

The Renegade Mage's Technomancer Chimeras for 4th Edition

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Spontaneous Chimeras

According to *GURPS Time Travel Adventures*, there were “dozens of varieties” of chimera, corresponding to just about any carnivore native to the area, and they were all born in high-mana areas. They can crossbreed if they are “similar”. According to *GURPS Technomancer*, there were “six major chimera races” (though GMs were free to add more), each based on “a predator native to Trinity’s Shadow” (but only “animals important to the mythologies of many Southwestern Indian tribes within the Manabelt”). They are born *more often* in the Manabelt than the rest of Trinity’s Shadow, with chimeras born elsewhere often moving to the Manabelt for safety in numbers, and chimeras have to be of the same “species” to successfully have offspring.

This work assumes a position that draws on both of those. Chimeras are born throughout Trinity’s Shadow (at 10% the rate of mages), but for still-unexplained reasons only manifest as hybrids with Manabelt carnivores. There are vast numbers of species that a chimera might superficially resemble, but they group into a limited number of “types” (that is, racial templates) that are apparently internally infertile. So, as there are more than a dozen species of hawk native to the Manabelt, there are many corresponding appearances of hawk chimera, who however all use the same racial template and can have children with each other.

The six varieties of chimera and matched varieties of halfling detailed in *GURPS Technomancer* had their templates updated for 4th edition in *Pyramid* volume 3, #115, in the article “Revised Templates, Come Fourth!”. This work references (and corrects) them, rather than duplicating them.

Homo Sapiens Arachne, “Spider People”

40 points

There are vast numbers of species of spiders in the Manabelt alone, a variety that is fully reflected in the variations among spider chimeras. Despite that huge variety, all spider chimeras use the same game template, and all (at least as far as Merlin science knows) are infertile.

The template in “Revised Templates, Come Fourth!” has an incorrect point value; the second listing for Binding should be “Binding (Webbing) 10 (Rapid Fire 7, +70%; Retractable, above +100%; Reduced Range, 1/10, -30%; Sticky, +20%; Takes Recharge, 15 seconds, -20%) [48]”, bringing the total template cost to 40.

Half-Spider

8 points

The template in “Revised Templates, Come Fourth!” is correct.

Homo Sapiens Canis Latrans, “Coyote People”

-3 points

Chimeras with this template are historically classed as “coyote people”, but a few individuals claim to correspond to gray wolves or feral dogs. Given the range of morphology seen both in wild coyotes and in these chimeras, it’s not easy to settle definitively. There’s a movement to call these chimeras “canid people” to be inclusive of those individuals, but some coyote chimeras claim that just enables (often internalized) anti-coyote prejudice, and others who claim that “canid” implicitly includes fox chimeras.

Add the Born Biter 2 [0] feature (*Martial Arts*, p.115) to the Pyramid 3/115 template.

Half-Coyote

0 points

The template in “Revised Templates, Come Fourth!” is correct.

Homo Sapiens Felis, “Cat People”

5 points

It’s reasonably certain that the “cat people” category includes people corresponding to both the bobcat and the puma (the latter also known as the cougar, mountain lion, and many other names). Individuals corresponding to the Canada lynx, the jaguar, and feral housecats have also been claimed to exist in the scientific literature.

The template in “Revised Templates, Come Fourth!” is correct.

Half-Cat

15 points

The template in “Revised Templates, Come Fourth!” is correct. GMs may allow bobcat (and, if they exist, lynx, jaguar, and feral housecat) halflings to speak with the corresponding animal instead of pumas, at no change in point cost.

Homo Sapiens Raptor, “Hawk People”

-10 points

This category of chimeras is claimed to include people who correspond to a score of varieties of raptor, including hawks, eagles, kites, and falcons. Fanatic birder tourists have been known to run around cities in the Manabelt trying to mark off all varieties of this chimera on their lists; resulting interactions with hawk people have run the full gamut from amused tolerance to violence.

The template in “Revised Templates, Come Fourth!” is correct.

Half-Hawk

-5 points

The template in “Revised Templates, Come Fourth!” is correct. GMs may allow halflings whose parents corresponded to eagles, falcons, or kites to speak with those instead, at no change in point cost.

Homo Sapiens Serpens, “Snake People”

1 (or -1) points

There are four dozen varieties of snake native to the Manabelt, most of which are not venomous; regardless, all known snake chimeras have venom. This produces endless (and often, quite vicious) academic debates on how biology, magic, and mass psychology might interact to cause snake chimeras.

The template in “Revised Templates, Come Fourth!” is incorrect in part, debatable in another. Racially innate spells (per B453) already avoid prerequisite requirements, so the Charm is redundant, and so the cost of the template is at least -1 below that listed, at 1 point. Whether the 3rd edition template is better converted with the Magery 0 being unrestricted or single-college like the Magery 1 (for 2 fewer points and less utility, with a total template price of -1 point) is a judgment call.

Half-Snake

-4 points

The template in “Revised Templates, Come Fourth!” is correct. GMs may allow halflings whose parents corresponded to non-rattlesnakes to speak with those kinds of snake instead, at no change in point cost.

Homo Sapiens Vulpes, "Fox People"

-2 points

The most common variety of fox in the Manabelt (and thus of fox chimera) is the gray fox, which is actually an Urocyon, equally distant from all other canid species rather than one of the vulpines (like the Manabelt's kit, red, and swift foxes). Despite this, all four varieties of fox chimera use the same template and are interfertile.

Add the Born Biter 2 [0] feature (*Martial Arts*, p.115) to the Pyramid 3/115 template.

Half-Fox

-9 points

The template in "Revised Templates, Come Fourth!" is correct.

Additional Chimera & Halfling Templates

Homo Sapiens Chiroptera, "Bat People"

7 points

Bat people have bat-like heads, wing membranes stretching from their arms and extended pinky fingers to their torsos, and a light covering of fur. There are around two dozen species of bat native to the Manabelt, though the most common bat chimeras resemble the Mexican free-tailed bat.

Advantages: 3D Spatial Sense [10]; Acute Hearing 4 [8]; Discriminatory Hearing [15]; Enhanced Move 1 (Air) [20]; Flight (Temporary Disadvantage, No Fine Manipulators, -30%; Winged, -25%) [18]; Fur [1]; Night Vision 3 [3]; Scanning Sense (Sonar; Accessibility, In air, -10%; Biological (Passive), -5%; Restricted Arc, 60°, -75%; Targeting, +20%) [6]; Sharp Teeth [1]; Speak With Animals (Specialized, Bats, -60%) [10], Ultrahearing [5].

Disadvantages: Bad Grip 1 [-5]; Dependency (Mana; Constantly) [-25]; Lunacy [-10]; Social Stigma (Minority Group) [-10]; Vulnerability (Depleted necronium or silver ×2) [-20]; Weakness (Depleted necronium or silver; 1d/minute) [-20].

Features: Born Biter 1 [0] (*Martial Arts*, p.115).

Half-Bats

8 points

Except for their large and obvious bat-like ears, bat halflings look just like ordinary human beings.

Advantages: Absolute Direction [5]; Acute Hearing 2 [4]; Parabolic Hearing 1 [4]; Speak With Animals (Specialized, Bats, -60%) [10]; Ultrahearing [5].

Disadvantages: Social Stigma (Minority Group) [-10]; Vulnerability (Silver ×2) [-10].

Homo Sapiens Scorpiones, "Scorpion People"

2 points

Similar to spider chimeras, the head, upper body, and arms of scorpion people are human, merging at the waist into an eight-legged scorpion body with a long tail that ends with a poisonous sting.

Secondary Characteristic Modifiers: Basic Move +2 [10].

Advantages: Extra Legs (Eight Legs) [15]; Lifting ST 10 (Accessibility, only applies to lower "scorpion" body, -20%) [24]; Speak With Animals (Specialized, Scorpions, -60%) [10]; Striker (Tail; Impaling, Long +2 SM) [24]; Teeth (Fangs) [2]; Toxic Attack 2d (Poison; Cyclic, 1 hour interval, 5 cycles, +40%; Follow-Up, Striker, +0%; Resistible, HT-4, -10%) [11].

Disadvantages: Appearance (Ugly) (To humans and other non-scorpion chimeras) [-8]; Dependency (Mana; Constantly) [-25]; Lunacy [-10]; Social Stigma (Minority Group) [-10]; Vulnerability (Depleted necronium or silver ×2) [-20]; Weakness (Depleted necronium or silver; 1d/minute) [-20].

Quirks: Bulky Frame [-1]*.

*While scorpion people are technically SM 0, their large lower scorpion-half means they find narrow spaces intended for upright humans awkward, imposing -1 to all tasks that involve fitting or squeezing into something.

Half-Scorpions

12 points

Scorpion halflings are quite normal in appearance, except for their second pair of arms ending in large pincers. These arms are attached to the torso at a point halfway between their shoulders and hips.

Advantages: Blunt Claws (Extra Arms only) [3]; Extra Arms 2 (Temporary Disadvantage, Ham-Fisted 2 (Accessibility, Ham-Fisted only applies to extra arms, -50%), -5%) [19]; Good Grip 1 [5]*; Speak With Animals (Specialized, Scorpions, -60%) [10].

Disadvantages: Social Stigma (Minority Group) [-10]; Vulnerability (Silver ×3) [-15].

*See *GURPS Template Toolkit 2: Races*, p.44.

Homo Sapiens Strix, "Owl People"

1 point

Owl chimeras look a lot like hawk chimeras. They have feathered wings instead of arms, with curving talons at the tips, which they stand on them like legs. Where a human has legs, owl people have their arms. Their heads are human, and they have no beak. Owl chimeras have feathers instead of hair; this is a soft down over the body, with tufts over their pubic regions and underarms, and a crest of feathers on the head. There are about a dozen varieties of owl in the Manabelt, both true and barn, and there are recorded owl chimeras corresponding to all of them.

Attribute Modifiers: IQ+1 [20].

Secondary Characteristic Modifiers: HP-1 [-2]; Per+1 [5]; Basic Move-2 [-10].

Advantages: 3D Spatial Sense [10]; Acute Hearing 4 [8]; Discriminatory Hearing [15]; Enhanced Move 1 (Air) [20]; Feathers [1]; Flight (Temporary Disadvantage, No Sharp Claws, -5%; Winged, -25%) [28]; Night Vision 6 [6]; Sharp Claws [5]; Speak With Animals (Specialized, Raptors, -60%) [10].

Disadvantages: Dependency (Mana; Constantly) [-25]; Lunacy [-10]; Social Stigma (Minority Group) [-10]; Vulnerability (Crushing 2) [-30]; Vulnerability (Depleted necronium or silver ×2) [-20]; Weakness (Depleted necronium or silver; 1d/minute) [-20].

Half-Owls

13 points

Like hawk halflings, half-owls look like humans, except that the hair on their head, underarms and pubic region is replaced by feathers.

Attribute Modifiers: IQ+1 [20].

Secondary Characteristic Modifiers: HP-1 [-2].

Advantages: Absolute Direction [5]; Acute Hearing 1 [2]; Night Vision 3 [3]; Speak With Animals (Specialized, Owls, -80%) [5].

Disadvantages: Social Stigma (Minority Group) [-10]; Vulnerability (Silver ×2) [-10].

Homo Sapiens Ursus, “Bear People”

0 points

“Bear people” have the general proportions of a (usually stocky) human being, but strongly resemble American black bears with their claws, ursine heads, and thick covering of fur (which, like that of the “black” bear, comes in various shades of blonde, auburn, brown, and black). This has resulted in a number of cases of mistaken identity over the years, and New Mexico abolished its bear hunting season in 1982 after the shooting death of a chimera who was hiking.

Attribute Modifiers: ST+4 [40].

Secondary Characteristic Modifiers: HP+4 [8].

Advantages: Acute Smell 2 [4]; Blunt Claws [3]; Discriminatory Smell [15]; Fur [1]; Hard to Subdue 3 [6]; Reduced Consumption 1 (Cast Iron Stomach -50%) [1]; Sharp Teeth [1]; Temperature Tolerance 1 (cold) [1]; Speak With Animals (Specialized, Bears, -60%) [10].

Disadvantages: Dependency (Mana; Constantly) [-25]; Gluttony (15-) [-5]; Lunacy [-10]; Social Stigma (Minority Group) [-10]; Vulnerability (Depleted necronium or silver ×2) [-20]; Weakness (Depleted necronium or silver; 1d/minute) [-20].

Features: Born Biter 1 [0] (*Martial Arts*, p.115).

Half-Bears

0 points

Bear halflings look human except for their bear-like ears and sharp teeth, and as a result they are reasonably easily confused with fox halflings if the lack of tail isn’t apparent.

Attribute Modifiers: ST+1 [10].

Secondary Characteristic Modifiers: HP+2 [4].

Advantages: Sharp Teeth [1]; Speak With Animals (Specialized, American black bears, -80%) [5].

Disadvantages: Social Stigma (Minority Group) [-10]; Vulnerability (Silver ×2) [-10].

Artificial Chimeras

In addition to the spontaneous chimeras, the Create Chimera spell (*Bio-Tech*, p.31) can be used to create artificial human-animal mixes. Though both are confusingly called “chimeras”, and both blend human and animal traits, spontaneous and artificial chimeras are quite distinct. Artificial chimeras always have the Chimera meta-trait (*Bio-Tech* p.214), which since it includes sterility means they cannot become self-perpetuating races or produce halflings. On the upside, artificial chimeras do not have a dependency on mana, a vulnerability to silver or depleted necronium, or Lunacy, unless one or both of the blastocysts that were combined would itself have had those traits.

As far as that last exception, the Create Chimera spell is one way for spontaneous chimera couples of different types (for example, a coyote person and a hawk person) to have a child related to both parents. Donor eggs or sperm compatible with each parent are used to create two blastocysts, then the blastocysts are combined with the spell. The spell skill modifier for closeness of the hybrid is -1 if both blastocysts are halflings (slightly harder than a “very close” hybrid), -2 if one is a halfling and the other is a chimera, and -3 if both are chimeras (same as a “close” hybrid).