

chapter five

children of the chrysalis

DESIGNING CHRYSALIS CHARACTERS

Sometimes it's fun to go behind the curtain to see what it's like on the other side. There is no doubt that, from the perspective of the New Earth Government, that the Children of Chaos are evil. However, sometimes evil is fun to play – especially if you've been fighting that evil for a long time.

Just like in Eldritch Society games, you will have to keep an eye on balance between the Characters. If most of the Characters are Dhohanoids, it might be prudent for those few mortal Characters to be sorcerers or para-psychics, just to keep up. However, remember that Dhohanoids are the top of the food chain in the Children of Chaos and are a lot less humble than Tagers about their position when it comes to having mortals around.

This chapter contains several new profession templates. Three of them can be used with mortal Characters, while all can be used for Dhohanoid Characters. Also presented here are four new manifestations of Dhohanoids – the Derebith, the Grokell, the Jjia-sin-dumash, and the Vassiamon. The specific rules for designing Dhohanoid Characters are presented starting on p. 122.

This chapter also contains new magic known only to the Children of Chaos, as well as guidelines for guiding Children of Chaos games. There is also a complete starter story for Chrysalis Corporation Characters, to help you get started right away.

However, before we get to all that, let's look at a few new Qualities applicable to Children of Chaos Characters.

NEW ASSETS

CHILD OF CHAOS SORCERER (2)

Your Character is not only a person who is capable of using magic, he has been chosen for the honor as a keeper of the Children of Chaos' mystical secrets. Your Character now has access to the special magical rituals and devices that are part of the Children of Chaos, as presented starting on p.132.

DHOHANOID (4)

Your Character has been blessed by the Children of Chaos and chosen to undergo the Rite of Transfiguration. Choose one of the common Dhohanoid manifestations – Derebith, Dua-Sanaras, Ramachese, or Vassiamon – and add its powers and abilities to your Character. Only Characters who have this Asset can be Dhohanoids.

Your Character is now a full-blown monster. Without extensive training, he will never pass a legitimate psych-eval – he will quickly be identified as psychotic. On the up side, he is now immune to further insanity and never needs to Test to resist things that might cause a mental breakdown. He no longer needs to track Insanity Points – he is permanently insane. Furthermore, genetic scans will reveal that he is no longer Human or Nazzadi. He is beholden to the Chrysalis Corporation in order to function in society.

DHOHANOID: SPECIALIZED (2)

Prerequisite: Dhohanoid Asset

Your Character has manifested as one of the more specialized types of Dhohanoid. Choose one of the specialized manifestations – Elib, Gelgore, Namarok, Patul, or Vrykol – and add its powers and abilities to your Character.

DHOHANOID: ELITE (4)

Prerequisite: Dhohanoid Asset

Your Character manifested as one of the elite types of Dhohanoid. Choose one of the elite manifestations – Grokell, Thog-Manna, or Zabuth – and add its powers and abilities to your Character.

DHOHANOID: RARE (3 OR 5)

Prerequisite: Dhohanoid Asset

Your Character manifested as one of the rare types of Dhohanoid. Choose one of the rare manifestations – Ciraqen or Jjia-sin-dumash – and add its powers and abilities to your Character. This Asset costs three points to portray a Ciraqen and five points to portray a Jjia-sin-dumash.

NEW DRAWBACKS

FAILED RITE (4)

Prerequisite: Latent Para-Psychic Asset

Your Character did not know that he was para-psychically sensitive before he attempted to undergo the Rite of Transfiguration. The mystical energies of the Rite fizzled as the Character became keenly aware of his inner reservoir of cosmic power. On the plus side, this could have forced him to erupt, if you wish to also choose the Erupted Para-Psychic Asset. On the down side, he can never be a Dhohanoid and is relegated to the spots all mortals are within the Chrysalis Corporation. He also most likely must endure some amount of ridicule from his peers (and probably others), once they have successfully manifested as Dhohanoids. It is better to not undergo the Rite if one is para-psychically capable than it is to have undergone it and failed.

LOST MORTALITY (3)

Prerequisite: Dhohanoid Asset

Most Dhohanoids retain some shred of their mortal self after the change. At least, they retain enough to be able to interact with mortals in a normal fashion. Your Character, on the other hand, has gone so deeply into his monstrous nature that he has difficulty interacting with mortals. He is simply too predatory, too animalistic, too distant, or too deep down inhuman to be able to relate. Many times, simple mortal manners and courtesies are beyond him, making others believe that he is rude and/or possibly disgusting.

He now suffers a permanent -4 Test/Contest Penalty to all interpersonal skills, including Misdirect, Persuade, Savoir-Faire, and Seduction, as well as any skills that involve performance to mortals. However, because of his nature, he now receives a +2 Test Bonus to uses of the Intimidate skill.

DHOHANOID AGENT

The primary arms of the Chrysalis Corporation are its Dhoanoid agents, fanatics who have been willing to undergo the Rite of Transfiguration to give up their mortality to serve the Endless One. They are trained for a wide variety of purposes, including combat in both their mortal and monstrous forms, social and business graces, and in covering up the truth. Regardless, they do the bidding of their masters whenever and wherever they are needed – out in the world, not chained to a desk or a department like so many of the corporation's elite.

Dhoanoid agents must be ready for all kinds of assignments. They may need to negotiate business deals, both above and below board. They may need to oversee delicate operations or critical shipments. They may need to engage in less tasteful activities, including terror tactics, blackmail, extortion, or outright maiming or murder. Fortunately, Dhoanoids no longer have mortal consciences to plague them, so most enjoy their work fully.

All Dhoanoid agents retain a piece of who they used to be. Some were simply businesspeople caught in a downward spiral of greed. However, some may have been ex-military or ex-government agent, and their assignments will reflect that.

Attributes: Higher than average Agility and Perception recommended.

Suggested Skills: Criminal, Dodge, Fighting, Misdirect, Survival

Required Qualities: Dhoanoid (4), Duty (3)

Special Gear: A suit of concealed combat armor (usually Heavy Sentrytech armor), a sidearm (such as a UT-7 Hornet, CS-40 Defender, or CS-44 Enforcer), and a submachinegun (such as an MP15-9, SM-14, or RMG-14).

Sample Attributes (Not Including Dhoanoid Modifications):

Human/Nazzadi (Will vary according to manifestation)

Agility 7/8

Intellect 5/5

Perception 7/7

Presence 5/5

Strength 6/5

Tenacity 6/6

Sample Skills:

Athletics: Student (Novice if Human)

Bureaucracy: Novice

Criminal: Student

Dodge: Adept

Fighting: Novice

Languages (Per Race): Per Race

Literacy: Novice

Marksmanship: Novice

Misdirect: Novice

Observation: Novice

Regional Knowledge: Novice

Savoir-Faire: Student

Security: Student

Stealth: Student (Novice if Human)

Survival: Novice

