Bristle Barrage
- Jammed Hunter’s Rifle
 - Amazing Shot
- Dented Riot Shield
 - I Don’t Feel It
- Torn Kevlar Vest
 - Resist Harm
- USB Drive
 - Why Tho?
- Surround Sound System
 - Deafening Roar
 - Frightening Howl
- Shorted Taser Gun
 - Electrocute!
- Empty Pepper Spray Can
 - Toxic Spray
- Scuba Mask and Tank
 - Aquatic Breath
- Burst Pressure Washer
 - Water Jet
- Rope With A Hook
 - Climb Over
 - Pull In
 - Restrain
- Karaoke Mic
 - Mimic Sound
 - Hypnotic Song
- Bag of Grenades
 - Explosive Payload
- Chewed Flippers
 - Fast Swim
- Flat Flashlight
 - Shine Bright
- Magic Trick Case
 - Socialise

- Flash Bang
 - Blinding Light
- Gas Lighter
 - Throw Flame
- Crowbar
 - Pick A Lock
 - Beat to Dust
- Axe
 - Rip them Apart
- Pickaxe
 - Gaping Puncture
 - Dig Deep

Gear, Electronics, and Resources

Gear, Electronics and Resources are the loot that the Mutated may gather when going out on adventure. Each of these item types are tracked and can be expended when wanting to use them.

Gear

Gear is the functional loot that may be found in the environment, in facilities, or on creatures. A Gear can be expended to solve a particular problem or challenge that would require the use of an item. Below is a non-exhaustive list of what gear can represent.

- Bullets
- Sack
- Glass Bottles
- Briefcase
- Rope
- Binoculars
- Backpack
- Bucket
- Bait
- Crate
- Toolbox
- Pen Pencil
- Climbers Gear
- Artists Gear
- Medic's Gear
- Performers Gear
- Chemists Gear
- Cooking Gear
- Camping Gear
- Ladder

- Pad Lock
- Whistle
- Petrol
- Clothes
- Traps
- Chain
- Bio Mush
- Meat
- Vegetables
- Glass Flasks
- Metal rebar
- Fishing Wire
- Plastic Containers
- Tent
- Sleeping Bag
- Teddy Bear

Electronics

Electronics are gadgets from a bygone era, while most electronics have stopped functioning, the materials they are made off have replaced cash as the primary currency, creatures will often swap shiny electronics in exchange for body parts, tools or services. Additionally, some of the brightest creatures may be able to fix the circuitry in facilities, or shorted devices. Below is a non-exhaustive list of what electronics can represent.

- Electronic Chips
- Capacitors
- Resistors
- Copper wire
- Wiring Kit
- Battery
- Cable
- Computer
- Disk
- Phone
- Switch
- Remote

Resources

Resources represent large raw materials that are primarily useful for upgrading the Mutated's Habitat. However, they may find other uses such as building a raft to cross a river, or constructing traps and defences. Below is a non-exhaustive list of what resources can represent.

- Metal Fittings

- Wood Beam
- PVC Pipe
- Rubber Tires
- Bag of Cement
- Metal Beam
- Gears
- Fabric Sheet
- Sticks
- Rocks
- Ore
- Bucket of Water
- Glass Pane
- Dirt
- Sand

Preparing the Game

In order to prepare for a game you will need to organise a time to play with some friends (or enemies, whoever actually will be available and punctual). There are a few resources you may need to play the game.

You will definitely need a note-taking apparatus such as pen and paper, or a computer. This will be needed to keep track of your creatures and their Body Parts, Disrepair, and Turn orders. After that any other resources are entirely optional.

Body Part Cards make managing body part damage more tactile and interesting as well as easily placing the ability descriptions right in front of the player. However, this too can be managed with pen and paper or a computer just like any other RPG.

Miniatures can provide a more tactical experience of combat however the system is designed to facilitate the ease of using Theatre of Mind play.

You may want to make a narrative of your own for your players to explore and overcome a series of related challenges that provides a satisfying resolution. Following is a tool to aid in the creation of a session called a Stanza. This should provide a build up of power for your players to fight off the Ghastly Mutated.

Designing a Stanza

A Stanza in Chimaera is a story arc, it may be your wish that this forms a complete and resolute one-shot or multi-shot session or that it leads to further story arcs that are all interconnected to create a more complex campaign.

The conclusion of a Stanza will usually end in face-off with a wacky, horrifying or malevolent creature known as the Ghastly Mutated, this creature will provide

a significant challenge to the group requiring their preparation and selection of Body Parts to combat the dangerous monster.

While it has been decided to name the Ghastly Mutated and The GM the same (primarily because it works so nicely.) It is important to note like many other RPGs, The GM is never facing off against the group. It is their role to provide a challenging and most importantly fun experience for the whole party.

Remember the players can never die, but they can be dismembered if you so like.

A Stanza is developed with a 3 by 3 design, that is 3 phases each made up of 3 encounters. This is a tool that you should break, but is helpful to make sure the party knows who to fight, how to fight and why they fight.

Below explains the phases and encounters, but before going ahead it is important that while they may be made with a particular order in mind, they may not be engaged with by the group in that particular order. It is absolutely viable that once they know who to fight the group tries and fails to fight the Ghastly Mutated, they may then go and find a variety of Body Parts, and then go out and fight again skipping some of the initial encounters they dealt with the first time round. It doesn't matter if the players don't need some encounters, the 3 by 3 design approach is used to make sure you as the GM are prepared to provide the player with certain encounters should they need it.

3 by 3 Design

Phase 1: Preparation

Help I Have A Problem This will most likely be the first encounter for the group, it's the initial hook that will get the group motivated to deal with the problem at hand. It should introduce the problem, why it matters to the group and if desired what prospects of a reward they may get.

The hook may be a request by a citizen of the world to help with an issue, or it may be an anonymous letter that draws them in, or the need for a new habitat. The initial hook doesn't need to give away the presence of the Ghastly Mutated, it could be a request by the mayor to investigate missing livestock. Or it could be a personal issue to the group, maybe a threat to a companion.

Ah. So That's the Real Problem This encounter will ensure that you have a way for the group to learn more about what they are going to fight so that they can gather the resources needed. The encounter will include details on possibly how the Ghastly Mutated fights, or what Environment they need to travel through, what are commonly known threats or dangers.

This can be achieved either through a helpful hermit who may offer information for a price, or a briefing paper by the general of an army. The group may learn

details through an initial fight that they succeed or fail.

Depending on the attitude of your group you may include hooks to guide the players to information or if they are more experienced make the information a challenge to find.

Need Something? This presents an opportunity for the players to gather the needed body parts and resources to accomplish their mission.

The most straightforward implementation is to ensure a merchant is available to sell resources, or the group could be tipped off to a possible heist to steal the resources. If your group is a fan of fighting you may want to swap this for an additional “Trouble on the Way” Encounter to allow the party to gain the resources through salvaging the corpses of those they fight.

Phase 2: Exploration

So How Do We Get There? This represents an opportunity to gather intel on the location of the Ghastly Mutated as well as possible routes to the location so that they can avoid certain dangers.

If the group likes running in, perhaps they follow the noises of dangerous creatures only to stumble upon the lair of the Ghastly Mutated completely unprepared, Or if they seek out a guide perhaps they manage to locate a secret entrance to the cave. If the party takes it slow scanning the bush for disturbances perhaps they see a group of mutated creatures before the mutated creatures see them allowing them to set up an ambush.

Trouble On The Way This represents an Encounter involving a possible fight. If the group is prepared they may see the trouble coming, or if not they will be ambushed. This also presents an opportunity to gather some extra resources or Body Parts.

A Bad Omen This Encounter involves a non-combative obstacle. Perhaps a series of traps are laid out through the woods. Perhaps the weather takes a turn, and a blizzard obstructs sight. This can give the players a puzzle to solve which can be cleverly disarmed or brutally torn apart.

Phase 3 : Final Showdown

Trial At The Gates This offers an Encounter usually in a more claustrophobic or tactical setting. This will require the group to use all the skills and tools they’ve attained facing off horrid creatures or bypassing wicked traps.

Most commonly this encounter will form some sort of cave, dungeon or facility. The group will explore rooms until they reach the Ghastly Mutated. However, don’t be afraid to mix this up, perhaps it takes place in an open field where they must fight hordes before combating the animalistic leader. Maybe they’re

in a town overrun with creatures where they must save the citizens from the impending invasion.

Behold the Ghastly Mutated This is what the group has been waiting for, time to deal with the root of all their problems. They will fight, scare off or detain the crazed creature of their nightmares. Everything has been leading up to this, allow the group to have fun taking down the Ghastly Mutated, make sure it's challenging, and when each member of the group has shown off their powerful mutation allow for one final strike to silence the beast.

Got the Goodies/Yeah lets Scram Here lies two divergent paths. If the group was successful it's time to raid the creature for its parts, return home and be heralded for eliminating the scourge from the world. Or perhaps the group were a little too keen and a little too under prepared. When their bodies are falling apart, they may need a way out, a suspenseful escape, a secret passageway or final stand.

Designing Encounters

For each of the above phases in the 3 by 3 design you need to make 3 encounters. These are interactions that your players will need to navigate in order to get what they want. Below are some questions that can prompt the creation of these encounters:

- Is the encounter a fight?
 - What creatures will they fight? How Many?
 - What is the environment like? Is it difficult Terrain? Is there dangerous weather?
 - Do they have a way out?
 - Are there any creatures in hiding awaiting an ambush
 - How do the creatures attack and hunt, what senses do they have, how do they move?
- Is the encounter dangerous?
 - Is there dangerous weather, cliffs, holes, falling trees and rocks?
 - Has the place been rigged with traps?
 - Is it only dangerous if they get caught? Who are they hiding from what sense do they have?
- Is the encounter social?
 - Are they trying to get information, bargain or deceive someone
 - What does the other creature want, are they friendly, dismissive, arrogant, desperate
 - Will money, favours or distractions help?
- Is the encounter exploration?
 - What are they looking for, are there any clues to find it?
 - Does weather or environment have any effect on the exploration

- Are they trying to race someone to the destination, can they slow the other team down?
- Do they have enough information yet, who can help them get more?

Running The Game

Managing Players

Setting Expectations

It is important to ensure that all players have an understanding of how the game will function, what topics are to be avoided and what is deemed acceptable play. This may be different for each group, and it is advised that before beginning play, you as the GM discuss with your players what will be appropriate during your sessions. Below are some key topics you may want to cover:

Be Willing to Adapt

It is likely the player's character will continually change what body parts they have. They should expect to need to change their parts many times. It is quite possible that a favourite body part will be ground to mush.

Acceptable Topics

Have an open discussion about what topics the group is alright to engage with. Everyone has different reactions to violence, drugs and sexual themes. Your group may want to outright ban some themes or may prefer to not discuss them in detail when they do come up.

The GM's Call Is The Final Call

If there is disagreement over a rule or event the GM has the final say as to the outcome. Just ensure you maintain a consistency, so the players don't feel blindsided by an ever-changing standard.

Don't Take It Too Seriously

This is a game where wacky creatures punch each other up. It is not a game of ever precise and consistent strategy.

Managing The Mutated

Refreshing Catabolic Points

Catabolic points allow players to execute their coolest abilities. It is important to ensure you balance how often you refresh a character's CP. Too often, and there may be no challenge to any encounters you give them, too little and your players won't be able to use the cool abilities they worked so hard to get.

It is recommended that you refresh CP after each encounter. This may be at the conclusion of a fight, after an adventure through a facility or at the conclusion of an interaction at a town.

Providing Serum

The Mutated need Serum to get stronger in each of their attributes and accrue more Catabolic Points. The serum can be used as reward for defeating the Ghastly Mutated, at the end of an adventure. Serum provides a way for the Mutated players to move forward and develop their characters. In general the players should have defeated a powerful creature each session and thus should get Serum roughly each session.

Handling Revival

As the GM it is your role to provide challenging situations for the players to overcome, sometimes this may result in a death or two. The Mutated in Chimaera Syndrome can be revived when they are defeated. This should require time, and perhaps the party must return home to heal before trudging on. Don't be too worried about making a cost for revival. The player will have already lost all their Body Parts which should be costly enough.

The 'Ta Da!' Ability

This Ability is intended to cover all bases for odd circumstances that are not directly related to the other abilities. It is important to ensure that this ability is used only when it makes sense, that is if a character could reasonably overcome a challenge despite the specific Abilities they have.

You as the GM need to be careful about allowing this ability in certain situations to ensure that player's with Specialised Abilities don't feel cheated. A key way to do this is to break the principle of Partial Failure. Most abilities still allow you to succeed at an action at a cost. Instead, when the Ta Da! Ability fails, the player should not succeed at their action and there should be a consequence for failure. This prevents the Ta Da! Ability from being overpowered in the face of more specialised earned Abilities.

Managing Creatures

The primary threat to the Mutated are the dangerous creatures of Chimaera. As the GM it is your role to manage the creatures that will attack the players. Below are a few tips on how to manage multiple creatures and keep up the pace.

Building Creatures

It is quite simple to create a variety of creatures for an encounter. This can be done as preparation for a session or spontaneously. Simply by mashing together

a few Body Parts and selecting a value between 2-10 for each Attribute some CP you can have a working creature for your players to fight.

Playing Creatures

The most important aspect of playing creatures in an encounter is knowing what Body Parts they have. You can simply scrawl down what Body Parts and Abilities they have if needed, but it is important to keep track of how much each one is damaged to ensure an engaging fight as player's can tactically take out the most dangerous Body Parts first. This can simply be done by marking a line next to each Body Part to represent the Disrepair. Once it has 3 lines its Broken and cannot be used anymore.

If playing with Body Part Cards, it is not recommended having each creature's cards lined up in front of you as you may run out of cards for your players. Instead, you can just collect a couple of cards on hand to give out to players in the event they Sever your creatures Body Parts, and rely on the chance that most Body Parts get obliterated anyway.

Dealing and Taking Damage

In order for your players to feel in control of their character it is important to give them agency over what Body Parts get damaged. Thus, when a player deals damage to one of your creatures allow them to target a specific Body Part. This allows them to neutralise threats that they are more vulnerable to first and will promote a more tactical and engaging combat experience. When your creatures damage a player, allow the player to choose what Body Part of theirs takes that damage. This means less thinking for you and more opportunity for decision-making for your players.

Managing The Habitat

The Habitat is in primary control of the players, however each of the creatures that find a home there are subject to their own desires and motivation. Sometimes the Habitat can be under threat of attack as well, and will require the Mutated to protect it.

New Creatures

While on expeditions the Mutated may find creatures they wish to join their habitat. New creatures can provide services for the Mutated when given a place to live and building to work in. If they aren't provided both those things they will not provide services. Creatures can also be hired to join the group on adventures, or ask for favours and provide the group new adventures.

Creatures joining the habitat also need a den to live in, which can be built. However, if a creature is never given a den after asking the Mutated they will

become unhappy and leave the Habitat. Similarly, if the group never helps out creatures need, they may leave seeking help elsewhere.

New Buildings

Most building require the cost of the entire track of resources to build. Some options of buildings are suggested in the Habitat section, but feel free to invent more, and allow your players to dream up their own buildings, as they are the experts on what the Habitat needs.

Habitat Events

Events can occur in habitats, these may be random events or may be one of the encounters in a Stanza. There are tools for generating random events in the GM Tools section. But events could be any of the following: Creature Favours, Invasion by another habitat, Severe Weather, The Ghastly Mutated, or Refugee Creatures seeking a new home.

Difficulty

Whenever a Player is about to make a roll you can add a difficulty modifier to their roll. The difficulty represents the inherent challenge of a situation. It is a modifier that will reduce the number of dice they can roll. This allows you to make some challenges be more inherently difficult. It is not advised that you use difficulty when a roll is combat based or used against a particular creature. It is more relevant when a die roll is to overcome a static challenge, such as retrieving information from memory or hiding in a lit room, or using the Ta Da! Ability.

Difficulty	Number of Dice to Remove/Add Before Rolling
Easy	+1
Tricky	no change
Challenging	-1
Hard	-2
Complicated	-3
Impossible	Say: “No, that is not possible.”