RANDOM NAME SELECTION

Face it, a cute monster without a cool name is nothing more than a rabid Chia Pet. Without them, millions of boys and girls would wander the world listlessly, with little to memorize and catagorize but homework. A cruel fate indeed! The following name-generation chart should help those legions of devoted monster fans out there find the best name combination for their pets. Conversely, players can create their core monster concept through this same process (as can harried GMs whose only tools for generating new adversaries eventually devolves into late-night sugar binges and watching … the *Teletubbies*.)

To use this process, the player or GM should have two six-sided dice ready along with paper and pen. There are three main charts (Prefixes, Creature Types and Suffixes) with associated Japanese translations for most individual listings. This allows GMs and players to create Japanese variant pets for those authentic-sounding Seizure Monsters. Follow these steps to determine your monster's identity:

STEP 1

Use **Table 5-1: Name Prefixes** and roll one die to determine which chart to use. The player or GM determines then rolls another die to determine the monster's exact prefix. These are by no means a complete selection of charts. For expanded tables, GMs can create replacement charts for things such as astrological signs (e.g., Cancer, Libra, etc.), colours (black, red, green, etc.) and Planets (e.g., Jupiter, Mars, etc.).

STEP 2

Use **Table 5-2: Creature Types** and roll a die. On a roll of 1-2, use **Table 5-2-1: Creature Types 1**. On a roll of 3-4, use **Table 5-2-2: Creature Types 2**. On a roll of 5-6, use **Table 5-2-3: Creature Types 3**. On the applicable table, the player or GM rolls a die to determine which chart to use and then rolls another die to determine the creature's name and type. Text in italics is the Japanese translation of the English word. Players and GM's can use either the English or Japanese word, whichever is most appropriate and cool-sounding. Again, GMs may also expand tables to include more animals or even household appliances.

STEP 3

Use **Table 5-3: Name Suffixes** and roll a die to determine which chart to refer to. The player or GM then rolls another die for the name's suffix. Should the player or GM dislike the suffix, he or she can drop it (or any component of the name that sounds too jarring). Conversely, some campaigns have a standard suffix such as –mon or –bot, depending on the background of the particular game. If this is the case, players and GMs should simply add the campaign-specific suffix to the monster's name rather than rolling on **Table 5-3: Name Suffixes**.

EXAMPLE

Roxanne decides to throw a new critter at the PCs, but with the session a half-hour away, she is fresh out of ideas for new monsters. She goes to the random name generator to help spark her creativity. Roxanne consults **Table 5-1: Name Prefixes** and rolls a die. She rolls a 3 meaning she will use Chart 3 to determine the prefix for her monster's name. She then rolls a die again and rolls another 3. Consulting **Table 5-1** under Chart 3, she sees that the prefix for her monster is "Devi-." Roxanne then goes to to **Table 5-2: Creature Types** and rolls. This time she rolls a 1 meaning she will use **Table 5-2-1**. She then rolls a die to determine which chart she will use and rolls a 4. She then rolls a 5 and sees that on Chart 4 of Table **5-2-1**, this gives her Firefly/*Hotaru*. She isn't quite sure which one she prefers so she keeps them both in mind and decides to wait and see what the monster's suffix will be. Finally, Roxanne reaches **Table 5-3: Name Suffixes** and rolls a 4. She then rolls again on Chart 3 to determine the monster's suffix, giving and rolls a 6. Checking Chart 4 of **Table 5-3**, a 6 is the suffix "-roth" Thus, her monster's name could either be Devi-Fireflyroth or Devi-Hotaruroth. She prefers the Japanese sound of Devi-Hotaruroth and decides to go with that name. Also, the firefly concept has given her some ideas as to her monster's abilities and powers. Now she moves on to character creation to create her pet monster.

NAME PREFIXES

TABLE 5-1: NAME PREFIX

Dice Roll	Chart 1	Chart 2	Chart 3	Chart 4	Chart 5	Chart 6
1	Giga-	Mini-	Anti-	Terri-	Arcana-/Magi-/Mysti-	Electro-/Jolt-/Watt-/Volta-
2	Hyper-	Omni-	Demi-	Ultra-	Aqua-/Sea-	Flor-/Toxi-
3	Kilo-	Poly-	Devi-	Vil-	Celest-/Star-/Meteor-	Illuma-/Flare-
4	Macro-	Proto-	Ebon-	Were-	Char-/Scor-/Magma-	Psi-/Hypno-/Psycho-
5	Mega-	Terra-	Nega-	Wrath-	Chilli-/Frigi-/Freeza-	Terra-/Magna-
6	Micro-	Uni-	Null-	Vex-	Cyber-/Digi-	Sol-/Luna-

CREATURE TYPES

TABLE 5-2: CREATURE TYPES

Roll 1d6. On a roll of 1-2, use **Table 5-2-1: Creature Types 1**. On a roll of 3-4, use **Table 5-2-2: Creature Types 2**. On a roll of 5-6, use **Table 5-2-3: Creature Types 3**.

TABLE 5-2-1: CREATURE TYPES 1

Dice Roll	Chart 1	Chart 2	Chart 3	Chart 4	Chart 5	Chart 6
1	Dolphin/*Iruku*	Lobster/*Iseebi*	Crow/*Karasu*	Mockingbird	Ant/*Ari*	Roach/*Gokiburi*
2	Eel/*Unagi*	Goldfish/*Kingyo*	Eagle/*Washi*	Owl/*Fukuro*	Butterfly/*Chocho*	Scorpion/*Sasori*
3	Clam/*Kai*	Octopus/*Tako*	Falcon/*Taka*	Raven/*Karasu*	Moth/*Ga*	Spider/*Kumo*
4	Crab/*Heikegani*	Shark/*Same*	Hawk/*Taka*	Swan/*Hakucho*	Fly/*Hae*	Locust/*Inago*
5	Fish/*Sakana*	Whale/*Kujira*	Hummingbird	Vulture/*Hagetaka*	Firefly/*Hotaru*	Bee/*Hachi*
6	Jellyfish/*Kurage*	Squid/*Ika*	Kestrel	Bat/*Komori*	Grasshopper/*Batta*	Wasp/*Suzumebachi*

TABLE 5-2-2: CREATURE TYPES 2

Dice Roll	Chart 1	Chart 2	Chart 3	Chart 4	Chart 5	Chart 6
1	Alligators/*Wani*	Salamander/*Sanshouo*	Bear/*Kuma*	Cat/*Neko*	Rat/*Onezumi*	Toad/*Kaeru*
2	Crocodiles/*Wani*	Tortoise/*Kame*	Fox/*Kitsune*	Lion/*Raion*	Porcupine/*Yama'Arashi*	Frog/*Kaeru*
3	Chameleon/*Kamereon*	Viper/*Dokuhebi*	Wolf/*Okami*	Panther/*Pansa*	Ape/Monkey/*Saru*	Leech/*Hiru*
4	Lizard/*Tokagi*	Anaconda/Boa/*Hebi*	Dog/*Inu*	Cheetah	Gorilla/*Gorira*	Ooze/*Nijimu*
5	Rattler/*Gara-Gara Hebi*	Komodo	Elephant/*Zo*	Mouse/*Nezumi*	Deer/*Shika*	Snail/*Katatsumuri*
6	Reptile/*Hachurui*	Asp	Horse/*Uma*	Squirrel/*Risu*	Boar	Spores/*Hoshi*

TABLE 5-2-3: CREATURE TYPES 3

Dice Roll	Chart 1	Chart 2	Chart 3	Chart 4	Chart 5	Chart 6
1	Centaur	Pixie	Basilisk	Kraken	Cat Monster/*Bakeneko*	Turtle Monster/*Kappa*
2	Golem	Siren/*On'na-Yuwakusha*	Cerberus	Phoenix/*Fushicho*	Monster/*Baku*	Dragon Dog/*Ki-Rin*
3	Medusa	Sphinx	Chimera	Scarab	Fairy/*Tennyo*	Japanese Racoon/*Tanuki*
4	Mermaid/*Ningyo*	Titan	Dragon/*Ryu*	Sea-Horse	Spirit/*Kami*	Mountain Spirit/*Tengu*
5	Merman	Werewolf/*Okamiotoko*	Gryphon	Unicorn	Ghost/*Yurei*	Will o'Wisps/*Hitodama*
6	Minotaur	Yeti	Hydra	Demon/*Oni*	Goblin/*Yokai*	

NAME SUFFIXES

TABLE 5-3: NAME SUFFIX

Dice Roll	Chart 1	Chart 2	Chart 3	Chart 4	Chart 5	Chart 6
1	-a	-eon	-ode	-hexa	-izer	-vor
2	-e	-saur	-dra	-ow	-ite	-bot
3	-i	-taur	-dry	-ing	-iddy	-mon
4	-o	-bore	-duo	-pod	-ment	-mate
5	-u	-ee	-trio	-pan	-born	-gly
6	-y	-ly	-penta	-roth	-less	-ation