

Chimeras

A chimera is a hybrid of two or more distinct species. Alternatively, a chimera is a sophont who has been significantly altered through the inclusion of genetic material from one or more other species (not necessarily sophonts).

A Chimera (pronounced ky-MEER-a, for those with Edu 6 or less: CHIM-er-a) is the result of significant or substantial genetic mixing; it may be natural or geneered.

A **Natural Chimera** is the result of interspecies fertility. Interspecies fertility creates offspring which share some of the details of each species, including senses, body structure, and other elements. In the majority of cases, such offspring is non-viable. When it is viable, it is often sterile. When viable and non-sterile, it breeds true with other viable, non-sterile individuals.

For example, members of two distinct sophont species are inter-fertile (and can create children) if they both have the same Genetic Profile (human = SDEIES). Such activity is rare and may need to overcome specific interface obstacles (perhaps through in vitro fertilization).

Natural Chimeras have natural organic bodies, natural brains, and naturally formed personalities. They function in all respects as a natural sophont.

Natural Chimerism may be used to explain why a sophont has specific abilities or characteristics.

A **Geneered Chimera** is the deliberate result of genetic engineering to combine aspects of two or more distinct species. Genetic Engineering can select genetic features from existing species (not necessarily both sophonts) and combine them to create a new organism.

For example, a colonial development organization intent on exploiting the natural resources of a world could genetically engineer an existing sophont which breathes Air-3 to incorporate from other sophonts such capabilities as high Strength, high Endurance, and Vision in IR bands.

THE DETAILS OF CHIMERAS

Minor or minimal geneering is a natural part of any technological society. Genetic editing to remove minor disabilities or for minor cosmetic enhancements is commonplace. However, when significant genetic material from other organisms is grafted onto a being, the result is a chimera.

Chimeras can be cloned.

Chimeras can be characters.

Viability. It is possible that the process to create a Chimera will produce a non-viable result. For example, the random selection of head and torso between the two precursors of the chimera may result in no brain. Such efforts are failures.

Aging. Chimeras age according to the hybrid Life Stages structure on the Sophont Creation Card

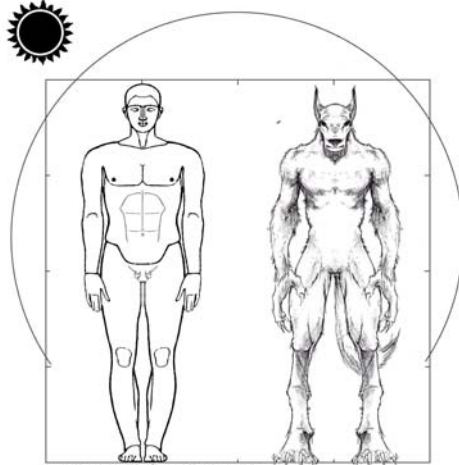
Reproduction. Chimeras reproduce normally under the same circumstances as their pattern.

Injuries and Healing. Chimeras can be injured in the same way as their pattern sophont. They also heal in the same way.

Identifying Marks and Controls. The chimera creation process itself imposes no special identifying markings or control codes.

PLAYING CHIMERAS

A Chimera can be played like any other sophont. The details of its location and origins are created as necessary.



ARE VARGR CHIMERAS?

It is generally accepted that the Vargr are an intelligent Major Race created by the Ancients through genetic manipulation of Terran carnivore/chasers at about the same time humans were scattered from Terra to the stars. Over time, researchers have confirmed that Vargr are genetically derived from family Canidae and almost certainly genus Canis (that is, wolves or proto-dogs).

The Unanswered Question. With geneering accepted as the origins for the Vargr, the question arises about precisely what that genetic manipulation was: Did it manipulate existing genetic structure to favor an upright stance and opposable thumbs? Did the Ancients so completely understand genetics and molecular biology that they simply wrote or created new genes to insert into Earth's proto-dogs? Or, did those Ancient genetic engineers do what modern geneers do? Did they take the nearest available compatible genes for hands, and upright stance, and increased intelligence?

Are Vargr Human-Wolf chimeras?

CHIMERA ALLOCATION CHECKLIST

Use this checklist to control creation of Natural or Geneered Chimeras. The processes are nearly identical; differences (only) for Natural Chimeras are shown. Create a blank Sophont Creation Card for the Chimera being generated.

Geneered	Natural
1. Select two Sophont Creation Cards A. with identical NA. B. Identify them as Pattern1 and Pattern2.	A. with identical Genetic Profile and Nucleic Acid.
2. Allocate Basic Information from the SCC. A. Niche and Subniche. Enter <Geneered Chimera>. B. Native Environment / Locomotion. Select. C. Breathes. Select. D. Genders. Select. E. Castes. If present, Select. F. Racial Scent. Combine the Pattern1 PON and Pattern2 PON.	A. Niche and Subniche. Enter < Chimera>. B. Native Environment / Locomotion. Select. C. Breathes. Randomly select. D. Genders. Randomly select. E. Castes. If present, randomly select.
3. Characteristics and Characteristic Dice. Select from the available entries.	Randomly select from the available entries.
4. Senses. Select from available entries (including blanks).	Randomly select available entries (including blanks).
5. Body Structure. Select from the available entries. Symmetry Head Torso Limbgroups 1-2-3-4. Tail. Skeleton. Skin. Body Fluids.	5. Body Structure. Randomly select from available entries.
6. Life Stages. Select from the available patterns. Recalculate Life Expectancy.	6. Life Stages. Randomly select from available patterns.
7. Card Back. Insert information for Gender Structure Insert information for Caste Structure.	
8. Analyze for Viability.	8. Analyze for Viability. Discard non-viable Chimeras.

Identical Genetic Profile= All Genetic components of the Profile are the same. For example, SDEIES and SDEITC are identical because C5 Education and C6 Social Standing are not Genetic and C5 Training and C6 Charisma are not Genetic.

The Technology Of Geneered Chimeras. Geneering is practical at TL 14.

THE NEW SOPHONT CREATION CARD

The final information on the Sophont Creation Card is filed. Proper identifying information should be added as necessary.