Under The Hoods

**Why we chose d20**

At first glance, it may appear that this system is suited for a d100 system, where success is determined by rolling a d100 and trying to get a score that is lower than the character’s corresponding skill. In fact, if you wish, the game can be played that way with very little modification. In fact, we use the d100 style for certain Luck checks (PAGE #).

We chose to implement a d20 system because it lined up with our vision of the game. One of our primary goals in creating Chimera was to reduce dice rolling at the table. By having a d20 rather than 2d10, and by using a single damage die multiplied by a modifier, we have reduced rolling at the table. Additionally, using a d20 allows for an easy use of Fortune Points to modify dice rolls–one point is a plus one. In a d100 system, a fortune point would subtract five from a roll, and that is less intuitive.

**Why we don’t have alignment**

Alignment is restrictive. When running games in various systems, we found ourselves telling players to “play their character, not their alignment”. It’s hard to pinpoint deep characters into one alignment, and it’s hard to justify actions as black and white. The world is gray, and alignments try to shoehorn morality into clearly definable regions.

**Why hitpoints don’t increase with levels**

One of the main goals we had when creating Chimera was eliminating level dependency. In fact, the only time level matters is when obtaining new Talents–This happens at first level, and at every even level following. Many games have level caps or level-dependent restrictions that seem arbitrary.

Armor class is an abstraction of how difficult it is to hit a character, hit points are an abstraction of how much damage someone can take. A bullet is going to do a significant amount of damage no matter how long you’ve been adventuring. But if you have high Constitution, you might be able to shoulder on through it. This is why hit points relies solely on Constitution and Talents.

**Tiers for magic schools**

Magic skills do not have tiers; the spells that are granted serve to provide the necessary bonuses.

**Why Chimera is not class-based**

Chimera chose to eschew the time-honored RPG tradition of having classes because we felt they were restrictive. By eradicating classes, we’ve enabled players to create a wider breadth of characters than otherwise allowable. The only thing defining your character is his or her skill set and talents, allowing for an unprecedented level of customizability.

**Spell Schools**

Alteration, Conjuration, Destruction, Restoration, Meta. Changing, creating, removing, fixing, weaving the very threads of magic. We chose these five schools to represent the variety of magic that is present.

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**Luck**

Depending on the campaign, GMs may have different levels of how luck affects the world. At a minimum, players can use Fortune Points to affect rolls or take additional actions (SEE FORTUNE POINTS, ETC.).

Some GMs might take luck into account when handing out loot or navigating through areas that are trapped, under surveillance, or otherwise protected (SEE ROLLING UNDER LUCK).

**Prayer in other systems**

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**Augments**

An augment is an object that provides a bonus that does not occupy an item slot. It could be implemented as a tattoo, a fighting stance, a haircut, or a multitude of other ways. We chose augments to be weapon slots as a form of balance–Some weapons can have more slots of upgradability making them “better” than others, while still limiting the number of augments a character can equip.