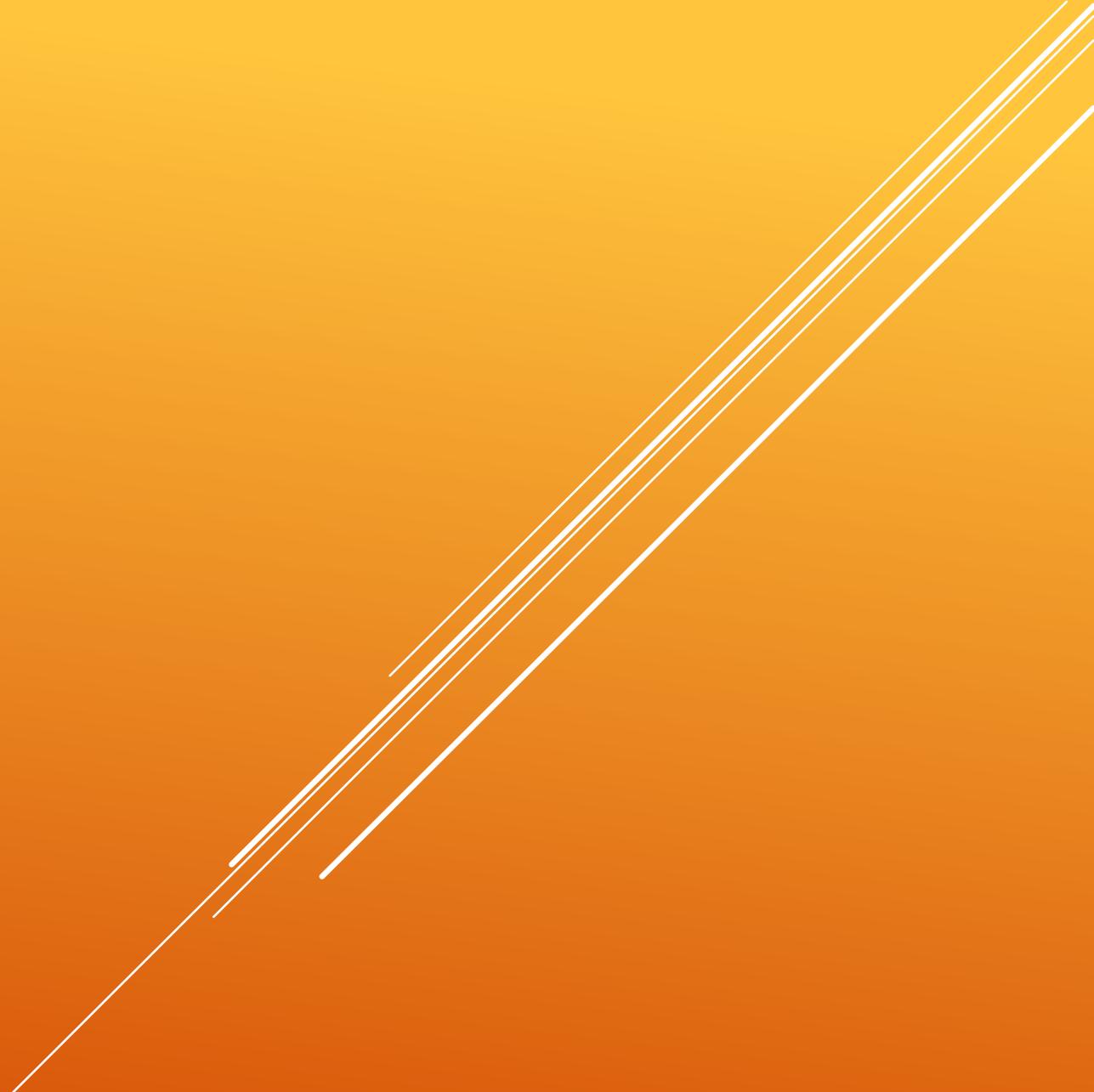


# CHIMERA CON

By Collin Krueger



- ▶ You play as a disgraced wizard attending a Chimera convention. Wizards from all across the land have brought their abominations and crimes against humanity for a chance to duke it out for renown, glory, and, of course, grant money.
- ▶ In this 2-6 player game, create hybrid creatures to fight in an arena free-for-all tournament card game!

## WHAT IS CHIMERA CON?

- ▶ But of course. You aren't going to let them push you over are you? Everyone does it. Come on!
- ▶ In this game, in addition to fighting, you can use cheat cards which let you change the flow of battle at a moments notice. Just be sure not to be caught, or a judge will quickly Counterspell your mischief.

# CHEATING

- ▶ A chimera must be made up of a head, body, and rear card and must not comprise the same character.



## HOW TO PLAY



- ▶ Once you've made a creature. You'll notice each card has four main stats on it. Health, Might, Speed, and Magic.

- ▶ In addition, each card has an abilities section and a creature type. The creature type can be determined by the color of the outline and the symbol in the top right.

Extra Info Tab ->

Wyvern Wings  <- Creature Tag

Rear

14  Insert Image Here

2  Sting (15): vs | Poison  
Airborne <- Abilities Box

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Shiny Tint means rare/overpowered. ->

- ▶ Some other things the card tells you are rarity and size, too. Cards like this one can even be dual-typed!



<- Both Serpent and Dragon Type

# Leviathan Head



Head | Very Large

11



Insert Image Here

2

Special Attack Symbol ->  Water Beam  vs  | Elemental

Basic Attack Symbol ->  Slam:  vs 

Passive Ability -> Hard Exterior: Replace all  with  rolls

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The most important part of these creatures are their abilities. There are three types of abilities. Basic, Special, and Passive.

Basic abilities are easier to counter, less powerful, but more consistent.

Special abilities usually do something beyond regular damage

Passive abilities are always active and don't require actions.

<h3>Hydra Head</h3> <p>Head   Large</p> <p>25  Insert Image Here</p> <p>1  <b>Multiple Heads:</b> When below half health, you may add a second head from your hand with the  or  tag. You may not have more than 2 heads.</p> <p>0  <b>Bite Attack:</b>  vs </p> <p>0 </p>	<h3>Cyclops Body</h3> <p>Body   Large</p> <p>22  Insert Image Here</p> <p>3  <b>Rock Throw:</b>  -1 vs    <b>Aerial Slam Attack:</b>  vs </p> <p>1 </p> <p>1 </p>	<h3>Dragon Wings</h3> <p>Rear   Very Large</p> <p>20  Insert Image Here</p> <p>3  <b>Tail Attack:</b>  vs  Airborne</p> <p>1 </p> <p>2 </p>
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67  
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VS

ATTACKING

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<h3>Vampire Head</h3> <p>Head</p> <p>2  Insert Image Here</p> <p>1  <b>Bite:</b>  vs . Negative, Enemy cannot use head abilities until they switch heads.</p> <p>0  <b>Charm Target (17):</b>  vs  Prevent a target from using special attacks against you for 3 rounds.</p> <p>3 </p>	<h3>Wraith Body</h3> <p>Body</p> <p>10  Insert Image Here</p> <p>1  <b>Incorporeal Form:</b> Take half damage. Does not stack.</p> <p>2 </p> <p>2 </p>	<h3>Hell Hound Rear</h3> <p>Rear</p> <p>13  Insert Image Here</p> <p>1  <b>Mad Dash:</b> Once per turn, before you roll  you may decide to have rolled the max number instead.</p> <p>2 </p> <p>1 </p>
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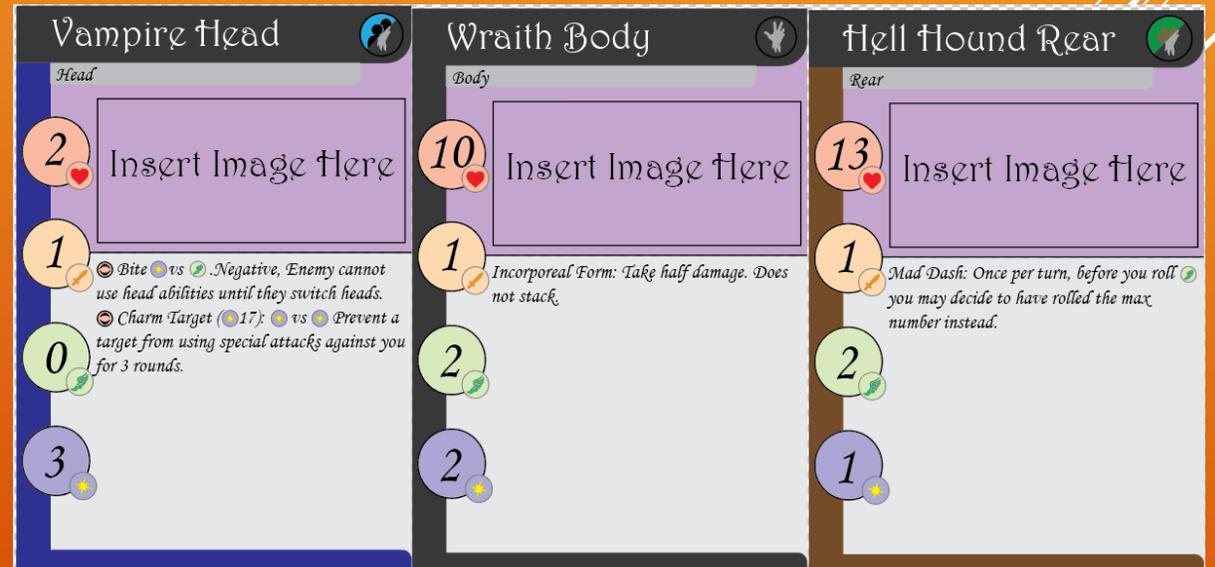
67 When making an attack, you take your stat, add your bonuses, and roll that many d6s. The enemy rolls the counter stat shown as well.

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VS

For instance, cyclops uses Rock Throw. Rock Throw is a might attack, but has a -1, meaning we have a total of 7-1 = 6. It has a defense of speed. The defender rolls 4d6. Lets say Cyclops rolls 23 total and Vampire rolls 17. 23-17 = 6, therefore Vampire takes 6 points of damage (however, Vampire's Wraith Body has a passive ability "Incorporeal Form", meaning they actually take 3 damage).

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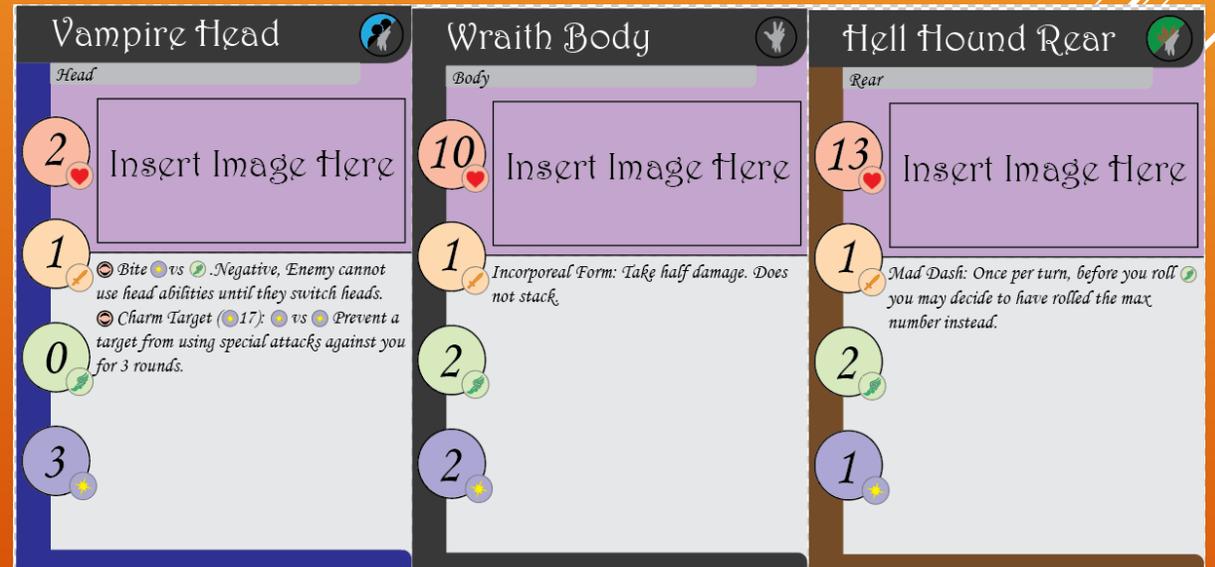


67 Now it's Vampire's turn to attack. Let's say they want to use Charm Target. Charm Target is a magic v magic attack, but has a requirement. The roll must be at least 17 or nothing happens.

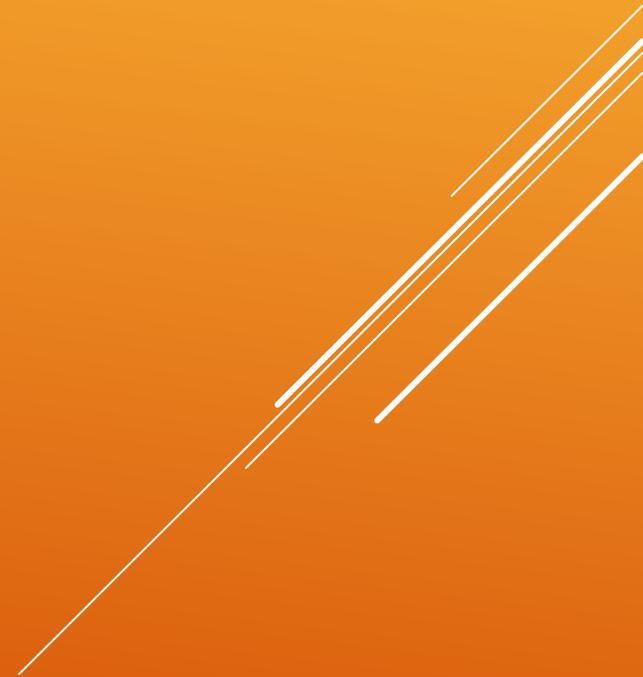
VS

Vampire gets to roll 6d6 for magic, and normally would get a creature type synergy bonus (+1 die for each additional creature type), but that only works on basic attacks, not special attacks. Vampire rolls 6d6 and gets 24. That is higher than 17, so Hydra needs to roll a magic roll. This looks pretty hopeless for Hydra who is weak to magic.

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BUT WAIT



BUT WAIT

Lets CHEAT!

A decorative graphic consisting of several parallel white lines of varying lengths, slanted diagonally from the bottom right towards the top right, located in the lower right quadrant of the image.

Hydra only rolled an 12. They need to equal or beat a 24. They, in desperation, play this card.

They get to add three more dice.

But first, they must see if they get caught.

Roll a d6. If you roll a 1, you get caught cheating.

Thankfully, we rolled a 3. Now we can use three extra dice to try and counteract this ability.

# CHEAT



*Enhance Magic*  
*Gain +3 Magic this turn only.*

*Remember to Roll For Cheat...*



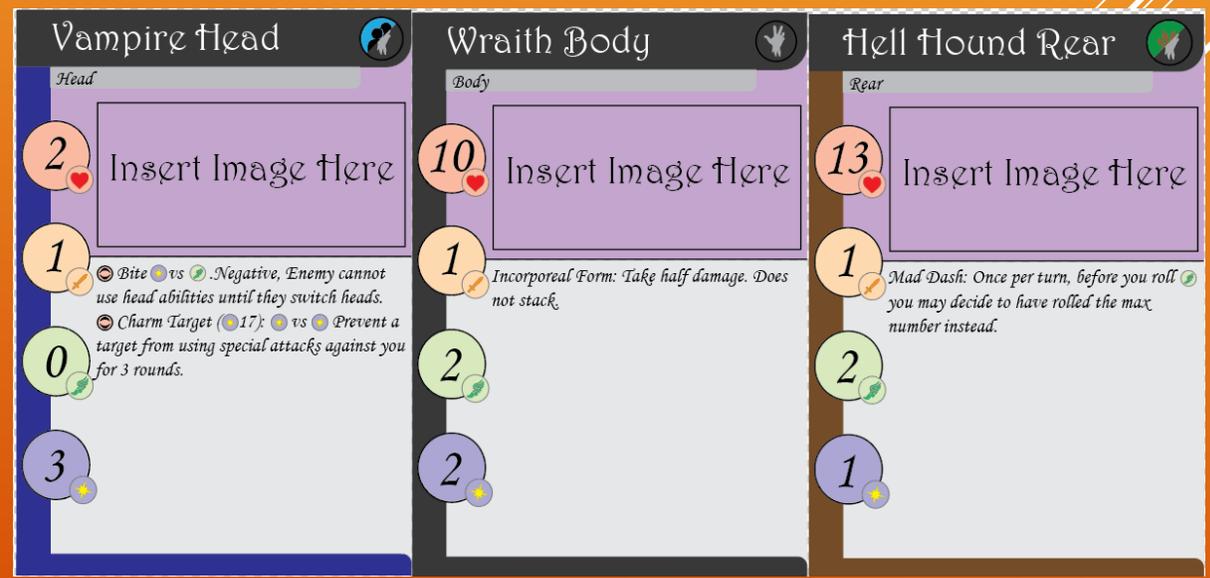
67 And with a fortuitous bounce, we get all 6s, bringing our total from 12 to 30, meaning we resist the Charm Target!

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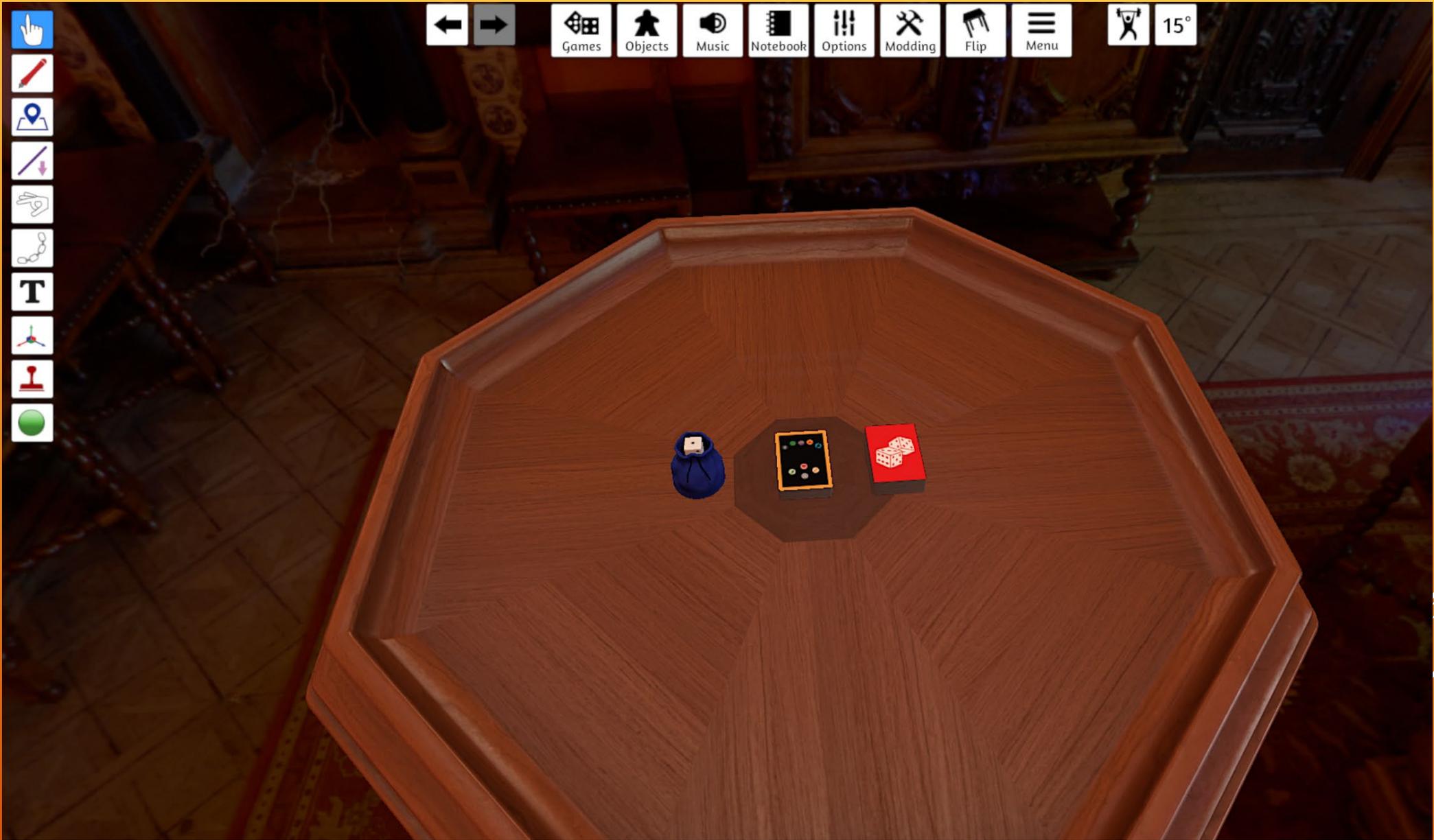
VS

Players go back and forth until they are the last chimera standing!

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<https://steamcommunity.com/sharedfiles/filedetails/?id=2117801600>