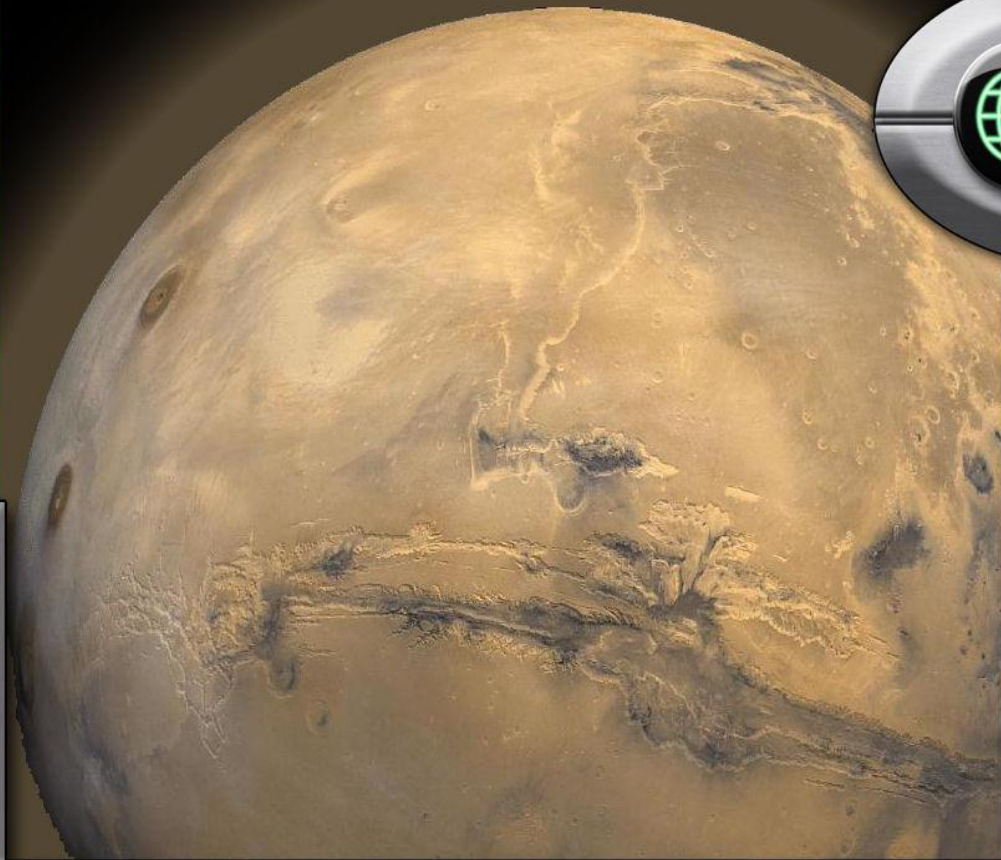


Multiverse Kit

Part 4 - Life -



Ennead Games

Introduction

Multiverse Kit Part 4

Life

"Our sun is one of 100 billion stars in our galaxy. Our galaxy is one of billions of galaxies populating the universe. It would be the height of presumption to think that we are the only living things in that enormous immensity."

Wernher von Braun

It's finally happened! You've found a planet that has life on it outside your home planet. But what kind of life is it?

That is what this part of the MVK seeks to address. Starting with a base life form, you end up with something that might be similar to something you know or something very alien indeed.

You can use this system to generate life forms, both sentient and non-aware and some basic plant life and fungi.

This is the last official part of the Multiverse Kit. Future supplements will expand and give more examples for you to use, but are not required.

Note(s):

There are a lot of charts included in this publication. It is recommended you have a read through first to get a feel of things. You don't have to use the charts if you like something in particular, consider them a series of starting points for your own ideas.

Also as this is system free, any details are given in rough terms, so as to be suitable for as many games as possible.

The Government/ruler chart in the social section is a cut down version of one found [here](#).

The base creatures chart is not strictly accurate, as a few of these creatures could have been placed in one or more categories.

Credits & Legal

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Contents

Introduction	2	Iron.....	36
Credits & Legal	2	Feudal	36
Sentient life	4	Industrial	36
Base Life form	4	Atomic.....	36
Exotic life forms	5	Information	37
Evolution Details	6	Space.....	37
Size	6	Pre-Ascension	37
Age/Lifespan	7	Government/Rulers	38
Colour.....	7	Appendix 1 -Random Flora	40
Communication.....	7	Plant or Fungi?	40
Diet.....	8	Main Colour	40
Height/Length	9	Reproduction Method	40
Limbs	9	Season.....	40
Intelligence levels.....	10	Shape	40
Movement type	11	Size	40
Pain Tolerance.....	11	Taste.....	41
Reproduction	11	Type	41
Senses	13	Texture.....	41
Shape.....	15	Appendix 2 - Option: Style/Theme	42
Skin/Hide.....	15	Base Creatures.....	44
Speed	16	Animal - Aquatic.....	44
Strength.....	16	Animal – Avian	44
Terrain.....	16	Insect.....	44
Temperature Tolerance	17	Invertebrate	44
Weight.....	17	Mammal/Animal.....	45
Advantages, Disadvantages & Quirks	18	Plant/Fungi.....	45
Advantages.....	19	Reptilian	45
Disadvantages	26	Rock based/types.....	45
Quirks	32		
Example Creature.....	35		
Social Details	36		
Development Levels.....	36		
What tech level does the species have?			
.....	36		
Non-developed	36		
Stone	36		
Bronze	36		

Sentient life

This section assumes that the life form you have encountered is in some way sentient or self-aware. See the Flora and Fauna sections for details about other lower animals and plant life, although there is some overlap between the sections and some ideas here could also be applied to the flora and fauna as well

Base Life form

First of all, you need to find out (or decide) what your life form is descended from. Use the creatures from Earth as a guide, to make this process easier. Some examples or starting creatures are listed in the appendix to give you starting points.

They come in one of 8 possible categories:

D20	Base life
1	Aquatic
2 - 3	Avian
4 - 5	Insect
6	Invertebrate - Hard
7	Invertebrate - Soft
8 - 15	Mammal/Animal (*)
16 - 17	Plant (see Flora for more options)
18 - 19	Reptilian
20	Rock/Silicon

Aquatic & Avian

These beings are descended from some kind of animal, often warm-blooded. They normally have some kind of ability linked to the animal they are descended from and their typical personality fits.

Insect

The ancestor of this race was some kind of insect. They tend to be rigid in their thinking and often have a hive mind or a Queen ruling them.

Invertebrate – Hard & Soft

Invertebrate simply means having no vertebrae or backbone. IH(Invertebrate Hard) types have an outer shell or exoskeleton, like a lobster. I-Soft types, like a worm, don't even have that. They often have short lifespans when compared to other species, but balance this out by maturing quicker.

Mammal/Animal

Although these are classed as animals, mammals have higher tendency than other types to evolve intelligence & self-awareness and so it's worth giving them their own category. They are warm blooded by nature and often quite smart.

Plant

Although rare throughout the cosmos, plant life is more common than you may think. Some plants, like the Venus fly-trap have a system whereby they feed of animal matter. They have a tendency to be green in colour due to the chemicals they are made from, but this is not always the case. The random Flora section can be used to create

Reptilian

Reptiles, such as lizards or even the dinosaurs of old Earth, have a good chance of developing awareness. They are cold blooded and often ruthless.

Rock/Silicon

Carbon based life is the most common in the universe. The next most common type is silicon, often called rock type, although many species made from silicon consider this a major insult. These species are very tough to kill by normal methods and can live off rocks the same ways mammals can live off meat. Communicating with a silicon based species though can be very hard sometimes.

Exotic life forms

These should be rare to the point of being legends in any campaign, unless of course you are playing as that species or have a campaign in which they feature heavily. They are often either highly evolved or artificially created. These species should be well-thought out and not normally ones you allow your players to use or encounter often.

Exotic life forms are not used for base life (with possible exception of fantasy/supernatural), as they are the evolved form of something else, but are included here for completeness. If you really want to use one, then there is a 1% chance the species is one of these.

D6	Exotic Life form
1	Energy
2	Fantasy/Supernatural
3	Gas
4	Liquid
5	Machine/Cyborg
6	Something Else

Energy

These highly evolved beings are often mistaken for gods by lower-life forms. They require nothing to sustain themselves, and their mental abilities are almost beyond measure. Most of them though have some kind of "non-interference" rule to prevent damage to the lower beings. Sometimes however, this rule is broken. The results are not always pleasant.

Fantasy/Supernatural

Dragons, unicorns and demonic looking creatures, amongst others. This is quite a broad category. They are often artificially created by another race or even could be the creature that inspired the legends in the first place.

Gas

Gas based life forms are an intelligent and non-corporeal life-form. They can dwell in voids as easily as others do in air. Require very little, if any, nutrition. For the most part are pacifists, but when angered their wrath is nothing to scoff at.

Liquid

Often have the ability to change or shift shapes, but this can vary from species to species and individuals as to the quality of this change. Often have problems with cold temperatures.

Machine/Cyborg

Sometimes a species embraces technology so much they start to integrate into their bodies, becoming cyborgs. Others are simply advanced machines that for all purposes can be considered alive and aware, but are made from non-organic machines.

Something Else

Sometimes, the universe throws up something truly alien. Something so odd, or weird, that there is simply no other category for it.

It might be a race of mutants, or something from beyond the known regions of space and time. Ancient horrors that all races fear tend to fall into this category.

Evolution Details

Now you have the base life form to work with, it's time to evolve and change it to one suitable for being encountered by your explorers or for venturing out into the universal stage.

This section takes your base creature and evolves or mutates it. Work your way through each section or just use the ones you want.

You now have a few options:

1. For each category take the typical details for the creature you have picked and change it details as needed. This requires a bit of research on your part about the base creature and is not something that can be covered here, due to the sheer amount of possible options. Supplements may cover a few select creatures.
2. Use default values provided. This is a lot easier for a quick race, but can result in a lot of creatures being almost the same.
3. Use the random values. This provides a lot of variation, but can mean more work later. After all, how does a species with a 1 week lifespan develop advanced technology?

Note:

You can use this section to randomly design non-sentient animals for your planets as well. Just go through the charts as normal and leave off intelligence, or have it reduced. After all if they were the smartest, in theory, they should be the dominant life on the planet as well.

Entry's marked with a (*) are the defaults.

Size

As this affects many of the other details later it is presented first. A creature's size can be very important. It determines how hard it can be to hit a creature and how much damage it can take.

Increase in size = More damage done to creatures smaller

Decrease in size = Harder to hit

Example:

A microscopic creature is almost impossible to hit, but if you do it's killed instantly. A Colossal creature is almost impossible to miss, but takes a lot of damage or can resist what you throw at it.

D100	Size	Rating
01	Microscopic	0
02 - 03	Fine	1
04 - 10	Diminutive	2
11 - 20	Tiny	3
21 - 30	Small	4
31 - 70	Medium(*)	5
71 - 80	Large	6
81 - 90	Huge	7
91 - 97	Gargantuan	8
98 - 99	Colossal	9
00	Epic	10

Age/Lifespan

What is the typical lifespan of a member of this species?

Roll a d100 and add the creature's size rating.

D100	Typical lifespan
01	24 hours
02 - 03	1 week
04 - 06	2d4 weeks
07 - 11	1d10 months
12 - 15	2d10 months
16 - 20	1d6 years
21 - 24	1d8 years
25 - 28	1 + 1d10 years
29 - 33	10 + 1d10 years
34 - 38	20 + 2d10 years
39 - 45	40 + 2d10 years
46 - 64	60 + 2d10 years (*)
65 - 70	80 + 2d10 years
71 - 75	100 + 2d20
76 - 80	120 + 2d20
81 - 85	140 + 2d20
86 - 90	160 + 2d20
91 - 94	180 + 2d20
95 - 97	1d6 Centuries
98 - 99	1d8 Centuries
00+	1d10 Centuries

Optional Details:

You may need to know how long the species takes to mature or other age related details.

To do this, take the typical life span and apply the following % to work out the duration.

Gestation Period

Regardless of reproduction method, this is the length of time it takes from conception to emergence/birth.

Duration: 10% (or 1d10 for random value)

Maturation

The point of time from emergence/birth and being able to reproduce/being considered mature

Duration: 20% (or 2d10 for random value)

Colour

This section details the typical colours the species is. As with all, some variants do occur and various shades etc. are always possible.

D10	Colour
1	Blue
2	Brown
3	Green
4	Grey
5	Orange
6	Original base creatures colours(*)
7	Other Colour
8	Pink/White
9	Red
10	Yellow

Communication

Often species develop other communication methods, especially when dealing with other species. This is the natural one they use.

The creature's intelligence determines how complex this communication method is. It is recommended to have at least 2 methods, a primary and a secondary.

D20	Communication Method
1	Body Language
2	Colours
3	Electro communication
4	Movement/position
5 - 10	Pheromones/Olfactory
11 - 18	Speech/ Vocalisation (*)
19	Telepathy/Mental
20	Vibration

Body Language

How the creature holds their body is quite important. A tilt of the head, the position of a hand can change a greeting into an insult.

Colours

Some kind of chromatic organ changes colour. The various colours and shades are as subtle and varied as normal speech. Their eyesight is normally quite keen and they can often see colours other species cannot. Communication is hard without some kind of translator

Electro communication

Changes the creature makes in their bodies electromagnetic field have the same effect as speech. It can be quite unsettling to be around creatures like these, especially for those sensitive to EM radiation.

Movement/position

Unlike subtle body language, this communication method is more overt about your position and movement in relation to the one you are talking to. Moving backwards and to the left in a clockwise direction may be a greeting, but jumping up and down may be an invitation to dinner.

Pheromones/Olfactory

Some species use a method of communication based on smell or other chemicals. Without the proper translation system, communication with a species that uses this is very hard and in some cases impossible.

Speech/Vocalisation (*)

The most common method of communication used. Some kind of sound is made, from true speech to what appears to be random noises to outsiders.

Telepathy/Mental

Mind to mind contact can be very revealing. Very few species use this method as their only or primary method of communication. Species that have this tend to be very open and welcoming or very reserved and xenophobic.

Vibration

Vibrations in the ground are picked up and used in a similar way to the way normal speech is used. Often used by subterranean species.

Diet

What the species eat can affect various aspects of their development. Exceptions will always be present, but the majority of this species will have this diet.

The bigger the creature, the more they need to consume each day.

D20	Diet
01 - 05	Carnivore
06 - 09	Herbivore
10 - 16	Omnivore (*)
17 - 18	Photosynthesis
19	Radiation
20	Mineral Eater

Carnivore

This creature is a Meat-eater. Raw meat is preferred, but some species need the meat cooked. Often an aggressive species and strong.

Herbivore

Consumes plant based material. These species tend to be slower and often need to move around a lot, unless they have some form of agriculture to provide the crops they need.

Omnivore

Can eat meat or plant material equally. Individuals within this species may prefer to eat meat, or vegetable matter, but they can equally eat both if needed. The most common diet type found.

Photosynthesis

Primarily used by plant based organisms, they convert sunlight into the energy they need. Other minerals are needed, but, their primary energy comes from the sun or other light source.

Radiation

Ambient radiation provides this organism the nutrition they need. Most species require certain types of radiation that is found on their home planet, so finding one off-world is rare. This radiation can include EM radiation as well.

Mineral Eater

This species eats dirt or rocks etc. the same way other would eat meat or grass.

Height/Length

How tall (or long for flat type species) is a typical member of this species?

Size	Size (random size)
Microscopic	Up to 1 inch
Fine	1 - 6 inches (1d6)
Diminutive	7 - 12 inches (1d6 +6)
Tiny	12 - 24 inches (1d12+12)
Small	2 - 4 feet (2d2)
Medium(*)	4 - 8 feet (1d3+5)
Large	8 - 16 feet (8d2)
Huge	16 - 32 feet (16d2)
Gargantuan	32 - 64 feet (32d2)
Colossal	64 to 128 feet (64d2)
Epic	128+ feet

Notes:

1d2 can be rolled by rolling any dice. Odds = 1, evens =2, or flipping a coin.

1d3 can be rolled by rolling a d6 (1-2=1, 3-4=2, 5-6=3)

There are 12 inches to a foot.

Limbs

This section deals with any additional limbs the species may have, or modifications to existing ones.

D20	Limbs
01 - 12	No limb change (*)
13 - 15	Extra arm(s)
16 - 17	Extra leg(s)
18	Tail - normal
19	Tail - prehensile
20	Tentacle(s)

If an extra limb is rolled, 1d4 will determine how many are gained. The limbs will be in a logical place.

It is assumed that the species has at least 1 grasping implement for tool use, be it a hand, prehensile tail or tentacle. Either that or they have some ability to control and manipulate their environment. If they don't have this, then give them one.

Digits

This is more a cosmetic feature, but in some situations, such as using alien technology, having the wrong number of digits can be a hindrance or an advantage.

D20	# of digits per hand/foot
1	2
2 - 3	3
4 - 6	4
7 - 14	5 (*)
15 - 17	6
18 - 19	7
20	8

Optional Rule : Joints per limb/digit
Roll 1 1d4 for each limb/digit type to determine how many joints the limb or digit has.

Feet

If the creature has extra feet, then there is a 10% chance they are prehensile and useable as if they was normal hands.

Tails

If a creature possess a tail, prehensile or not, the length of this normally has some kind of relationship to body's size.

D20	
1 - 3	1/3 the creature height/length
4 - 6	½ the creature height/length
7 - 9	2/3 rd the creature height/length
10 - 12	The same as their height/length
13 - 15	1.3 times the creatures height/length
16 - 18	1.5 times creatures height/length
19	2 x height/length
20	2d3 times height/length

Intelligence levels

To be considered sentient, there has to be some levels of intelligence and awareness. The level of this is important to know. As with anything else, exceptions will occur, even amongst a species considered to be super-genius; some individuals will be smarter than others, whilst some will be treated as if they were thick as a brick, even if the rest of the universe thinks they are a genius.

D20	Intelligence	IQ Levels
1	Genius	140+
2	Exceptional	1d20+120
3 - 4	High Average	1d20+100
5 - 13	Average (*)	1d20+90
14-15	Below Average	1d20+80
16	Dull	1d20+70
17	Borderline Deficiency	1d20+60
18	Moron	1d20+50
19	Imbecile	1d20+30
20	Idiot	1d20

Species intelligence levels determine max level of development, how hard it is to understand them plus many other factors.

The IQ level can be thought of as the base chance for skill checks based on the mind. For example a species classed as Idiot has up to 20% base chance of succeeding. These base chances, of course, are modified by how difficult the task is going to be.

These tasks could be anything from inventing a device, to resisting mental attacks, or even something simple like trying to read.

Movement type

For how fast the creature typical moves see the Speed section.

How does the creature get around? Does it walk or jump? What is its primary mode of locomotion?

Some species have a secondary mode of movement, but if used it's at 50% of their normal speed.

D20	
1 - 2	Crawl/Knuckle walking
3 - 4	Flight
5 - 6	Gliding
7 - 9	Jumping
10 - 20	Walking (*)

Obviously this will be modified for the terrain the creature is found in. If the creature possesses flight or gliding, they need to have either wings or some other ability that allows them this method of movement.

Pain Tolerance

How much pain can a typical member of this species deal with on a 1-10 scale, with 1 being a light scratch is like agony, and a 10 being you have to practically kill them for them to feel any pain.

To determine pain tolerance rating (as a %), roll D10 * 10.

Suggested uses for Pain Tolerance

- When damaged can resist going into shock.
- If severely damaged, they can keep awake longer
- If damaged in combat, a higher PT rating allows you to concentrate more on the task at hand.

Note : A high pain tolerance can sometimes be a disadvantage, as pain lets you know when a body has been damaged.

Reproduction

Method

How does the creature reproduce? It may have started off as an egg layer but now carries it's young in a pouch. Or even internally like a mammal.

D20	Reproduction method
1	A form of mitosis/splitting
2 - 3	Budding
4 - 6	Egg layer
7 - 14	Mammalian/Internal (*)
15 - 17	Marsupial/pouch
18	Spore
19	Seed
20	Implantation/Host

A form of mitosis/splitting

The creature splits into two (or more) copies of the original being. This can negate the need for multiple-genders, but does result in almost every individual being the same

Budding

One or more growths appear on the body of the parent. This bud then grows as the child within grows. Eventually the bud/child drops off the parent body.

Egg layer

A small, often fragile capsule is expelled from the parents' body. This egg then allows the child to form and grow. Often needs to be guarded & looked after, from those seeking to harm/eat the growing child and to keep the temperature at one that is optimal.

Mammalian/Internal (*)

The child is conceived and develops within a parents body (normally the mothers, but there is a 10% chance of it being the fathers). At the end of this development, the child is expelled into the world.

Marsupial/pouch

Similar to mammalian/internal, except that the child develops in a pouch on the outside of the parent's body. The journey to the pouch for the foetus is one of the most dangerous parts of the developing beings life.

Spore

Generally only used for fungi-based life forms. Clouds of spore are released in a certain area, which mix with the spores from another. The children then develop from the mix of these spores. A guardian of some kind is often left behind to tend and care for the children.

Seed

For the most part, used by plant based species. A seed, a small embryonic plant, covered with some kind of shell. Requires growth in some kind of nutrient rich material, such as earth. Seeds come in many shapes, colours and designs.

Implantation/Host

This species needs another to host its young. The embryo is either injected into the host or passed on through some other act. Rarely is this host willing, but if the birthing process is safe this chance increases. Quite often though, the process of the child being born kills the host.

Size of Litter

Larger creatures often have single births. Those smaller or who have a reduced lifespan, often breed more and have larger cluster of children in one go.

Method	Average size of litter
A form of mitosis/splitting	1d4
Budding	1d8
Egg layer	1d6
Mammalian/Internal	1d2
Marsupial/pouch	1d3
Spore	1d4 x 1000
Seed	1d4 x 10
Implantation/Host	1d4

The higher the average litter size, the higher the chance of the offspring not surviving to birth. This is due to a number of factors such as:

- Difficulty of birth method
- Environmental factors
- Predators
- Weakness in species
- Lack of resources

Optional Rule: Reproduction cycle

How long after reproducing can a species attempt produce another offspring? If the RC time is longer than the species lifetime, either roll again or assume once in a lifetime. Time in given in Earth terms, you will have to convert for the species home planet.

Roll D20 and add size rating

D20	Cycle
1	Within 24 hours
2 - 3	Within 7 days
4 - 6	Within 2d2 weeks
7 - 10	Within 1 month (*)
11 - 13	Once a year
14 - 16	Once every 1d10 years
17 - 18	Once a decade
19	Once a century
20+	Once in a lifetime

Senses

It is assumed that most species will have the 5 basic senses. Advantages/Disadvantages may change this, but for ease of design, assume they have all 5. Other questions do remain regarding the appropriate sense organ

Sight/Eyes

Sight is one of the most important senses for many species. Also known as Visual perception, it is the ability to interpret the surrounding environment by processing information that is contained in visible light. What is considered to be visual can vary from species to species, but most share a common range.

Sight Quality

20/20 vision is considered perfect for normal humans. 20/10 is twice as good, whereas 20/40 is half as good. To determine the rating of sight roll a d10*10 to determine the 20/x.

Number of Eyes

D20	# of eyes
1	None
2 - 3	Cyclops/1 eye
4 - 16	2 eyes (*)
17	3 eyes
18 - 19	4 eyes
20	1d6 + 4 eyes

Style of eyes

D20	Eye Style
1	Compound
2 - 11	Normal (*)
12 - 14	On retractable stalks
15 - 17	On side of head
18 - 19	On stalks
20	Pits

Pupil Style

(Not suitable for compound or pit type eyes)

D20	Pupil shape
1 - 2	"W" shaped
3 - 11	Circle(*)
12 - 13	Crescent
14	Irregular
15 - 16	Rectangle/Slit - Horizontal
17 - 18	Rectangle/Slit - Vertical
19	Star
20	String of pearls

Smell/Nose

How strong is the sense of smell of the creature? This can provide a bonus for tracking or assessing the quality of food. A strong sense of smell though can be a hindrance in some circumstances, especially when around a species with strong body odour or who communicate with pheromones/smells.

This rating is based on a 1 to 10 scale, with 1 being virtually no sense of smell what so ever and a 10 "able to smell what an ant had for breakfast a mile away" as some species would put it.

Determined by rolling a d10.
If aquatic, then roll using a d6.

Nose details

D20	
1 - 2	No visible nose
3 - 6	Smell with tongue/mouth
7 - 15	Standard (*)
16 - 18	Prehensile/elephant style
19 - 20	Pits

Sound/Ears

Quite a lot of species are able to hear sounds of some kind or another. Assuming this species does have some kind of hearing organ, what is it's nature?

Frequency Range

(For more information on hearing ranges, read [this](#) wiki article)

What is the highest (or lowest) frequency a species can hear? The chart bellows gives a rough idea for the species hearing range, with handy equivalent.

D20	Equivalent (range in Hz)
1 - 9	(*) Human (64-23,000)
10	Bat (2,000-110,000)
11	Chicken (125-2,000)
12	Cow (23-35,000)
13 - 14	Dog (67-45,000)
15	Dolphin(75-150,000)
16 - 17	Ferret (16-44,000)
18	Frog (100-3,000)
19	Mouse (1,000-91,000)
20	Whale (1,000-123,000)

Volume Tolerance

Measured in decibels, what is maximum level of noise that is safe for a creature to deal with before damage occurs?

Species with a low VT suffer more damage from sonic based attacks than those with a high VT.

Roll 10d10 and add the size rating to determine the typical VT for members of this species.

Number of ears & location

D20	Ears & location
1	None visible
2	1, top/centre of head
3	1, back of head
4 - 10	2 ,top of head
11 - 17	2, side of head (*)
18	3, equally around head
19	4, equally around head
20	2d4, equally around head

General Style of Ears

The ears will in proportion to creature they are on. Most species will have slight difference in the design, or extra ridges etc. But overall they all tend to roughly follow the same basic style, determined below.

D20	Style
1 - 2	Bat ears
3 - 4	Blunt
5 - 6	Candle/Flame
7 - 8	Cropped
9 - 10	Elephant/flappy
11 - 12	Hooded
13 - 14	Human like (*)
15 - 16	Pits
17 - 18	Pointed
19 - 20	Triangular

Taste/Mouth

Similar to smell, the sense of taste determines flavours, the sensory impressions of food or other substances. A good sense of taste can alert you too dangers in what's beings consumed, such as poison, where as a poor sense allows for a broader range of food being able to be consumed.

Taste Rating: 1d10

Design of mouth

The design of the mouth can determine what sounds the creature makes and how it consumes its food.

D20	Mouth design
1 - 6	Human type(*)
7 - 12	Dog/Extended jaw
13	Mandibles
14 - 16	Beak – Short
17 - 19	Beak - Long
20	Proboscis

Touch

The sense of touch is found all over the body, but some areas, like fingers and lips for example, may be more sensitive than others.

Roll a D10 and subtract the size rating, to a minimum of 1 to determine how sensitive a species touch can be.

Higher ratings allow for greater detection and sensing of bodily contact, but may increase sensitivity to pain.

Lower ratings reduce the amount of information the brain can receive about the outside world

Optional rule: every 2 points in Touch sensitivity, reduce Pain tolerance by 1

Shape

What is the rough shape of the creature?
Long, wide, like a ball?

D20	Rough shape
1	Amoebae/Blob-like
2 - 3	Ball - Oval
4 - 5	Ball - Spherical
6 - 7	Circular – limbs are spread equally around the body
8 - 11	Humanoid (*)
12	Pyramidal
13 - 15	Resembles base creature
16 - 17	Sausage/Long tube
18 - 19	Square/Cube shaped
20	Changeable/other

Skin/Hide

What is the nature of the species skin/hide?
Are they covered in scales or small feathers?
Some skin types, like fur, provide a bonus to cold, but a penalty in heat.

Type

D20	Skin Type
1	Blubber
2	Exo-skeleton/shell
3 - 4	Fur - Heavy
5 - 6	Fur - Light
7 - 10	Normal Skin (*)
11 - 12	Same as base creature
13 - 15	Scales
16 - 17	Small feathers
18 - 19	Thick Hide
20	Other

Markings

D20	Markings
1 - 2	Camouflage based off terrain on home planet
3 - 4	Darker areas
5 - 6	Dots
7	Geometric Shapes
8 - 9	Lighter Areas
10	None/Plain colouration
11 - 12	Resembles organic material, such as bark etc.
13 - 14	Same as base creature (*)
15	Stripes (different colours)
16 - 18	Stripes (light & dark)
19	Swirls
20	Other

Speed

How fast can the species typical move in their preferred terrain? As a general rule the larger the creature the slower they go, but as always, exceptions do occur. Bear in mind that a fast speed on a small creature will not mean they cover more ground, just this is what it's speed would be if it was same size etc. as the other species.

Faster creatures will also generally have faster reactions, which in combat can be a great advantage. The downside being that top speed can't always be maintained, and it uses a lot of energy.

Roll dice and add size rating to the roll to the roll.

D20	Average Top Speed(mph)
1	Faster than most eyes can see
2	200 – 300 (1d2+1 X 100)
3	100 – 200 (1d2 x 100)
4	60 – 100 (1d5+5 x 10)
5	41 – 60 (1d20 + 40)
6 - 8	21 – 40 (1d20+20)
9 - 12	11 - 20 (1d10+10) (*)
13 - 15	6 – 10 (1d5+5)
16	1 – 5 (1d5)
17	0.5 – 1 (1d5)
18	0.10 – 0.50 (1d5)
19	0.01 – 0.10 (1d10)
20+	So slow as to be almost not moving

Strength

Roll the dice to determine how much a creature can lift/move in relation to their own weight.

D20	Lifting cap
1	Negligible or can barely lift anything
2	1/10 th
3	1/8 th
4	1/4
5	1/3
6 - 7	1/2
8 - 10	Own Weight (*)
11 - 12	1.5 times
13 - 14	Double
15	Triple
16	x 4
17	x 6
18	x 8
19	X 10
20	No known/measurable limit

Terrain

What terrain is this creature often found in? What terrain do they spend the majority, if not all, of their existence in?

Note: If a terrain is rolled for that does not suite the base creature, then either ignore or re-roll, or simply pick what is best.

D20	
1 - 10	Land – Above ground (*)
11 - 15	Land - Subterranean
16 - 17	Aquatic
17 - 19	Air
20	Void/Space

Temperature Tolerance

The average temperature of the planet the creature comes from can be used instead at this point. Having a fur hide gives a bonus to cold tolerance, but a reduction to heat tolerance (+/- 5 degrees).

Going above this temperature range will give the creature heatstroke, whilst going below could trigger hypothermia. This assumes there is no kind of protection from clothing or other external coverings or heating/cooling units.

The average body temp of the creature is the midpoint between the min and max, rounded down.

D100	Min/Max Range in Celsius
01 - 50	10/40 (*)
51 - 55	05/40
56 - 60	15/40
61 - 65	20/40
66 - 70	05/40
71 - 75	00/40
76 - 80	00/35
81 - 85	05/35
86 - 89	10/35
90	15/35
91	20/35
92	00/50
93	05/50
94	10/50
95	15/50
96	20/50
97	25/50
98	35/50
99	40/50
00	45/50

Weight

As with other aspects, the creatures' size is used here. The larger creatures will tend to be heavier than then smaller ones, but sometimes evolution throws up oddities, with hollow but strong bones etc.

Size	Weight
Microscopic	Negligible/less than 1/32 [n/a]
Fine	1/32 to 1/8th of a pound [1d4]
Diminutive	1/8 th to 1 pound [1d8/ one eighth of a pound]
Tiny	1 to 8 pounds [1d8/1 pound]
Small	6 to 60 pounds [6d10/ 1 pound]
Medium(*)	60 - 600 pounds [6d10/10 pounds]
Large	500 pounds to 2 tons [1d4/500 pounds]
Huge	2 to 16 tons [2d8/1 ton]
Gargantuan	16 - 128 tons [16d8/1 ton]
Colossal	128 - 256 tons [16d8/2 tons]
Epic	256 to no known or measurable limit [16d8/2d10 tons(min)]

The exact weight can be worked out by using the random number after the range. For example 1d4/500 means roll a 1d4 and for each point you roll it weighs 500 pounds.

Heavier creatures tend to have more health than smaller ones and are harder to move, plus any punches or hits they make do more damage, especially to creatures in a smaller size category.

Advantages, Disadvantages & Quirks

Advantages & disadvantages

Some species seem to have it easy. Long life, great intelligence, amazing looks. Other species are unlucky to have rolled a "1" on the genetic dice rolls. A few walk the middle path and have neither advantages nor disadvantages.

D100	
01 - 10	No extra advantage or disadvantage
11 - 20	1 advantage
21 - 30	1 disadvantage
31 - 88 (*)	2 (1 advantage, 1 disadvantage)
89 - 90	2 advantages
91 - 92	2 disadvantages
93 - 94	3 (2 advantages/1 disadvantages)
95 - 96	3 (1 advantages/2 disadvantages)
97 - 98	3 advantages
99 - 00	3 disadvantages

Advantages are, as the name suggests, a major advantage over other species in certain circumstances, such as acid blood or superior hearing. Another example is a Tiny creature with the strength of one much, much larger. Of course, some advantages are better than others.

Disadvantages are problems for the species. They may fall asleep a lot, or suffer more damage when hurt.

Quirks

Each species has at least 1 quirk. More may be rolled if desired, but it is recommended no more than 3. If you need a random number 1d3 will suffice.

Quirks are normally one of the following;

- Something minor
- An annoyance for the species concerned or those dealing with them
- Social in their nature
- Found in sentient species

Optional Rule

Instead of using the chart to decide how many (dis)advantages a species may have, pick what ones you want, but, balance this out with an equal number of the opposite type.

For example, if you pick 3 advantages, roll for 3 disadvantages.

If you pick from one category, you should roll randomly from the other one, especially if using these rules to design a playable race.

Note(s):

If an advantage provides something that the base creature does not have, like flight, then give the creature wings.

Likewise, with disadvantages, if the base creature has something, then remove it or make it useless.

The rule of common sense is best used with these advantages & disadvantages.

If you get conflicting (dis)advantages, then re-roll one of them.

Advantages

D100	Advantage
1	360 vision/sight
2	6 th sense
3	Able to change markings on its skin
4	Adaptable
5	Agility
6	Amphibious
7	Artificially evolved
8	Bite/attacks hallucinogen
9	Blood change
10	Bloodhound
11	Breath Weapon
12	Calm
13	Can breed with another species
14	Can pick up radio
15	Can unhinge mouth
16	Chameleonic skin
17	Cold Tolerance
18	Dark Sight
19	Death Effect
20	Diplomatic/Calm others
21	Dislocate joints at will
22	Distributed brain/nervous system
23	Extra Jointed
24	Echolocation
25	Eidetic Memory
26	Elastic Limbs
27	Electrical Resistance
28	Empathic abilities
29	Enhanced Hearing
30	Enhanced Vision
31	Fangs
32	Fast
33	Fast reactions
34	Fast reproduction cycle
35	Flesh is poisonous
36	Flexible
37	Genetic Immortality
38	Genetic Memory
39	Good Looks
40	Has working/useable wings
41	Hearing range increase (lower)
42	Hearing range increase (upper)
43	Heat Tolerance
44	Heavy
45	Hibernation/Stasis
46	High pain tolerance
47	Hive Mind
48	Hypnotic Gaze
49	Improved Exo-skeleton

50	Increased Healing
51	Infrasight
52	Internal Armour
53	Iron Hard Skin/Hide
54	Joints can bend both ways
55	Learn Fast
56	Limited Precognition
57	Long Life span
58	Long limbs/tail
59	Low respiration rate
60	Magnetic Location
61	Mental strength
62	Musical/attractive voice
63	Natural Armour
64	Natural Cloak/shroud
65	Polarized Vision
66	Powerful legs
67	Psionic
68	Psychokinesis
69	Radar sense
70	Reduced diet
71	Reduced/No Sleep
72	Regeneration
73	Reincarnate
74	Resistant to disease
75	Resistant to intoxicants
76	Resistant to poison
77	Resistant to radiation
78	Retractable claws
79	Secondary diet option
80	Secondary Eyelids
81	Secondary Heart
82	Secondary Movement
83	Short gestation period
84	Short maturation period
85	Skin Excretion
86	Spatial Awareness
87	Stealth
88	Strength
89	Symbioses with another species
90	Synesthesia
91	Technological Affinity
92	Temporal Sensitivity
93	Thermal Vision
94	Touch sensitive
95	Touch taste
96	Touch Telepath
97	True Omnivore
98	UltraSight
99	Venom
100	Other

360 vision/sight

A quirk in their eyes or how they are positioned allows 360 degree vision

6th sense

A catch all for any subtle mental ability, such as danger awareness, object reading etc.

Able to change markings on its skin

This species is able to change or create marking on its skin at will.

Adaptable

The new and the unknown hold no fear for this species. They can adapt to physical changes faster than other species.

Agility

This species is unusually agile for its size.

Amphibious

Regardless of its origin, this species can also breathe the liquid of its home planet as if it was aquatic. If already aquatic then it can breathe the air as normal as well.

Artificially evolved

This species got to the pinnacle of the food chain due to the intervention of another species. Minor disadvantages, such as vestigial, useless and dangerous DNA etc. have been removed. Life span is max possible for age/size category.

Bite/attacks hallucinogen

If this species manages to bite another, their saliva causes a hallucinogenic reaction.

Blood change

The blood of this species is not like normal blood. This blood can cause effects on others if exposed to it.

D6	
1	Acid - Strong
2	Acid - Weak
3	Liquid Metal
4	Protoplasm
5	Electrically Charged
6	Oil like

Bloodhound

This grants the species the ability to smell blood like a shark or blood hound. Tracking someone bleeding is always successful with this advantage.

Breath Weapon

This species possesses an organ that allows them to breathe out a damage causing attack.

D10	
1	Electricity
2	Fire
3	Gas - Cold
4	Gas - Sulphur
5	Spore cloud
6	Stomach Acid
7	Gas - Poison
8	Gas - Steam
9	Sonic
10	Gas - Chlorine

Calm

It is almost impossible to make a species with this advantage angry.

Can breed with another species

A quirk in their genetics allows this species to breed with another, with their DNA often being dominant

Can pick up radio

An internal hearing quirk allow this species to pick up radio waves as if it was speech.

Can unhinge mouth

This species can unhinge their jaw/mouth, which gives them an advantage in that they eat larger food and any bite type attacks cause more damage.

Chameleonic skin

While this species concentrates, they are able to blend into the background. D10 * 10 gives you the % chance they will not be spotted if they are naked and still.

Cold Tolerance

The lowest temperature range the species can tolerate is lowered by 5 degrees.

Dark Sight

This species can see in the dark/low light as if it was a bright and sunny day.

Death Effect

If a member of this species is killed, something unusual happens. For the most part this does not benefit the individual, but if you know a species blows up when they die, how more cautious are you going to be attacking one of them?

Some examples/suggested effects:

D6	Death Effect
1	Body bursts into flames
2	Corpse explodes
3	Corpse turns to stone
4	Electrical explosion
5	Exploding acid cloud
6	Shatters into crystal shards

Diplomatic/Calm others

A form of empathic ability, this species can be very diplomatic and calm excess emotions in those they encounter.

Dislocate joints at will

This species can dislocate their joints at will, making it easy for them to escape bounds and fit through small gaps

Distributed brain/nervous system

This species has its brain distributed through its body. Damage to the head is much less effective than on other species.

Extra jointed

Each limb/digit has an extra joint

Echolocation

A series of loud clicks allow this species to mentally and aurally "map" the nearby area.

Eidetic Memory

This species never forgets anything. A true so-called "photographic memory".

Elastic Limbs

This species can stretch their limbs. To determine how much they can stretch their limbs rolls 1d6 * 10 to determine the % they can increase the length of their arms or legs

Electrical Resistance

This species has an unusually high resistance to electricity. D10 * 10 determines as a % how much the damage is reduced by.

Empathic abilities

This species can read the emotions of those they have eye contact with.

Enhanced Hearing

This species can hear twice the distance of other species.

Enhanced Vision

This species can see further and more detail. This makes it easier for them to hit smaller species and a few individuals can even see easily what others consider microscopic.

Fangs

This species gain fangs. This allows for more damage to be done and easier food consumption. 10% also have some kind of venom or natural drug to help weaken their prey.

Fast

This species ignores the size penalty when determining their speed. Their reactions are not improved, but the speed they can move at is.

Fast reactions

It is very hard, if not impossible, to surprise a species with this advantage and they normally go first in any form of combat.

Fast reproduction cycle

This species ignores the size penalty when determine how fast they can reproduce.

Flesh is poisonous

Anyone eating the flesh or meat of this species will have to deal with a very strong poison.

Flexible

This species can bend and contort in ways others other can't. Helpful in combat it can assist in dodging attacks. Rated 1-10 (Roll a D10), with 10 being they can almost fold themselves in half.

Genetic Immortality

Ignoring damage and disease, this species has no upper age limit nor do they suffer effects of old age.

Genetic Memory

This species gains the knowledge of their progenitors.

Good Looks

Even if this species has fangs and tentacles all over their face, there is something about them that is considered beautiful but almost all species they encounter.

Has working/useable wings

This species has wings, granting them flight. If they already have wings they can fly faster and longer.

Hearing range increase (lower)

The lower hearing range is the species increases by $1d10*10$ points

Hearing range increase (upper)

The upper hearing range is the species increases by $1d10*10$ points

Heat Tolerance

The highest temperature range the species can tolerate is increased by 5 degrees.

Heavy

When you determine weight, this species is considered to be 1d2 categories higher than their size suggests

Hibernation/Stasis

This species can enter into a hibernation or stasis sleep where they require no food or water, but do require someone who knows about their method of sleep to wake them.

High pain tolerance

This species gains +10 to their pain tolerance.

Hive Mind

A collective consciousness often found in insect based species. Often have shared skill sets and what one knows, they all will do in time.

Hypnotic Gaze

If eye contact is made and this species concentrates, they can make another pause in a daze. Attacking or breaking eye contact ends this effect.

Improved Exo-skeleton

If no exo-skeleton is possessed then this species gains one. This acts like a suit of armour, but has almost no penalties.

Increased Healing

This species heals 2d4 times faster than others.

Infrasight

Allows the species to see into infrared as if it was normal light.

Internal Armour

Inside their body, this species has natural armour guarding vital organs like the heart, lungs etc.

Iron Hard Skin/Hide

Similar to the exo-skeleton this improves their natural armour, but reduces speed as if they were one size larger.

Joints can bend both ways

As it says, their limbs/joints can bend both ways

Learn Fast

This species learns things 2d4 times faster than other species.

Limited Precognition

This species gains a vision of a major event in their lives. There is a (1d8 x 10) % chance of this coming true. This happens 1d4 times per individual in their entire life span.

Long Life span

Treat as if 1d2 categories bigger when determine life span.

Long limbs/tail

Treat this species as one size category larger when working out length of limbs or tail

Low respiration rate

Does not breathe as much as other species. Gas and other similar affects are 1d8 * 10 % less effective on them.

Magnetic Location

Using a planets magnetic field, they can determine where they are. They must adjust to a new planet before they can use this ability there. The more intelligent they are they faster this occurs.

Mental strength

This species is allowed a 1d4 more attempts to resist mental attacks and control

Musical/attractive voice

This species has a voice that is considered to be beautiful and attractive by many other species.

Natural Armour

A part of this species body is covered in natural armour. Similar to exoskeleton, but there is a small chance in combat this armour can be ripped off, causing pain for the individual.

Natural Cloak/shroud

Unlike chameleon, this is a true invisibility and can they don't need to be still or naked for it to work.

Polarized Vision

This species has a natural version of polarised sunglass built into their eyes

Powerful legs

This species can jump very high and/or their kicks causes a great deal of damage in combat

Psionic

This species has mental abilities beyond those of others. It combines empathic, grants telepathy and many others. Using these abilities though takes a great deal of energy

Psychokinesis

A weak form of psionics, this allows individuals to move objects with their mind, up to 60% (1d6x10) of what they could with their normal muscles.

Radar sense

This species has a built in ability to detect moving metallic objects.

Reduced diet

This species eats up to 60% (1d6x10) less than other similar species.

Reduced/No Sleep

These species only needs 1d4 hours sleep a night. 10% of the time they need no sleep at all.

Regeneration

If limbs are lost, they grow back.

Reincarnate

If a member of this species dies, they are reborn, their body regenerating and retaining 90% of their memories, but at a cost of a change in body and personality.

Resistant to disease

Only the most virulent of diseases affect a species with this advantage. 3d20 + size rating is their disease resistance.

Resistant to intoxicants

Alcohol, drugs etc. have almost no effect on this species. $3d20 + \text{size rating}$ is their resistance.

Resistant to poison

Only the strongest poisons cause this species harm. $3d20 + \text{size rating}$ is their resistance.

Resistant to radiation

The cells of this species have a high resistance to radiation damage. $3d20 + \text{size rating}$ is their resistance.

Retractable claws

At will, this species can extend claws from a suitable limb. If they already possess claws, then they are faster to extended and more resistant to breaking.

Secondary diet option

This species gains full nutritional value from another diet type. Roll again on the diet chart, re-rolling the same results

Secondary Eyelids

Any bright lights or other vision based effects have a chance of failure due to the secondary eyelid possessed.

Secondary Heart

If the primary heart is damaged, the second one takes over

Secondary Movement

If this species possess a secondary movement type, they can use it at the same speed as their primary type.

Short gestation period

Ignores size penalty when determining age, but only for working out gestation length.

Short maturation period

Ignores size penalty when determining age, but only for working out maturation length.

Skin Excretion

This species excrete a gel or goo from their skin. Some examples/suggestions are:

D10	
1	Acid(weak)
2	Cold resistance
3	Electrical Resistance
4	Healing
5	Heat resistance
6	Impact resistance
7	Nutrient for the individual
8	Protoplasm
9	Slime
10	Speed increase

If this excretion is washed off, then it takes 1d4 hours before the benefit is fully restored.

Spatial Awareness

Even in darkness, they have an awareness of everything around them. Similar to eco location, but does not require sound to work.

Stealth

When moving they make very little, if any sound.

Strength

Treat this creature as if it was 1d6 size categories larger when working out strength.

Symbioses with another species

Another species works in harmony with this one for mutual benefit.

Synesthesia

The ability to experience sensory input in other forms, such as seeing sound, or feeling colours. This ability is controllable.

Technological Affinity

Treat this species as one IQ category higher when dealing with technology.

Temporal Sensitivity

Changes to time or being aware of simply what the local and galactic time is are covered by this broad category.

Thermal Vision

This species can shift their vision to see heat instead of light. Hot things have the same effect on them in this mode as bright lights do to others.

Touch sensitive

This advantage grants the species much finer control and can even read print with their fingers etc.

Touch taste

Touching a food item allows the species to taste it. They gain no nutrition from this but neither are they affected by poisons or rotten food.

Touch Telepath

If this species possess telepathy, it is stronger by magnitudes if they are touching the subject they are trying to communicate with.

If they don't naturally possess telepathy, then they can do so while touching.

There must be nothing blocking the touch between the two (or even more) communicating.

True Omnivore

This species can eat almost anything to survive. If they can fit it in their mouth, they can consume it. Bear in mind though that as with other diets, the quality of the item being consumed will determine the nutritional value. Some rocks for example will benefit one species with this advantage, while the same rock type could cause another species with the same advantage to become ill.

UltraSight

This allows the species to see into the ultra-violet spectrum as if it was normal light.

Venom

If a species possess this advantage then any bite attacks also carries poison. The nature and effects of this poison vary from species to species and may not affect one species the same way as it affects another.

If the species also has fangs, then any venom effect can be injected right into the blood stream, making it harder to resist and to cause its effects to happen faster.

Other

A broad category, that can cover many things, plus allows for future options to this advantage. Some of the more unique and weird advantages could be found here.

This also grants the GM the chance to create their own advantage for their species.

Feel free to be really creative with this option. Compare it to humans if you need a benchmark.

Disadvantages

D100	Disadvantage
1	ADD
2	Addiction
3	Aggressive/Rage
4	Albino
5	Allergies
6	Bad Breath
7	Bad Memory
8	Bad Smell/Body Odour
9	Bestial Aspect
10	Bipolar/Mood Swings
11	Bright light hurts them
12	Brittle bones
13	Can only open mouth a small amount
14	Chance of dying after breeding
15	Chronological Dyslexia
16	Claustrophobic
17	Clumsy
18	Cold intolerance
19	Cold-Blooded
20	Colour blindness – red/green
21	Colour blindness – true/grey
22	Colour Clash
23	Coward
24	Difficulty being revived
25	Directionless
26	Disease Carrier
27	Disease Prone
28	Easily Corruptible
29	Easily exhausted
30	Electrical conductive
31	Fragile
32	General Phobia
33	Goes into shock easy
34	Grating voice
35	Gullible/Suggestible
36	Haemophilic
37	Has a few useless limbs
38	Has a few useless organs
39	Hearing range decrease (lower)
40	Hearing range decrease (upper)
41	Heat intolerance
42	Heavy-footed
43	Humourless
44	Increased consumption
45	Inflexible
46	Intoxicants work quicker
47	Joints have chance to dislocate
48	Lack of agility

49	Lightweight
50	Limited diet range
51	Locking joints
52	Long gestation period
53	Long maturation period
54	Low Hearing tolerance
55	Low impulse control
56	Low pain tolerance
57	Movement based vision
58	Mute/Incoherent
59	No concept of personal space
60	Nocturnal
61	Obese
62	Pacifist
63	Paranoid
64	Poor memory
65	Poor night vision
66	Poor sense of touch
67	Prone to insanity
68	Reacts to water
69	Reduced birth rate
70	Reduced Intelligence
71	Short attention span
72	Short life span
73	Short limbs/tail
74	Shy/Withdrawn
75	Single communication method
76	Slave mentality
77	Sleeps a lot
78	Slow
79	Slow healing
80	Slow reactions
81	Slow to learn
82	Slower reproduction cycle
83	Squeamish
84	Strict Temperature Tolerance
85	Stubborn
86	Technical Klutz
87	Ugly
88	Under-weight/Thin
89	Unlucky
90	UV Intolerance
91	Vulnerability to a certain metal
92	Vulnerability to hallucinogens
93	Vulnerability to poison
94	Vulnerability to radiation
95	Weak arms
96	Weak legs
97	Weak Stomach
98	Weaker
99	Xenophobic
100	Other

ADD

Attention deficit disorder basically means they have difficulty focus on one task at a time and are easily distracted, forgetful etc.

Addiction

In addition to their diet, this species requires another chemical, normally some kind of intoxicant, which they are still affected by. Failure to take this on a regular basis will result in withdrawal, then often death.

Aggressive/Rage

The smallest thing makes this species angry and dealing with them can be dangerous.

Albino

This species has no pigmentation. This can be unnerving to others and can make their eyesight worse, plus a host of other defects.

Allergies

A particular item causes an intense allergic and sometimes fatal reaction. This could be something like peanuts, or certain flowers pollen.

Bad Breath

No matter what a species does or eats, or how often then brush their teeth, their breath is most foul.

Bad Memory

This species has trouble retaining memories and must pass an intelligence test each time they wish to remember something, the further back an event, the greater the penalty.

Bad Smell/Body Odour

For some reason this species has an odour they can't detect, but that 90% off other species finds offensive.

Bestial Aspect

An aspect of the base creature they come from is quite prominent; this could be psychological or physical

Bipolar/Mood Swings

This species has random changes in moods, from hyper and over confidence, to depression, often switching between the two at seemingly random times.

Bright light hurts them

Bright sunlight, and even certain types of artificial light, causes this species harm, and they react as if burnt.

Brittle bones

Combat or falls have a 10% chance of causing a suitable bone to break or fracture.

Can only open mouth a small amount

The mouth of this species can only open a small amount, meaning they must have small portions of food and can't make loud noises.

Chance of dying after breeding

Each time the species breed, there is a cumulative 20% chance they will die (40% 2nd time, 60% after the third etc.)

Chronological Dyslexia

This species has a very poor awareness of time, minutes and hours are foreign concepts they simply cannot grasp

Claustrophobic

Being in confined spaces is terrifying for this species

Clumsy

Quite often drops items or suffers accidents. They never truly mean to do this on purpose, they simply can't help it.

Cold intolerance

The lowest temperature this species can tolerate is worse by 5 degrees.

Cold-Blooded

If no external heat is provided, this species can often shut down. Often found in reptilian based species and a few insects.

Colour blindness – red/green & true/grey

Two types of vision deficiency. RG colour blindness sufferers often can't see red and green the same way other species can. True/Grey means they have NO colour perception at all and see everything in shades of black and white.

Colour Clash

A colour on this species hide/skin makes them stand out quite obviously when trying to hide.

Coward

This species tends to flee from danger and confrontation

Difficulty being revived

If they are ever knocked out or faint, reviving them is very hard

Directionless

This species has a very poor sense of direction and has to take a IQ/Intelligence test when dealing with directions. The more complex, the worse the penalty

Disease Carrier

This species carries a disease that can infect others, but to which they are mostly immune.

Disease Prone

This species has a 1d4*10% chance of catching any disease not from their home world, even if they have had it before.

Easily Corruptible

This species is weak willed when it comes to being bribed etc.

Easily exhausted

Anything involving energy use, like sprinting, using abilities etc, costs twice as much energy and can only be done for half the amount of time

Electrical conductive

Electricity does 1d4 times damage to them than other species.

Fragile

Similar to brittle bones, but this applies to the their internal organs as well
10% on any damage to also suffer internal bleeding or organ damage

General Phobia

There are too many possible phobias to list here, but these species has a major type of phobia to something that the rest of the universe is ok with.

Goes into shock easy

Suddenly blood loss, a major fright or anything that causes shock has a worse effect on this species.

Grating voice

The voice that comes from this beings mouth has harmonics to it that grate on most sentient beings aural organs, making communication harder.

Gullible/Suggestible

These species often believe what others tell them and have to pass an IQ test to NOT believe something, no matter how outlandish it may be.

Haemophiliac

If a member of this species is cut, they run the risk of bleeding a lot more, possibly to death as their blood doesn't clot properly.

Has a few useless limbs

1d2 of the species limbs is vestigial and basically useless.

Has a few useless organs

The species possess 1d3 internal organs that serve no real purpose any more but get in the way and cause problems, like an appendix in humans.

Hearing range decrease (lower & upper)

The ranges this species can hear is reduced by 10%

Heat intolerance

The highest temperature this species can tolerate is worse by 5 degrees.

Heavy-footed

This species simply can't sneak or be subtle when moving.

Humourless

Humour is a concept this species simply cannot grasp and are serious about everything they do.

Increased consumption

This species has to eat 1d4 times as much as others, but gains no benefit from eating more.

Inflexible

Bending is harder for this species. This is rated from 1 to 10(1d10) with a 10 being worst.

Intoxicants work quicker

Drinks and drugs work x1d10 faster in this species and the after effects are worse by the same amount as well

Joints have chance to dislocate

When moving fast or putting a strain on their joints, there is a 10% chance of them becoming painfully dislocated and must be fixed.

Lack of agility

This species cannot dodge or move in an agile way at all. Combat is very hard for them and they are treated as being surprised even when they can see the enemy coming.

Lightweight

This species is light for its size, which results in worse health, strength etc. The species is considered to be 1d2 size categories smaller when determining related factors.

Limited diet range

Even applies to omnivores, these species can only eat a certain meat, or a certain plant, or a certain rock type etc.

Locking joints

After a period of non-movement, there is a flat 10% chance the creatures limbs will lock and take 10 seconds or so to clear. Any faster will result in a painful injury.

Long gestation period

The gestation period of this species is increased by 1d2x10 %

Long maturation period

The maturation period of this species is increased by 1d2x10 %

Low Hearing tolerance

The hearing tolerance of this species is reduced by 1d5x10 %.

Low impulse control

If a member of this species thinks about something or wants something, they go after it, often to the detriment of others.

Low pain tolerance

Use 1d6 to determine pain tolerance, rather than 1d10.

Movement based vision

Have great difficulty in seeing non-moving objects smaller than themselves.

Mute/Incoherent

The way this species talks or communicates is often incoherent and they are often mistaken for being mute.

No concept of personal space

The idea of having your own personal space is a foreign one to this species.

Nocturnal

They are very sleepy and slow during the day.

Obese

The weight of this species is over the normal for the size, but they gain no extra benefits.

Pacifist

Unlike a cowards, these creatures will not flee from danger or combat, but neither will they attack or in extreme cases defend themselves.

Paranoid

This species finds it hard to trust anyone and believes they are harbouring them ill-will, even when they are not. Or they pick up on wrong signals. Either way, this species doesn't trust anyone, sometimes even their own species.

Poor memory

Similar to Bad memory, but this affects the short term recall, rather than long term. IQ tests are required to remember new things, more complex tasks giving a greater penalty.

Poor night vision

This species is almost blind at night and in the dark.

Poor sense of touch

This species has trouble when they are trying to grasp or hold items. If they have high strength they may crush something and no realise it until it too late.

Prone to insanity

This species has high chance of suffering from mental problems when compared to other species.

Reacts to water

Pure water, especially if from another planet, reacts with this species like acid does to others.

Reduced birth rate

The birth rate of this species is treated as if they are 1d4 size categories higher.

Reduced Intelligence

This species IQ potential is reduced by one level.

Short attention span

This species must pass an IQ /INT test to remain focus on any task for longer than a minute. Longer durations equal a larger penalty.

Short life span

The average life span of this species is reduced 1d4 levels.

Short limbs/tail

Limbs and/or tails can never be longer than ¼ of their height.

Shy/Withdrawn

As the name suggests, this species has difficulty "coming out it's shell" (even more so if they DO have a shell), especially around other species

Single communication method

This species can only communicated by one method. If you can't understand that method, then you can't communicate with this species

Slave mentality

At some point in their evolution, this species was subjected to horrible slavery and most of their will/self-preservation instinct was bred out of them.

Sleeps a lot

This species sleeps 2 or 3 times as much as another species.

Slow

Treat this species as if it was 1d3 size categories bigger for speed determination.

Slow healing

Healing takes twice as long for these creatures as for others.

Slow reactions

As the name suggests these creatures have a hard time reacting to anything fast.

Slow to learn

To learn anything his species must pass twice as many IQ/Intelligence tests.

Slower reproduction cycle

This species is treated as if it was 1d4 size categories larger when determining how fast they can reproduce.

Squeamish

Blood and guts, even from their own kills, have a 10% chance of making this species sick

Strict Temperature Tolerance

If this species is exposed to a temperature outside their range, then it has a 2d4 x 10% chance of killing them outright, even if it's 1 degree.

Stubborn

Trying to change the mind of this species, even if it's obvious that their current actions will kill them, is almost impossible.

Technical Klutz

Treat this species as 1d4 IQ categories lower when dealing with technology.

Ugly

Even if this species has perfect alignment on their features, there is just something about them that is off putting or repulsive.

Under-weight/Thin

This species is at the minimum possible weight for their size, sometimes even less.

Unlucky

Things just have a tendency to go wrong when you are around a species like this. A theory goes that they have some kind of low-level psionic ability to make things worse for those around them.

UV Intolerance

Sunlight has the same effect on this species as it does on certain vampires: it burns them but will only kill if exposed to it for long periods or strong amounts.

Vulnerability to a certain metal

Silver, gold, or other metals cause more damage to these species

Vulnerability to hallucinogens/poison/radiation

This species suffers 2d4 x 10 more damage or worse effects when exposed to one of these

Weak arms

The species arms are weak for its size and they are treated as being one category smaller

Weak legs

Weak legs reduces the jumping ability and top speed this species can achieve by 20%

Weak Stomach

Rotten or contaminated food is harder for a species like this to deal with.

Weaker

This species is weaker all round and combine the effects of weak arms, weak legs and slow.

Xenophobic

If you are not a member of these species, then you are hated. Even life-long companions are barely tolerated. Dealing with a xenophobic species is very hard work, even for the most skilled of diplomats.

Other

Use this category to create your own disadvantages. Use the ones presented here are suggestions and guidelines.

A final note of disadvantages

Some of these disadvantages you will notice are very similar. This has been done deliberately. The differences are sometimes subtle, but they can make a big difference to various species natures.

Quirks

D100	
1 - 2	Atheist
3 - 4	Blood is a non-red colour
5 - 6	Bruises easy
7 - 8	By-the-book
9 - 10	Can be very amorous
11 - 12	Cooks all food
13 - 14	Dances to communicate
15 - 16	Does not eat in public
17 - 18	Doesn't Dream
19 - 20	Doesn't need to blink
21 - 22	Doesn't wear shoes/foot covers
23 - 24	Drools when talking
25 - 26	Extra genders
27 - 28	Eyes are each different colours
29 - 30	Has a hidden name
31 - 32	Has antennae
33 - 34	Has horns/protrusions
35 - 36	Has vestigial wings
37 - 38	Integrated Head
39 - 40	Intoxicated by milk
41 - 42	Intoxicating Blood
43 - 44	Likes collecting junk
45 - 46	Likes spicy food
47 - 48	Lives underground
49 - 50	Loudmouth
51 - 52	Loves riddles and puzzles
53 - 54	Loves speed/going fast
55 - 56	Loves sweet/sugary food
57 - 58	Mouth breather
59 - 60	No hair
61 - 62	No obvious gender differences
63 - 64	Only "speaks" to own species
65 - 66	Passes gas a lot
67 - 68	Prefers bland food
69 - 70	Prefers one colour over others
71 - 72	Religious species
73 - 74	Reproduces at a certain place
75 - 76	Ritualistic Communication
77 - 78	Scales are present on their skin
79 - 80	Sea/space travel makes them ill
81 - 82	Sheds skin
83 - 84	Skin/fur has a pattern
85 - 86	Speaks in rhymes
87 - 88	Superstitious
89 - 90	Talks a lot in sleep
91 - 92	Uncommon Grammar
93 - 94	Very little skin variance
95 - 96	Very polite, even when angry
97 - 98	Walks/moves flat not upright
99 - 00	Other

Atheist

Follows no religion, no believes in any higher power.

Blood is a non-red colour

These species has a blood colour that is different from the "normal" red.

D6	Blood colour
1	Green
2	Pink
3	White
4	Blue
5	Yellow
6	Black

Bruises easy

When damaged they bruise easily, but this is mostly cosmetic.

By-the-book

They get agitated when they can't follow the rules that have been set down for them.

Can be very amorous

This species often mates out of season, for the enjoyment of it.

Cooks all food

This species cooks all their food when possible

Dances to communicate

Regardless of communication method, it comes across as a dance.

Does not eat in public

For some reason this species doesn't like to be watched when eating.

Doesn't Dream

Despite many medical tests, this species does not dream when they are asleep.

Doesn't need to blink

They don't blink, only closing their eyes to sleep. Can be a bit unnerving after a while.

Doesn't wear shoes/foot covers

As it says, no foot covering are worn.

Drools when talking

When talking they have a tendency to dribble and drool

Extra genders

This species has 1d4 extra genders.

Note: This provides an advantage (greater chance of offspring living) and disadvantage (reduced reproduction rate) that cancels out, so was made a quirk

Eyes are each different colours

The eye colours of this species never match

Has a hidden name

This species has a hidden name they never reveal to anyone outside their species.

Has antennae

This species has antennae, but they are non-functional.

Has horns/protrusions

Has 1d6 horns or lumps on their head

Has vestigial wings

Has wings, but they don't work or are too small for a benefit.

Integrated Head

The species head/brain is integrated into the main bulk of the body

Intoxicated by milk

Milk has the same effect on this species like beer does on others.

Intoxicating Blood

The blood of these creatures can be classified as an intoxicant to other species if ingested or consumed.

Likes collecting junk

This species loves collecting stuff, even if it doesn't work.

Likes spicy food

The food this species eats is considered VERY hot by other species standards.

Lives underground

Evolved above ground, but prefers to live below if possible.

Loudmouth

They can't always control the volume of their voice/pheromones etc.

Loves riddles and puzzles

Riddles and puzzles are considered the highest possible art form by this species.

Loves speed/going fast

Speed can literally be a drug for some species.

Loves sweet/sugary food

Sugary and high glucose foods are the consumables of choice.

Mouth breather

Even if they possess a nose, this species breaths through their mouths in a way that many others consider rude.

No hair

No hair at all, not even eye lashes.

No obvious gender differences

The gender differences are very subtle

Only "speaks" to own species

A mild form of xenophobia, they will never start a conversation outside their own species, but will grudgingly talk to you if you manage to speak their language somehow.

Passes gas a lot

The species passes gas the way other breath. It can be smelly or just noise.

Prefers bland food

The blander the food they eat the better.

Prefers one colour over others

For some reason, this species likes one colour other others and will use that whenever possible

Religious species

This species believes in a higher power, or powers. They may, or may not, be right. Some individuals are very pushy about their belief; others have a live and let live approach, much like anything else.

Reproduces at a certain place

They will travel to a certain location to reproduce. To give birth or lay your eggs outside of this location is considered a great social faux pax.

Ritualistic Communication

Even the most simple of communications, such as a greeting or a parting of ways, is a small ritual for these people.

Scales are present on their skin

Small scales are present on this species skin or hide. They have no effect and are very small. They often tend to be located on the face or back.

Sea/space travel makes them ill

Traveling away from home, if it's not on land, it makes them ill.

Sheds skin

This species skin falls off in notable clumps.

Skin/fur has a pattern

Any hair this species has is located on the body in a way that forms a pattern.

Speaks in rhymes

This species speaks in rhymes. If they cannot rhyme their answer, they keep silent until they can.

Superstitious

As the name suggests, this species has believes in quite a few superstitions. Oddly they seem to work or come true for this species.

Talks a lot in sleep

Simply put, they talk when asleep as much as when awake.

Uncommon Grammar

The grammar structure this species use is very different to other species. Communication is harder, but not impossible

Very little skin variance

All members of this species share a very similar skin/hide design and to outsiders appear to be the same. The differences are very subtle.

Very polite, even when angry

Even when angry, this species is very polite. To them being rude is unthinkable and simply can't be done.

Walks/moves flat not upright

Regardless how their species limbs or creature they evolved from, they prefer to move long flat as possible. Either they are evolving into a flatter creature or have evolved from one. Either way, they prefer the ground to being upright. Doesn't mean they can't stand up, they just prefer not to.

Other

As with the advantages/disadvantages, this could be anything such as:

- Could be weird mouth type etc.
- Their eyes could glow when angry
- Touching them first is a big no-no

Quirks should make things more interesting and different, so feel free to create your own or keep an eye for future supplements and products which may feature more.

Example Creature

The Mega-chicken of Ultras-4

To help you, if needed, here is an example of an evolved/mutated species, the feared Mega-chicken of the planet Ultras-4.

The planet of Ultras-4 was one of the first planets humanity attempted terraforming. All was going well until livestock was brought from Earth. The rare minerals & radiation on the planet caused many mutations in the livestock and 99% of them died, except a simple farmyard animal known for the laying of its egg.

This was the ancestor of what was to become known as the Mega-chicken.

The planet was abandoned not long after, but regular scouts were sent. None returned, until one day, almost 500 years later.

Over a few generations, it had mutated from the humble creature it once was to this beast, named by the first being to encounter it in its evolved/mutated form and survive. Its life span and size drastically increased, as did its aggression. It developed the taste for meat, especially human meat, until it was a true carnivore. It developed a long prehensile elephant like nose, with its beak still on the end.

Luckily the increase in lifespan reduced the reproduction cycle to once in the creatures lifetime, with an average of 2 per birth.

The mutations continued over a short period of time until the result is this abomination and affront to nature.

Mega-chicken meat still tastes like normal chicken, but is of a higher quality and is a lot more expensive.

Size	Large (6)
Age/Lifespan	200 years
Colour	Same as a normal chicken
Communication	Speech/Vocalisation
Diet	Carnivore
Height/Length	13 feet high
Limbs	No change
IQ	Dull (80)
Movement	Gliding/Jumping
PT	20
Reproduction - Method	Mammalian/internal
Reproduction - Litter Size	2 or 3 per birth
Reproduction - Cycle	Once in its lifetime
Senses - Sight	Acuity : 20/10 Eyes: 2 (Retractable Stalks)
Senses - Smell	Sensitivity: 1 Type: Prehensile
Senses - Sound	FR: Human VT: 60 NOE: 3 Style: Candle/Flame shaped
Senses - Taste	TR: 3 Mouth: Beak
Senses - Touch	Rating : 1
Shape	Same as base creature
Skin/Hide	Normal (Feathers)
Speed	12 mph
Strength	Own weight (1x)
Terrain	Land
Temp	00/50 Celsius
Weight	500 pounds

Social Details

You know now what your creature looks like, it may be hideous, or it may be a work of art as far as looks are concerned. You also know how advanced they are and if they have stopped being scared when the big yellow ball of flame in the sky disappears.

This section is to get you started on the social details. It by no means covers everything that is possible, as that is beyond the scope of this publication, but it should point you in the right direction. Actual social details will be covered in a new kit at some point in the future.

Development Levels

This does not always mean the style of their technology, merely how advanced they are. For example a species at Pre-ascension level may look like they have technology from the Stone Age because that's how they like it.

What tech level does the species have?

D100	Development level
01	Non-developed
02 - 03	Stone
04 - 06	Bronze
07 - 10	Iron
11 - 16	Feudal
17 - 23	Industrial
24 - 31	Atomic
32 - 40	Information
41 - 99	Space (*)
00	Pre-ascension

Non-developed

This species has only just achieved self-awareness. They may not have any tools more sophisticated than a stick to poke things with. Making fire would be considered to be magic to some.

Stone

The first tools are being developed. Fire has been tamed and what is considered by many to be the first invention, the wheel has been made. Smelting of ores is generally impossible at this stage of development.

Bronze

The first metal tools have been developed. Some form of organised writing may be present as well. The first stages of so-called civilisation begin in this development level.

Iron

Proper tools and weapons are being developed now. Some cultures may have developed a form of steel. Agriculture has taken off and cities grow.

Feudal

On Earth, this was known as medieval times. Kingdoms and empire begin to take shape, setting the foundations for the global society which may follow.

Industrial

The industrial age is one of expansion and development, not always for the greater good though. Science and medicine is on the rise, but may not be fully understood. Wars are quite common in this level as weapons of immense power (compared to previous ages) are created and used.

Atomic

The splitting of the atom opens a new age for the species. This is one of the most dangerous times for a species, as they now have the ability to wipe themselves off the planet, or even to do serious damage to the planet itself. Technology increases and attempts at truly understanding the universe begin.

Information

Also known as the computer age, due to the development of some kind of worldwide communication grid, information of all types is flowing at a rapid pace, not always for the better. The beginnings of a space station or an off world base emerge.

Space

This development level has 2 stages, pre and post contact.

At pre-contact, often the species has been confined to their own system, or if they have ventured out it's been on generation or stasis ships. No FTL(Faster Than Light) type travel as yet.

Once FTL travel or its equivalent have been achieved, the rest of the universe takes notice and often contacts the species. Alternately, it is the first contact that gives the species the boost to explore beyond its home system.

Regardless of how it got there, this species is now part of the universe. Many species will stay at this level and not go further. Some will come to the attention of a much more dangerous species. Others will simply be ignored.

This stage can last for a long, long time and many don't ever leave this level behind. Interstellar wars may be fought, new alliances forged and broken across the deep blackness of space. In many ways nothing much has changed, only the playing field has got a lot larger.

For a few lucky species though, there is one more threshold to cross...

Pre-Ascension

This species is on the cusp of ascending and becoming energy based. Their technology is normally so advanced when compared to others, that it is often believed to be magic.

Species at this level tend to be very, very old. They would measure their species lifespan in millions of years. Individually, they may be genetically immortal, or very close to it.

The more peaceful species of this level of advancement see themselves as guardians of the physical universe and their purpose is to guide and help younger species along. The arrogant & aggressive ones however, believe themselves to be gods and should be revered and treated as if they were. Their wrath is the stuff of legends.

Quite often though, these species take on a middle ground and leave the younger species alone, so as to not interfere with their development. Certain individuals within this species may not like this approach and can be found tweaking things and generally causing havoc.

If this species every does manage to ascend, then this has ramifications across the entire of existence, ranging from those seeking their abandoned technology, to those who would rule in place of their lost masters. Whatever happens, the fate of the universe has changed forever.

Government/Rulers

How does the species govern itself? The nature of a species government can go a long way to telling you how they see themselves, others and how they may act when encountered.

D100		
1	androcracy	government by men
2	angelocracy	government by angels
3	argentocracy	government by money
4	aristarchy	government by the best
5	aristocracy	government by the nobility
6	arithmocracy	government by simple majority
7	autarchy	government by an absolute ruler
8	autocracy	government by one individual
9	barbarocracy	government by barbarians
10	biarchy	government by two people
11	bureaucracy	government by civil servants
12	cannonarchy	government by superior firepower or by cannons
13	chiliarchy	government by one thousand people
14	chirocracy	government by physical force
15	chromatocracy	government by rulers of a particular skin colour
16	corpocracy	government by corporate bureaucrats
17	cryptarchy	secret rulership
18	decarchy	government by ten individuals
19	democracy	government by the people
20	demonarchy	government by a demon
21	demonocracy	government by demons or evil forces
22	despotocracy	government by despots or tyrants
23	dodecarchy	government by twelve people

24	ecclesiarchy	government by clerics or ecclesiastical authorities
25	endarchy	centralised government
26	ergatocracy	government by the workers or the working class
27	ethnocracy	government by an ethnic group or race
28	foolocracy	government by fools
29	gerontocracy	government by the aged
30	gymnasiarchy	government over a school or academy
31	hagiarchy	government by saints or holy persons
32	hagiocracy	government by holy men
33	hamarchy	government by a cooperative body of parts
34	hecatontarchy	government by one hundred people
35	hendecarchy	government by eleven people
36	heptarchy	government by seven people
37	heroarchy	government by heroes
38	heterarchy	government by a foreign ruler
39	hierarchy	government by a ranked body; government by priests
40	hierocracy	government by priests or religious ministers
41	hoplarchy	government by the military
42	iatrarchy	government by physicians
43	idiocracy	personal rule; self-rule
44	kakistocracy	government by the worst
45	kleptocracy	government by thieves
46	kritarchy	government by judges
47	logocracy	government of words
48	matriarchy	government by women or mothers
49	merocracy	government by a part of the citizenry
50	mesocracy	government by the middle classes

51	metrocracy	government by mothers or women; matriarchy
52	millionocracy	government by millionaires
53	mobocracy	government by mobs or crowds
54	monarchy	government by one individual
55	moneyocracy	government by the monied classes
56	monocracy	government by one individual
57	myriarchy	government by ten thousand individuals
58	navarchy	rulership over the seas/(includes the stellar "sea")
59	nomocracy	government based on legal system; rule of law
60	octarchy	government by eight people
61	oligarchy	government by the few
62	paedarchy	government by children
63	panarchy	universal rule or dominion
64	pantarchy	government by all the people; world government
65	pantisocracy	government by all equally
66	papyrocracy	government by newspapers or literature
67	partocracy	government by a single unopposed political party
68	patriarchy	government by men or fathers
69	pedantocracy	government by pedants or strict rule-bound scholars
70	pentarchy	government by five individuals
71	phallogracy	government by men
72	philosophocracy	government by philosophers
73	phylarchy	government by a specific class or tribe
74	physiocracy	government according to natural laws or principles

75	pigmentocracy	government by those of one skin colour
76	plutocracy	government by the wealthy
77	policeocracy	government by police
78	polyarchy	government by many people
79	popocracy	government by populists
80	prophetocracy	government by a prophet
81	punditocracy	government by political pundits
82	quangocracy	rule of quasi-autonomous non-governmental organizations
83	shopocracy	government by shopkeepers
84	slavocracy	government by slave-owners
85	snobocracy	government by snobs
86	sociocracy	government by society as a whole
87	stratarchy	rulership over an army
88	stratocracy	military rule or despotism
89	strumpetocracy	government by strumpets
90	synarchy	joint sovereignty
91	technocracy	government by technical experts
92	tetrarchy	government by four people
93	thearchy	rule by a god or gods; body of divine rulers
94	theatrocracy	government by gathered assemblies of citizens
95	theocracy	government by priests or by religious law
96	timocracy	government by the propertied class
97	triarchy	government by three people
98	tritarchy	government by three people; triarchy
99	tritheocracy	government by three gods
100	xenocracy	government by a body of foreigners

Appendix I - Random Flora

This section is for detailing/creating random flora. These could simply be something you encounter while wandering, or the basis of a plant based species.

Plant or Fungi?

D20	
1 - 15	Plant
16 - 19	Fungi
20	Hybrid

Main Colour

D20	Plant colour
1 - 2	Black
3 - 4	Brown
5 - 7	Green (various shades)
8 - 9	Grey
10 - 11	Orange
12 - 13	Purple
14 - 15	Red
16 - 17	White
18 - 19	Yellow
20	Other

Reproduction Method

D20	Method
1 - 10	Seeds - Falling
11 - 13	Seeds - Wind Blown
14 - 16	Seeds - Eaten by another species
17 - 19	Seeds - Stick to another creature
20	Spores

Season

What season is the plant active/awake on their home planet? This period is when it's capable of blooming, or reproducing.

D20	
1	1 week
2 - 3	1d3 weeks
4 - 5	1 month
6 - 8	6 months
9 - 12	All Year (*)
13 - 14	Autumn/Fall
15 - 16	Spring
17 - 18	Summer
19 - 20	Winter

Shape

Roll on shape chart in main section.

Size

Either use the same size for each dimension, or roll separately for height, width and length.

D100	Size	Dimension
01	Microscopic	Up to 1 inch
02 - 03	Fine	1 - 6 inches (1d6)
04 - 10	Diminutive	7 - 12 inches (1d6 +6)
11 - 20	Tiny	12 - 24 inches (1d12+12)
21 - 30	Small	2 - 4 feet (2d2)
31 - 70	Medium(*)	4 - 8 feet (1d3+5)
71 - 80	Large	8 - 16 feet (8d2)
81 - 90	Huge	16 - 32 feet (16d2)
91 - 97	Gargantuan	32 - 64 feet (32d2)
98 - 99	Colossal	64 to 128 feet (64d2)
00	Epic	128+ feet

Taste

Can this plant be eaten? If so what does it taste like to most species?

D8	Taste if eaten
1	Bitter
2	Can't be eaten/Tastes Foul
3	Meaty
4	Salty
5	Savoury
6	Sour
7	Sweet
8	Other/Mixture

Type

What style or type of plan is this?

D8	
1	Cacti
2	Climber/Creeper
3	Flower
4	Herb
5	Moss like
6	Shrub/Bush
7	Tree
8	Vegetable

Cacti

Cactus plants are well adapted to hot and dry weather by storing water in their succulent stems.

Climber/Creeper

This plant uses another surface(such as rocks, buildings or even other plants) as a base on which to grow.

Flower

A flower, sometimes known as a bloom or blossom, is the reproductive structure found in flowering plants

Herb

Herbs are used for culinary, medicinal and spiritual uses.

Moss like

It is rare for them to have seeds, but not impossible. They commonly grow close together in clumps or mats in damp or shady locations.

Shrub/Bush

Shrubs have multiple stems and many are covered with flowers of all shapes and sizes.

Tree

A tree is a plant with an elongated stem, or trunk, supporting leaves or branches.

Vegetable

Although this plant may have a flower or stem, it is known mainly for the part that grows underground and is dug up to be consumed.

Texture

Does this plant have bark? Smooth or is it spikey?

D8	
1	Covered in ridges
2	Fur like covering
3	Has a form of bark
4	Mesh like covering
5	Small buds/bumps
6	Smooth
7	Spikes/spines
8	Sponge like covering

Appendix 2 - Option: Style/Theme

How can you describe what is an alien culture is like, if you have never seen anything like it before? This is where this optional rule/feature comes in handy.

For example, saying "Wild West in Space" conjures up a certain image for the buildings and transport, which differs from "Ancient Egyptian Style".

This style/theme can affect (but not limited to);

- Style of buildings
- Design of clothing
- Shape and look of their ships (both aquatic and if they possess them, stellar)
- Titles given to NPCs
- Lifestyle

D20	
1	1920's
2	50's Future
3	Ancient Egyptian
4	At one with nature/Druid
5	Aztec/Mayan
6	Cyberpunk
7	Feudal/Medieval Europe
8	Feudal/Medieval Japan
9	Nomads
10	Norse/Viking
11	Renaissance
12	Roman/Greek
13	Similar to modern earth
14	Steampunk
15	Techmagic
16	Tribal
17	Ultra-tech
18	Victorian London
19	Wild West
20	Other

1920's

This culture resembles 1920's America, during the Great Depression. Prohibition was rife, gangsters ran protection rackets. Corruption was everywhere. Yet there was a strong family unit/bond, and you would often help your friends and family before yourself.

50's Future

In the 1950, there was a particular vision of what the future would look like. Flying cars, rockets everywhere, self-cleaning houses, robotic servants etc.

Ancient Egyptian

Pyramids, statues of their gods and heroes with animals' heads. Hieroglyphs for writing. Often known for their records, often mistaken for being a group of scribes and priests, but remember: knowledge is power.

At one with nature/Druid

This species may appear to be nothing but a bunch of peace-loving nature lovers. Everything they do, from their agriculture, to their populations centres are made with nature in mind. They can often have very advanced technology, but either choose not to use it, or use organic based tech if they have it.

Aztec/Mayan

Once believed to be similar to ancient Egyptians. Have massive structures, agriculture.

Cyberpunk

Technology and the species work together, often integrated. Only really found with species who have achieved some kind of worldwide communication network.

Feudal/Medieval Europe & Japan

Feudal organisations. Castles, Shoguns and Knights. Chivalry is high, and so is personal honour. Sometimes treats members of other genders poorly and like property. Knowing your place is important as well as your duties.

Nomads

This species tends not to settle in one area, or they have regular places the population moves between. Settling permanently in one location happens very rarely, if at all and some find it very weird that some willingly stay in one place through choice.

Norse/Viking

In times of old on Earth, the Norse was a feared warrior culture. The sight of their feared longboats, the warriors (sometimes of both genders) going into berserker rages would generate much fear in the locals. Their mythology even dealt with the ultimate battle, Ragnarok. There was a saying: It's dangerous to stand between (or near to) a Norseman and something he wants.

Renaissance

After the so-called dark ages in medieval Europe, the Renaissance ("Re-birth") led to a surge in science and realism. Many new sciences were discovered and older ones expanded on. For many cultures, this was the start of path that would lead them to the stars.

Roman/Greek

Forums, public baths, Amphitheatres, chariot races. Impractical togas, lots of marble.

Similar to modern earth

As the name suggests, this culture is very similar to one from modern day Earth.

Steampunk

An alternate history type. In many ways similar to Victorian London, except that instead of technology being powered by electricity, steam is the power source of choice. Airships abound instead of planes; rockets use a form of hyper-coal etc.

Technomagic

On the surface, this species uses magic. They do not. Their technology is quite advanced and they simply give the illusion of magic. Even culture with technology that is not that advanced will treat technology like a religion.

Tribal

In certain places on earth a few groups and cultures live in jungles or the desert. Often believed to be backwards, they have a rich culture and background. If they have technology it is often quite plain and very effective.

Ultra-tech

With cultures with this theme, they have embraced technology in a big way. Buildings are large, weapons are pointy. Ships are sleek and deadly. Even if the tech is not very effective, you have to admit it does look very advanced and deadly.

Victorian London

A prim and proper society. A very class divided culture. Racism is often rife. Wars are often fought over the smallest thing. If you have money, you can do anything. If you don't you are treated like dirt. Manners and doing things "the right and proper way" is everything.

Wild West

Often called the frontier, for a very good reason. Laws are broken often, and the criminals hunted down by sheriffs and their deputies.

Other

This allows you to create a culture of your own design. It may be a hybrid or mixture. Ships with a feel of one culture, like romans, but the building style of steampunk.

It could even be something utterly alien and different from anything else you have encountered.

Base Creatures

Animal - Aquatic

D20	Aquatic
1	Angelfish
2	Barracuda
3	Bass
4	Blue Whale
5	Catfish
6	Clownfish
7	Cod
8	Dolphin
9	Eel
10	Goldfish
11	Killer Whale
12	Narwhale
13	Salmon
14	Sea Horse
15	Shark
16	Squid/Octopus
17	Stingray
18	Sturgeon
19	Trout
20	Whale

Animal - Avian

D20	Avian
1	Budgerigar
2	Chicken
3	Crow
4	Duck
5	Eagle
6	Flamingo
7	Goose
8	Magpie
9	Magpie
10	Ostrich
11	Owl
12	Parrot
13	Penguin
14	Pigeon
15	Raven
16	Robin
17	Swan
18	Turkey
19	Vulture
20	Woodpecker

Insect

D20	Insect
1	Ant
2	Aphid
3	Bee
4	Butterfly
5	Centipede
6	Cockroach
7	Cricket
8	Dragonfly
9	Earwig
10	Flea
11	Fly
12	Ladybug
13	Locust
14	Moth
15	Scarab
16	Slug
17	Snail
18	Spider
19	Stag Beetle
20	Wasp

Invertebrate

D20	Invertebrate
1	Clam
2	Crab
3	Jelly fish
4	Lobster
5	Shrimp
6	Sponge
7	Starfish
8	Worm
9	Scorpion
10	Wood Louse
11	Leech
12	Millipede
13	Spider Crab
14	Isopod
15	Hornet
16	Coral
17	Krill
18	Urchin
19	Termite
20	Tick

Mammal/Animal

D20	Mammal/Animal
1	Antelope
2	Ape/monkey
3	Bear
4	Boar/Pig
5	Cat
6	Cheetah
7	Cow
8	Dog
9	Giraffe
10	Hippo
11	Horse
12	Kangaroo
13	Lion
14	Lynx
15	Mouse
16	Rabbit
17	Rat
18	Seal
19	Sheep
20	Tiger

Reptilian

D20	Reptile
1	Alligator
2	Anole Lizard
3	Boa
4	Box Turtle
5	Cobra
6	Copperhead snake
7	Crocodile
8	Garter Snake
9	Gecko
10	Iguana
11	Komodo Dragon
12	Lizard
13	Painted Turtle
14	Python
15	Rattlesnake
16	Salamander
17	Skink
18	Terrapin
19	Turtle
20	Viper

Plant/Fungi

D20	Plant/Fungi
1	Aloe Vera
2	Bamboo
3	Cactus
4	Corn
5	Death Cap Mushroom
6	Fruit tree
7	Grass
8	Honey Mushroom
9	Lichen
10	Lilly
11	Moss
12	Nettle
13	Oak
14	Poison Ivy
15	Poppy
16	Pumpkin
17	Redwood Tree
18	Rose
19	Sunflower
20	Venus Fly-trap

Rock based/types

D20	Rock
1	Anthracite
2	Basalt
3	Bauxite
4	Breccia
5	Chalk
6	Clay
7	Coal
8	Dolomite
9	Flint
10	Gneiss
11	Granite
12	Limestone
13	Marble
14	Mudrock
15	Pumice
16	Quartz
17	Sandstone
18	Shale
19	Silicon
20	Slate