



d30 Chimera Generator

CHM1: FORELEGS & NUMBER OF HEADS

1s Digit: Forelegs	Attack/Damage	10s Digit: # of Heads
1 bear	2 paws (1d6 each)	1-10 1 head
2 bison	trample (2d8)	11-20 2 heads
3 bull	trample (2d8)	21-30 3 heads
4 dragon**	2 claws (1d4 each)	
5 eagle	2 claws (1d4 each)	
6 goat	—	
7 horse	2 hooves (1d6 each)	
8 lion	2 paws (1d4+1 each)	
9 ram	—	
0 stag	2 hooves (1d3 each)	

* if both paws hit a single target, "bear hug" does +1d8

** color at DM's discretion, or by head type

Base Movement on ground: 12" / 120'(40")*

CHM2: HIND LEGS & WINGS

1s Digit: Hindlegs*	Wings	10s Digit: Wing Type (if present)
1 bull	no	1-10 bat-like (leathery)
2 dragon	no	11-20 draconic (scaly/reptilian)
3 eagle	no	21-30 eagle/bird-like (feathered)
4 horse	no	
5 lion	no	<i>If wings are present:</i>
6 bull	yes	Roll 1d3 for flying speed.
7 dragon	yes	1 12" / 120'(40')
8 eagle	yes	2 15" / 150'(50')
9 horse	yes	3 18" / 180'(60')
0 lion	yes	

* if hindlegs are same species as forelegs,
DM may choose or re-roll

CHM3: HEADS

Roll once for each head. Reroll for duplicates.

Roll	Head	Attack/Damage
1	dragon, black	bite (1d6) or acid breath (line:60'x5'; 3d10)
2	dragon, blue	bite (1d6) or lightning breath (line:60'x5'; 3d10)
3	dragon, green	bite (1d6) or gaseous breath (cloud:50'x30'; 3d10)
4	dragon, red	bite (1d6) or fire breath (cone:60'x30'; 3d10)
5	dragon, white	bite (1d6) or cold breath (cone:60'x20'; 3d10)
6	antelope	head butt (1d6)
7	basilisk	gore (1d8) or paralyzing gaze
8	bear	bite (1d6)
9	boar	tusks (2d4)
10	bull	gore (1d6)
11	crocodile	bite (2d4)
12	eagle	beak (1d6)
13	goat	head butt (1d4)
14	hawk	beak (1d6)
15	hound	bite (1d6) or fire breath (line:60'x5'; 1d10)
16	human female	spell use (as MU equal to HD)
17	human female	song charms (as MU equal to HD)
18	human male	spell use (as MU equal to HD)
19	lion	bite (1d10)
20	lizard	bite (1d8)
21	ram	head butt (1d6)
22	rhino	gore/butt (2d6)
23	rooster	beak (1d4 + special: touch turns to stone)
24	snake	bite (1d4 + poison)
25	snapping turtle	bite (2d6)
26	stag	horns (2d6)
27	unicorn	horn (1d4)
28	vulture	beak (1d6)
29	weasel	bite (1d6)
30	wolf	bite (1d6)

CHM4: HIT DICE & ARMOR CLASS

		AC (Descending)					Hit Dice
		7	6	5	4	3	
Roll on d30	1	2	3	4	5	3 +1/head	
	6	7	8	9	10	4 +1/head	
	11	12	13	14	15	5 +1/head	
	16	17	18	19	20	6+ 1/head	
	21	22	23	24	25	7 +1/head	
	26	27	28	29	30	8 +1/head	

CHM5: ADDITIONAL ABILITIES

1-in-6 chance per head of additional ability.

Roll	General Ability	Roll Immune to...
1	+1 or better req. "to hit"	16 acid
2	fear (as wand)	17 acid, poison
3	infravision* 60' (all heads)	18 charm
4	infravision* 90' (all heads)	19 charm, hold
5	invisibility (3x/day)	20 cold
6	invisibility (at will)	21 cold, electricity
7	polymorph other (1x/day)	22 disease
8	regenerates 1 pt./round	23 disease, poison
9	speaks 1 add'l language	24 electricity
10	speaks 2 add'l languages	25 fire
11	speaks 3 add'l languages	26 fire, poison
12	spiked tail (4x1d6)	27 hold
13	telepathy, any language	28 poison
14	teleport, no error (1x/day)	29 sleep
15	teleport, no error (3x/day)	30 sleep, charm

* Applies to all heads

ALIGNMENT

Roll 1d6: 1-4=chaotic; 5=neutral; 6=lawful

LANGUAGES

1-in-3 chance to speak common (regardless of heads)