



Lifeform Maker



Preface

Lifeform Maker

"Our sun is one of 100 billion stars in our galaxy. Our galaxy is one of the 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

This publication covers the generation of the base-forms, what the species look like and their natural abilities and so on. What their societies and technology will be covered in a separate publication, but the two will be designed to work together.

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Lifeform Generation

Quick Creation

When you need to create a new creature quickly, use the following steps and aspects.

1. Take a base life form, either by picking or randomly rolling on the base life form tables.
2. Roll on the master aspect table to determine what is different about the species when compared to the original creature – “Yeah it looks like an elephant except that it has wings...” etc.
3. Repeat step 2 as many times as desired. If you need to randomly decide how many times to make a change, roll a d6.

This has the advantage of creating a creature you and your players are most familiar with, such as the elephant used in the example above, but does stretch the believability a bit more than normal, especially when the creature closely resembles something that evolved on Earth.

Detailed Creation

This version of the creation method will take a lot longer when compared to the quick creation method. It's recommended that you do this beforehand as it's not suitable for an in-game generation. The main advantage though of using this version of the creation method is that you can come up with truly weird and wonderful creatures.

Using the detailed method is, despite the number of tables involved quite easy. Just don't be afraid to experiment and re-roll if something feels better or is at first contradictory and you can't figure out why that contradiction is there.

1. Pick a base life form to start from. If you are stuck for ideas on what to use there are some examples in the base life form section.
2. Now you have a starting point to work with, it's time to evolve and change it to one suitable for being encountered by your interstellar explorers
3. Working through each aspect, or just using those you wish to change, roll to see what is different when compared to the base life form. Make adjustments as needed and
4. Marvel in wonder or recoil in horror at your creation.

Master Aspect Table

D20	Aspect to change
1	Age/Lifespan
2	Size
3	Colouration
4	Communication
5	Diet
6	Height/Length
7	Intelligence
8	Limbs
9	Movement
10	Pain Tolerance
11	Reproduction
12	Senses
13	Shape
14	Skin/Hide
15	Strength
16	Terrain
17	Temperature Tolerance
18	Weight
19	Advantages/Disadvantages
20	Quirk

Details

Size

As this affects a few of the other aspects 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 is done to creatures smaller

Decrease in size = Harder to hit

Example:

A minuscule creature is almost impossible to hit, but if you do somehow manage to hit it, it is killed instantly. A colossal creature, on the other hand, is almost impossible to miss but can absorb a lot of damage or can resist what you throw at it.

D100	Size	Size Rating
01	Microscopic	0
02	Minuscule	0.5
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+

To give you an idea of the size difference, a typical human is rated as Medium (5)

Age/Lifespan

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

Roll a {x} d10, where the x is the creatures size rating. A small creature, for example, would roll 4d10.

Result	Typical lifespan
<01	Under 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 lifespan 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)

Colouration

This aspect covers the typical base colour 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 colour
7	Other Colour
8	Pink/White
9	Red
10	Yellow

Communication

The creature's intelligence determines how complex this communication method is. The higher the intelligence level, the more complex and sophisticated this method generally becomes.

It is recommended to have at least 2 methods, a primary and a secondary. The secondary method has fewer nuances when compared to the first and is often cruder. This can apply even if the methods are the same, such as a species having one type of speech in one situation, such as talking to own species and a different type when talking to others.

D20	Communication Method
1	Body Language
2	Colours
3	Electrocommunication
4	Movement/position
5 - 9	Pheromones/Olfactory
10 - 17	Speech/ Vocalisation
18	Telepathy/Mental
19	Touch/Contact
20	Vibration

Body Language

A tilt of the head, the position of a hand can change a greeting into an insult. Using body language as a communication method is considered to be the most subtle of methods.

Colours

The creature possesses some kind of chromatic organ that 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.

Electrocommunication

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 or a common object. For example, moving backwards and to the left in a clockwise direction may be a greeting, but jumping up and down may be treated as a warning or threat display.

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 tendency to be very open and welcoming and tolerant or very reserved and xenophobic with little middle ground.

Touch/Contact

For species that live in darkness or that have what others consider to possess poor eyesight, the way they are touched/physically contacted is important. It is extremely rare that this method is used as a primary form of communication, but in higher developed species it can be used as a way of emphasizing or changing a message.

Touching the hand of the one you are communicating with may invoke intimacy, yet the same contact on their arm or leg may be a sign of overt aggression.

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

This aspect covers what the species ingest or consumes to acquire energy for its day-to-day activities. Exceptions may be present due to mutations, experimentation by others or in some cases the creatures own choice, but the majority of this species will have this diet.

Typically, 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, but not always, a trait found in an aggressive species. Plankton and insect eaters are, for ease of design, classed here as carnivores.

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.

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 another appropriate light source.

Radiation

Ambient radiation provides this organism with 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. Exposure to other types of radiation may either make them ill, intoxicated or kill them.

Mineral Eater

This species eats dirt or rocks in the same way others would eat meat or grass or fruit. To them, a rock or mineral from one world tastes as different as one from another, in much the same way a meat-eater would say a chicken from one planet tastes or feels different when compared to one grown from another.

Like other diets though, eating the “wrong” mineral can have the same effect as eating the wrong food can for other diets, with the same range of effects, such as illness, highs, or even death.

Height/Length

How tall (or long for flat type species) is a typical member of this species? Roll here twice, once for height and once for length

Size	Size (random size)
Microscopic	Can't be seen with naked eye
Minuscule	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 (Colossal random size value x 1d4+1)

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.

Intelligence level

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

A species with a high IQ may not necessary be sentient or self-aware. This would be considered to be the potential of the species to awaken and gain knowledge of the self.

If you need to determine sentience, the % chance of a species gaining this is their typical IQ – 100, so only creatures with an IQ of over 100 have the potential to achieve sentience. A species with an IQ of 140 would have a 40% chance of becoming sentient. Also, remember that what is considered to be a genius for one species might be classed as an imbecile when compared to others.

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

Limbs

This aspect 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, a 1d4x2 roll will determine how many are gained. The limbs will normally be in a logical place. It is extremely unusual for a species to have an odd number of limbs. If you wish to decide this randomly, roll a second d20. On a 20, the number of extra limbs is determined by a singular 1d4 roll.

Tails are the opposite and are normally found singularly. If you want to determine how many, again, roll a d20. If this one is a 20, then the creature gains 1d4 tails.

Digits

For the purposes of this aspect, a digit is what we consider to be, in some way, a finger or toe. 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 and digit

Roll 1d4 for each limb and digit category to determine how many joints the limb or digit possesses. Hands, feet, arms and legs are treated as separate categories.

Feet

If the creature has extra feet due to more limbs, then there is a 10% chance they are prehensile and usable as if they were normal hands. This can be used to alter existing limbs if required.

Hand/Feet Size

A common feature of many species is for the hands and feet to be, approximately, the same size. To roughly determine this size, figure out the height of the creature in inches, subtract 10 x size and half the remainder.

E.g. a Medium creature (5) that is 70 inches tall would have a hand/foot size of typically $(70 - 50) = 20 / 2 = 10$ inches. Each digit would be about half of that value and the palm/sole would be the other half.

Tails

For those creatures that possess a tail or tentacle, you will need to determine how long this appendage is. This is called the Tail Size Factor (or Tentacle Size Factor) and is based on the height of the creature, its body length or a combination of the two.

These values are in inches and are typical for the species. Individual members will have longer or shorter tails or tentacles.

D20	Length determination
1 - 9	Use creatures height for TSF
10 - 18	Use creatures length for TSF
19 - 20	Add height and length together, divide by two, round to nearest whole number and use that for the for TSF

D20	Appendage Length
1	¼ of TSF
2	1/3 of TSF
3	½ of TSF
4	¾ of TSF
5 - 9	1 x TSF
10 - 12	1.25 x TSF
13 - 14	1.3 x TSF
15 - 16	1.5 x TSF
17	1.75 x TSF
18	2 x TSF
19	3 x TSF
20	2d4 x TSF

If the creature possesses more than one tail, these are all the same size, roughly speaking, with maybe an inch or so difference between them, if there is any variance at all.

Movement

There are two sub-aspects that need to be addressed when dealing with a creature's movement: Movement type and Max Speed.

Movement Type

What is this species primary mode of movement? Most species will have a secondary mode of movement, but if used it's at 50% of their normal speed. There is a flat 10% chance of a species NOT having a secondary movement type

D20	Movement type
1 - 2	Crawl/Slide etc
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.

Maximum Speed

This can be determined by the method of movement and size. Although larger creatures will obviously cover a great distance when they move, their speed at doing so will be smaller.

This is their theoretical, in optimum conditions, maximum speed. This can normally only be done for a short period of time. In effect, the closer to max speed, the less amount of time this can be maintained.

Normal speed (regardless of movement type) is 50% of max speed.

Fast is 75% of max speed.

Some individuals within the species will be faster or slower than the typical speeds, but this should be decided on a case by case basis.

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

Roll a d20 and add the creatures' size rating to the roll to randomly determine the typical top speed.

D20	Maximum 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

Pain Tolerance

A creature's pain tolerance is a measure of how much pain a typical member of this species can deal with on a 1-10 scale, with 1 being a light scratch 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 or a d100 (10d10) for a more exact rating.

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 level 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 its 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 creature being the same. Any errors in duplication/splitting are spread quickly throughout the population at an exponential rate.

Budding

One or more growths appear on the body of the parent(s). This then grows as the child within grows. Eventually, the bud/child drops off the parent body. The child may be virtually fully formed, just smaller, or require further growth and development.

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 parent's body. This is normally the mother's, but there is a 1% chance of it being the father's. 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 being's life.

Spore

Generally only used for fungi-based life forms. Clouds of spore are released in a certain area, which mixes 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

The seed reproduction option is, for the most part, used by plant-based species. A seed, a small embryonic-like object covered with some kind of shell. This requires growth in nutrient-rich material, such as earth. Seeds come in many shapes, colours and designs. They can often be mistaken for traditional plant seeds and quite a few species will eat them. Seeds can often lay dormant for many years, or even decades or longer, waiting for just the right growth conditions to start growing.

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 a 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	1

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

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

Roll D20 and add size rating to determine the reproduction cycle.

D20 + Size	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 per lifetime of the parent

Senses

It is assumed that most species will have the 5 basic senses. Advantages and Disadvantages may change this, but for ease of design, assume they have all 5 - Sight, Smell Sound, Taste and Touch.

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 and so on. If you wish to determine what the typical sight rating of the species roll a d10*10 to determine the 20/x - E.g. Getting a 20 on the roll would give the species 20/20 vision.

Number of eyes

D20	# of eyes
1	None
2 - 3	Cyclopic/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/standard
12 - 14	On retractable stalks
15 - 17	On side of head
18 - 19	On stalks
20	Pits

Pupil Style

This sub-aspect is 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	Nose type
1 - 2	No visible nose
3 - 6	Smell with tongue/mouth
7 - 15	Standard/humanoid
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 its nature?

What is the highest (or lowest) frequency a species can hear? The table below gives you a rough idea of the species hearing range, with a 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 the 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 the head
3	1, back of the head
4 - 10	2, top of head
11 - 17	2, side of the head
18	3, equally around the head
19	4, equally around the head
20	2d4, equally around the head

General Style of Ears

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

D20	Ear 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 the sense of smell, the sense of taste determines flavours, the sensory impressions of food or other substances. A good sense of taste can alert you to dangers in what's being consumed, such as poison, whereas a poor sense allows for a broader range of food being able to be consumed.

Taste Rating: 10d10%

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/Crab like
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 value 1, to determine how sensitive a species sense of touch can be.

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

Lower ratings reduce the amount of information the brain can receive about the outside world but allow the creature to deal with pain easier.

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

Shape

This aspect tells you what the shape of the creature is. It's not a strict rule, but to make your descriptions easier

e.g. *"This creature looks like a chicken but is shaped like a pyramid"*

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 or split equally on one or more "sides" – 50% chance of either option
8 - 11	Humanoid
12	Pyramidal/Cone
13 - 15	Resembles base creature
16 - 17	Sausage/Long tube
18 - 19	Square/Cube shaped
20	Changeable/other

Sleep/Activity period

When is this creature most active? Some individuals may be active at other times of the day, but the majority of the species will be up and about at this time.

D20	Activity
1 - 10	Day
11 - 15	Dusk/Dawn
16 - 20	Night

Sleep Period

Roll 2d4 to determine how long the creature typically sleeps for.

Skin/Hide

What is the nature of this species skin/hide? Are they covered in scales, small feathers or something else entirely?

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	Skin (humanoid like)
11 - 12	Same as base creature
13 - 15	Scales
16 - 17	Feathers
18 - 19	Thick Hide
20	Other

The markings on the creature skin/hide will be based both on home terrain and base colouration. As with any, variations do occur with individuals, but this will be in less than 1% of the population.

Markings

D20	Markings
1 - 2	Camouflage based on 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

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

Note: If a terrain is rolled that does not suite the base creature or you find difficult to justify, either adjust the creature to fit the train or reroll or pick a different one.

If you require a more exact terrain type, roll on the second d100 table, but factor in the planet they are found on.

D20	Terrain type
1 - 10	Land – Aboveground
11 - 15	Land - Subterranean
16 - 17	Aquatic
17 - 19	Air
20	Void/Space

D100	Terrain type - Expanded
1	Alkali Flat
2	Alluvial Fan
3	Alpine Lake
4	Arctic
5	Artesian Spring
6	Badlands
7	Barren
8	Bay
9	Beach/Sandy seaside
10	Blowhole
11	Bog
12	Caldera
13	Canals
14	Canyon
15	Caves
16	Cliffs
17	Crags
18	Crater
19	Dales
20	Desert
21	Dry Lake Bed
22	Estuary
23	Farmland
24	Fault
25	Fens
26	Fields
27	Fissured
28	Fjords
29	Flood Plain
30	Forest, Coniferous
31	Forest, Deciduous
32	Furroughs
33	Geysers
34	Glacier
35	Grassland
36	Harbor/Shallows
37	Hills
38	Hinterlands
39	Hogbacks
40	Hollow
41	Hot Spring
42	Ice Sheet
43	Jungle
44	Kelp Bed
45	Lake
46	Lava Field
47	Lava Tube
48	Marsh
49	Meadow
50	Merces

51	Mine
52	Mountain Desert
53	Moraine
54	Mountain
55	Moors
56	Nettles/ Brambles/Overgrowth
57	Oasis
58	Ocean
59	Orchard
60	Oxbow Lakes/Lochs
61	Pasture
62	Permafrost/Frozen
63	Pilings
64	Plains
65	Playa
66	Pond
67	Prairie
68	Quicksand
69	Rain Forest
70	Rapids
71	Reef
72	River
73	River Delta
74	Rocky
75	Salt Lake
76	Sandbar
77	Sand Dunes
78	Scorched Earth/Burned lands
79	Seaside/Stony Beach
80	Sewers
81	Shallow Sea
82	Silt Bed
83	Sink Hole
84	Spring
85	Steppes
86	Strip Mine
87	Swamp
88	Tide Pool
89	Tundra
90	Tunnels
91	Underground
92	Valley
93	Vineyard
94	Volcanic
95	Wastelands
96	Waterfalls
97	Wetlands
98	Wheat Field
99	Wildlands
100	Wind Blasted

Temperature Tolerance

Every species has a range of temperatures they can operate/live in. This will need to be adjusted for the planet the creature is found on, as you won't find a species adjusted to cold temperature found on what others would consider being a hell planet, temperature-wise, at least not naturally.

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

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.

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

To convert to Fahrenheit quickly, multiply the temperature by 2 and then add 30. This is not an exact value but works for giving you an idea of the temperature ranges in F.

Weight

Larger creatures will normally be heavier than then smaller ones, but sometimes evolution throws up oddities, with hollow but strong bones etc.

Size	Adult/Fully grown weight
Microscopic	Negligible/less than 1/32 [n/a]
Minuscule	1/32th to 1/16 th of a pound
Fine	1/16 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. E.G. a 2 would, in this case, mean the creature weighs (2 x 500) or 1000 pounds when fully grown.

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

Advantages, Disadvantages and Quirks

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. Most walk the middle path and have both advantages and disadvantages when compared to other species

D100	Advantage/Disadvantage
01 - 10	No 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 disadvantage)
95 - 96	3 (1 advantages/2 disadvantages)
97 - 98	3 advantages, 0 disadvantages
99 - 00	3 disadvantages, 0 advantages

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

Most species have at least 1 quirk. More may be rolled if desired, but it is recommended no more than 3. If you need to determine a random number then 1d4-1 will suffice. Either re-roll duplicates or double the effects.

When making up your own quirks, keep in mind the following:

- They are something minor
- They could be considered an annoyance for the species concerned or those dealing with them.

Optional Rule

Instead of using the table 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 species.

Notes:

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

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

360 vision/sight

A quirk in their eyes or how they are positioned allows a form of 360-degree vision.

D20	360 vision
1 - 15	Horizontally
16 - 18	Vertically
19 - 20	Sphere/Globe/True 360

Able to change skin markings

This species is able to change or create marking on its skin at will, to varying degrees of control. The higher the intelligence levels, the more complex or greater control the creature has over this.

Adaptable

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

Agility

This species is unusually agile for its size. It is treated as being 1d2 sizes smaller when determining speed, manoeuvring, etc.

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 of the home as normal as well.

Artificially enhanced

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. Lifespan is the max possible for age/size category. It may still possess a disadvantage as a means of control from the species that enhanced them.

Bite/attacks hallucinogen

If this species manages to bite another, something in their salvia causes a hallucinogenic reaction. A d100 roll determines how potent this, with some species being able to resist this effect more than others.

Blood change

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

D6	Blood Nature
1	Acidic – Strong
2	Acidic - Weak
3	Liquid Metal like
4	Protoplasm
5	Electrically Charged
6	Oil like

Bloodhound

This grants the species the ability to smell blood like a shark or bloodhound. Tracking someone bleeding is always successful with this advantage, except in the harshest or extreme of weather conditions.

Breath Weapon

This species possesses an organ that allows them to breathe out a damage causing an attack, similar to the dragon-like species of legend.

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

Calm

It is almost impossible to make a species with this advantage angry. The higher the intelligence level, the harder it becomes to tease them, and the more deadly their attacks can be when they do decide to attack.

Can breed with another species

A quirk in their genetics allows this species to breed with another, with their DNA often being dominant. If the species has different reproduction methods, then they require outside intervention for this to occur but will be a success more than a failure.

Can pick up EM radiation

An internal hearing quirk allow this species to pick up EM or electromagnetic radiation as if it was speech. This does not mean they can see the radiation/or spectrum, but use it as some species would use sound-waves.

Roll on this table 1d3 times to determine what EM type they can pick up, in addition to "normal" or visible light.

D6	EM Radiation used
1	Radio
2	Microwave
3	Infrared
4	Ultraviolet
5	Gamma
6	X-Ray

Can unhinge mouth

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

Chameleonic skin

This species is able to blend into the background. $D10 * 10$ gives you the % chance they will not be spotted if they remain still.

Cold Tolerance

The lowest temperature range the species can tolerate is lowered by $5 \times 1d3$ degrees centigrade.

Dark Sight

This species can see in the dark/low light as if it was a bright and sunny day. Sudden changes of light levels can blind them if they are unprepared.

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 certain species will blow up when they die, you are going to be more cautious around them and less likely to attack or kill 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 sharp, hard shards

Dextrous

Species with appropriate limbs can use simple tools to aid in their day to day lives. These tools are extremely simple, like a twig being used to help knock down fruit. This also has the added benefit of making it easier for them to grab and hold onto things.

Diplomatic/Calm others

A form of empathetic ability, this species can be very diplomatic and calm excess emotions in those they encounter. Some species use this ability to calm their prey before killing it.

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. In effect, they can be treated as one size lower for figuring out what they can get through.

Distributed brain/nervous system

This species has its brain distributed through its body. Damage to the head has a vastly reduced effect on cognitive functions. However, body damage increases the chances of effects like concussions or other head trauma might have on other species.

Echolocation

A series of loud clicks allow this species to mentally and aurally "map" the nearby area. This is less effective outdoors and in noisy areas.

Eidetic Memory

This species never truly forget anything. Also called "photographic memory". For non-sentient species can this manifests as complex behaviour and learning about they prey or environment very quickly. Some would argue that a species with this advantage might be considered to be sentient, or very close to achieving it.

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, legs, tentacles or tails.

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 or in close proximity to them. Generally only found in sentient species or those with a high intelligence rating. This can make hunting these creatures hard to do with heightened emotions, such as fear.

Enhanced Hearing

This species can hear $2d10$ times the distance of the base creature used.

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. Compared to the base creature used for this species, their vision is $2d10$ times better.

Extra Jointed

Each limb/digit has an extra joint, making tool use or grasping easier. It is harder to remove them from anything they are grabbing onto.

Extrasensory Input

This species has what others would consider being ESP. In reality, this allows them to detect certain other invisible forces, such as magnetism or radiation. They can't necessarily see it or hear it, but get a vague impression that it is there and if they are getting closer to it or further away. The exact location is not possible, but highly intelligent or sentient species can triangulate the source if desired.

Fangs

These species gains fangs, assuming they didn't have them already. This allows for more damage to be done with bite attacks and easier food consumption. 10% also have some kind of venom or natural drug to help weaken their prey when they bite.

Fast

This species ignores the size penalty when determining their speed. Their reactions are not improved, but the maximum 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. This advantage only applies when dealing with other creatures of a similar size or larger.

Fast reproduction cycle

This species ignores the size penalty when determining 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. It needs to be treated in a certain way that varies from species to species before it is considered to be edible.

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

Genetic Memory

This species gain the knowledge of their progenitors. This can go back 1d10 generations. Species

Good Looks

Even if this species has fangs and tentacles all over their face, there is something about them that many would consider beautiful. Any species that has a high enough visual rating will find themselves drawn to this species just by their looks.

Harsh Environment survival

Although this species may prefer to live in one terrain type, they are able to live and survive in environments that would kill other species.

In effect, they ignore the negative aspects of all but the most extreme environmental conditions.

D6	Harsh Environment
1	Cold
2	Hot
3	Toxins
4	Radiation
5	Pressure (either reduced or increased, 50% chance either way)
6	Weather (Wind, hail etc.)

Has working/useable wings

This species has wings, granting them flight. If they already have wings they can fly faster and longer. They are masters of flight and are harder to hit when in the air.

Hearing range increase

The hearing range of this species increased by 1d10*10 % when compared to base creature.

D20	Range Increase
1 - 7	Upper
8 - 14	Lower
15 - 20	Both

Heat Tolerance

The upper-temperature range the species can tolerate is increased by $5 \times 1d3$ degrees centigrade.

Heavy

When you determine weight, this species is considered to be $1d2$ categories higher than their size suggests. This can grant extra health and damage absorption, but will also likely lower speed as well.

Hibernation/Stasis

This species can enter into a hibernation or stasis sleep where they require no food or water. They can be woken up early, but this requires knowledge of the species to do so safely without harming them. The larger and heavier the species, the more food they require before entering hibernation.

High pain tolerance

This species gains $1d3 \times 10$ to their pain tolerance rating. If this pushes the value over 100, then what other species would consider pain, they treat as pleasure.

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 concentrate, they can make another being pause, almost in a daze. Attacking or breaking eye contact ends this effect.

Improved Exoskeleton

If no exoskeleton is possessed then this species gains one. This acts like a suit of armour but has almost no penalties. This is shed as the creature grows and they are at a disadvantage until the new exoskeleton is hardened.

Increased Healing

This species can heal $2d10$ times faster than the base creature. Fast healing often requires increased food or energy consumption to power it.

Infrasight

This allows the species to possess it to see into infrared and use it as if it was normal light.

Internal Armour

Inside their body, this species has natural armour guarding vital organs like the heart, lungs etc. Whilst this can protect the creature it does make them heavier and much harder to operate on if injured.

Iron Hard Skin/Hide

Similar to the exoskeleton, but without needing to be shed and regrown as the creature grows in size, this improves their natural armour but reduces speed as if they were one size larger.

Joints can bend both ways

A simple advantage makes climbing and holding onto anything much easier.

Learn Fast

This species learns things $2d4$ times faster than other species. This also grants an equivalent bonus to IQ levels.

Limited Precognition

This species gains a vision of a major event in their lives. There is a $(1d8 \times 10)\%$ chance of this coming true. This happens $1d4$ times per individual in their entire lifespan. Only really found in species that have achieved sentience.

Long Lifespan

Treat this species as if they are $1d3$ categories larger, if possible when determining lifespan.

Long limbs/tail

Treat this species as $1d3$ categories larger when working out the length of limbs, tentacles or tail.

Low respiration rate

Members of this species do not breathe as much as other species. Gas and other similar effects are $1d8 * 10\%$ less effective on them.

Magnetic Location

Using a planet's 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, the faster this occurs.

Mental strength

This species is allowed a $1d4$ more attempts to resist mental attacks, control or manipulation.

Musical/attractive voice/sounds

This species has a voice or "speech" pattern 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.

D6	Area Covered
1	Back
2	Groin/Abdomen
3	Head
4	Limb (arms, legs, tail or tentacle, randomly chosen, each limb type is armoured)
5	Torso – Front
6	Roll twice, re-rolling a 6 or duplicate

Natural Cloak/shroud

Unlike the chameleon advantage, this is a true invisibility and can they don't need to be still or naked for it to work. They can be seen by keen-eyed individuals when moving as a blur of some kind. Takes an incredible lot of bio-energy to maintain this effect and it can't be used for long.

Polarized Vision

This species has a natural version of polarised sunglasses built into their eyes. This can aid in navigation, dealing with bright light and other such visual defences.

Powerful Legs

This species can jump very high in relation to their size. Their kicks can also cause 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. Non-sentient species generally only use these abilities in combat, but a few have been known to use them for mating rituals.

Psychokinesis

A 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 or other items that reflect radar signals.

Reduced diet

This species eats up to 60% (1d6x10) less than other the base creature or other similar creatures of their size.

Reduced/No Sleep

These species only need 1d4 hours sleep a night. 10% of species with this trait need no sleep at all.

Regeneration

If limbs are lost, they grow back. It takes a lot of damage to kill one of these creatures outright and even then they have a tendency to not "die" outright through injuries.

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. This is only found in species that have the potential for sentience.

Resistant to disease

Only the most virulent of diseases affect a species with this advantage. 3d20 + size rating is their disease resistance as a %. E.G. a creature with a diseases resistance of 67% will only suffer from a disease 33% of the time.

Resistant to intoxicants

Alcohol, drugs or other intoxicants have almost no effect on this species. 3d20 + size rating is their resistance as a % chance.

Resistant to poison

Only the strongest poisons cause this species harm. 3d20 + size rating is their resistance as a % chance.

Resistant to radiation

The cells of this species have a high resistance to radiation or energy based damage. 3d20 + size rating is their resistance % chance.

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 and do more damage with claw-based attacks.

Secondary Eyelids

Any bright lights or other vision-based effects have a chance of failure due to the secondary eyelid possessed. This chance is equal to half the IQ level of the creature as a %.

Secondary Heart

If the primary heart is damaged, the second one takes over. This makes the species much harder to kill, but increases the speed at which intoxicants, poisons or other substances that use blood as a vector to take hold.

Secondary Movement Improvement

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

Secondary diet option

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

Short gestation period

Ignore the size penalty, if present, when determining gestation period.

Short maturation period

Ignore the size penalty, if present, when determining maturation period.

Skin Excretion

These species excrete a gel or goo from their skin.

Some examples/suggestions are:

D10	Skin Excretion
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 the creature, then it takes 1d4 hours before the benefit is fully restored.

Spatial Awareness

Even in total darkness or whilst being blinded, this creature has an awareness of everything around them. Similar to eco-location, but does not require sound to work. They cannot see the detail or differentiating between objects, but it allows them to know that something or a certain size is to their left, or behind them etc.

Stealth

When moving they make very little if any sound. The slower they move, the fewer sounds others can detect.

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. This can be for defence, health, food or anything. The symbiotic species is typically 1d4 size smaller than the host species.

Synesthesia

Synesthesia is the ability to experience sensory input in other forms, such as seeing sound or feeling colours. Normally, this is only found in species with the potential for sentience.

Temporal Sensitivity

Changes to time or being aware of simply what the local and galactic time is covered by this broad category. Non-sentient species with this advantage are very rare.

Thermal Vision

Sources of heat, such as a fire, have the same effect on these creatures vision as bright lights do on standard eyes.

Touch Sensitive

This advantage grants the species much finer control and detection with the sense of touch. They can feel vibrations of creatures much smaller than themselves and ground-based attacks have virtually zero chances of surprising them.

Touch Taste

Touching food or an item they could consume allows this species to taste it. They gain no nutrition from this sampling, but, neither are they affected by poisons or rotten food.

Touch Telepath

If these species possess telepathy, it is stronger by 1d4 magnitudes if they are touching the subject they are trying to communicate with. This, in turn, is doubled again if the one they are touching is a telepath of any kind.

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 beings.

True Omnivore

This species can eat almost anything to survive. If they can fit it in their mouth and swallow it, they can consume it. Keep in mind though, that as with other diets, the quality of the item being consumed will determine the nutritional value. Some rocks or minerals, 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.

Virtually Immortal

This is a much more potent form of Genetic Immortality. Some would argue that this is what people are really talking about when they refer to immortality.

Species with this advantage are almost impossible to kill. They can heal virtually any damage and have no known upper age limit. Even if they "die" then there are ways for them to return. Rumours persist of one species that if you kill one member in a certain way, then others of the same species will become immune to that method. These are the beings that inspired the legends of vampires and other hard to kill creatures.

One major downside is, unlike the genetic immortality advantage, they can only ever reproduce once in their lifetime and even then it's a rare event.

Venom

If a species possess this advantage then any bite attacks also carry 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 bloodstream, making it harder to resist and to cause it effects to happen faster.

Disadvantages

D100	Disadvantages
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't open mouth wide
14	Chance of dying after breeding
15	Chronological Dyslexia
16	Claustrophobic
17	Clumsy
18	Cold intolerance
19	Cold-Blooded
20	Colour Clash
21	Colour blindness – red/green
22	Colour blindness – true/grey
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	Glutton
36	Haemophiliac
37	Has a few useless limbs
38	Has a few useless organs
39	Hearing range decrease
40	Heat intolerance
41	Heavy-footed
42	Humourless
43	Increased consumption
44	Inflexible
45	Intoxicants work quicker
46	Joints have chance to dislocate
47	Lazy
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	Obese
61	Pacifist
62	Paranoid
63	Poor memory
64	Poor night vision
65	Poor sensory input
66	Prone to insanity
67	Reacts badly to water
68	Reduced Intelligence
69	Reduced birth rate
70	Short attention span
71	Short lifespan
72	Short limbs/tail
73	Shy/Withdrawn
74	Single communication method
75	Slave mentality
76	Sleeps a lot
77	Slow
78	Slow intellect/thinker
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	UV Intolerance
88	Uncontrolled Growth
89	Ugly
90	Under-weight/Thin
91	Unlucky Aura
92	Vulnerability to a certain metal
93	Vulnerability to hallucinogens
94	Vulnerability to poison
95	Vulnerability to radiation
96	Weak Stomach
97	Weak arms
98	Weak Legs
99	Weaker
100	Xenophobic

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 regular 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 a painful withdrawal, then often death.

Aggressive/Rage

The smallest thing makes this species angry and dealing with them can be dangerous. When in a rage their intelligence level is treated as being 1d3 levels lower.

Albino

This species has no pigmentation. This can be unnerving to others and can make their eyesight worse, plus a host of other defects, such as increased chances of skin cancer or sun-burns.

Allergies

A particular item causes an intense allergic and sometimes fatal reaction. This could be something like peanuts, or certain flowers pollen or eve anything non-native their homeworld.

Bad Breath

No matter what this species does or eats, or how often then brush their teeth, their breath is considered by others species to be most foul, often described as something rotting.

Bad Memory

This species has trouble retaining memories and must pass an intelligence test each time they wish to remember something, such as a the location of a food source.

Bad Smell/Body Odour

For some reason, maybe some fungal growth or weird bacteria on their skin, this species has an odour they can't detect, but that 90% of other species find 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 overconfidence, to depression, often switching between the two at seemingly random times. Generally only found in creatures with sentience or able to outwardly express emotions.

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 minimum of 10% chance of causing a suitable bone to break or fracture.

Can't open mouth wide

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 members of this 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. Changes in regular natural events confuse them greatly, such as sessional shifts in dawn or sunset etc.

Claustrophobic

Being in confined spaces is terrifying for this species and causes them to panic.

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 range the species can tolerate is reduced by $5 \times 1d3$ degrees centigrade. E.G. If their lowest safe temperature range was -30c before, it might now become -15c.

Cold-Blooded

If no external heat is provided, this species can often shut down into a sleep-like mode. This can often be found in reptilian based species and a few insects.

Colour Clash

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

Colour blindness – red/green & true/grey

There are two types of vision disadvantages used here. 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.

Coward

This species tends to flee from danger and confrontation. This can make hunting for live food difficult if the prey fights back.

Difficulty being revived

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

Directionless

This species has a very poor sense of direction and has to take an IQ/Intelligence test when dealing with directions or trying to find their way back to a source of food or water.

Disease Carrier

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

Disease Prone

This species has a $1d4 * 10\%$ chance of catching any disease they are exposed to, even if they have had it before.

Easily corruptible

This species is weak-willed when it comes to being bribed etc. Generally only found in sentient species.

Easily exhausted

Anything involving high energy use, like sprinting, using abilities costs twice as much energy and can only be done for half the amount of time. This species tires easy and rests a lot. Add an extra d4 to the dice pool when working out how long this species typically sleeps for.

Electrical conductive

Electricity does 1d4 times damage to them than other species. Random electrical strikes will hit them more often when compared to other species of the same size.

Fragile

Similar to brittle bones, but this applies to the internal organs as well. There is a cumulative 10% chance 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 have a major type of phobia to something. A few have been suggested below to get you started.

D6	Phobia
1	Certain sounds
2	Dark areas
3	Fire
4	Larger Creatures
5	Loud noises
6	Pools of liquid/water

Goes into shock easy

If this species experience blood loss, such as from combat, a major fright or anything that causes shock has a worse effect on this species. There is a much higher chance it could actually kill them. There is a 20% chance that anything traumatic can kill the creature outright.

Grating voice

The voice, or another natural sound this creature makes, has harmonics to it that grate on most sentient beings aural organs, making communication harder and being around them unpleasant. A few species though have figured out how to use this to their advantage as a sonic weapon.

Glutton

If presented with food or something they can eat/consume, this species will eat and eat until all in front of them is gone, even if it makes them ill or they don't need to eat much to be full.

Haemophiliac

If a member of this species is cut, their blood doesn't clot properly. Damage that causes bleeding of some kind is increased in potency by a factor of 2d4. E.G. Rolling 4 on the 2d4 roll means that an attack that causes them to bleed is 4 times as effective on them.

Has a few useless limbs

1d2 of the limbs this species possess are classed as vestigial and basically useless.

Has a few useless organs

The species possess 1d3 internal organs that serve no real purpose anymore but get in the way and cause problems if infected or damaged.

Hearing range decrease

The hearing range of this species decreased by $1d10*10\%$, when compared to base creature.

D20	Range Decrease
1 - 7	Upper
8 - 14	Lower
15 - 20	Both

Heat intolerance

The highest temperature range the species can tolerate is reduced by $5 \times 1d3$ degrees centigrade.

Heavy-footed

This species simply can't sneak or be subtle when moving. The faster they move, the more sound they make.

Humourless

Humour is a concept this species simply cannot grasp and are serious about everything they do. Generally only found in species with sentience.

Increased consumption

This species has to eat 1d4 times as much as the base creature but gains no extra benefit from doing so.

Inflexible

Bending their body 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. This will require an IQ test for the individual creature to sort this out without help.

Lazy

If this species can get away with not doing something, they will. They will only hunt for food when almost starving, mate rarely and will often soil themselves rather than move somewhere to dispose of their waste.

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 an extended period of non-movement such as sleep, there is a flat 10% chance the creatures' limbs will lock and take 10 seconds or so to clear. Attempting to clear the locked limb faster will result in a painful dislocation.

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 themselves or others.

Low pain tolerance

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

Movement-based vision

This species has great difficulty in seeing non-moving objects smaller than themselves. Each size category smaller than them reduces the chance of them seeing it by 10% when the other is not moving.

Mute/Incoherent

The way this species talks or communicates is often incoherent and they are often mistaken for being mute or not having the capacity for communicating.

No concept of personal space

The idea of having your own personal space is a foreign one to this species. Found in both sentient and non-sentient species.

Obese

The weight of this species is over the normal for the size, but they gain no extra benefits. Treat them as being one size larger for weight determination. They also need to eat more and can be quite annoyed or upset if denied food.

Pacifist

Unlike a coward, these creatures will not flee from danger or combat, but neither will they attack or in extreme (10%) cases defend themselves.

Paranoid

This species finds it hard to trust anyone outside of a few family members if that and believes others are harbouring them ill-will, even when they are not. Alternately, they pick up on wrong signals. Either way, this creature finds it hard to trust anyone, even in their own species.

Poor memory

Similar to the Bad memory disadvantage, 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. Not found in nocturnal species or those active at dusk/dawn.

Poor sensory input

Any sensory information is reduced by a factor of $1d10 \times 10$. This can apply to all senses, even so-called ESP. Roll on the table below to determine which ones are affected by this disadvantage.

D10	Sense Affected
1	2 senses
2	3 senses
3	4 senses
4	All of them
5	ESP/Other Senses
6	Sight
7	Smell
8	Sound
9	Taste
10	Touch

Prone to insanity

This species has a high chance of suffering from mental problems when compared to other species. The IQ rating determines the % chance of an individual member having what others would call insanity. Species with IQ of 100 or higher still have a flat 1% chance for individual members to not possess a mental instability.

Reacts badly to water

This species reacts to water like others would react to acid. The type of water they react can be decided by rolling on the table below.

D20	Water type
1 - 7	Fresh/Non-salt
8 - 14	Sea/Salty
15 - 20	Any

Reduced Intelligence

This species IQ potential is reduced by 1d3 levels, if possible, in comparison to the base creature used to design them.

Reduced birth rate

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

Short attention span

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

Short lifespan

The average lifespan of this species is reduced 1d4 levels.

Short limbs/tail

Limbs, tails and any tentacles can never be longer than $\frac{1}{4}$ of whatever aspect of their body is used to determine the size of these limbs.

Shy/Withdrawn

This species has difficulty "coming out its shell" (even more so if they DO have a shell), especially around other species.

Single communication method

This species can only communicate 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

Use d8s when working out how long this species typically sleeps for.

Slow

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

Slow intellect/thinker

This does not reduce the IQ levels of the species, but if they are sentient, expressing emotions or other cerebral reactions, it takes twice as long for them.

Slow healing

Healing takes 1d4+1 times as long for these creatures when compared to base species or other similar creatures.

Slow reactions

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

Slow to learn

To learn anything this species must an IQ/Intelligence test at least twice, often more, before they "get it".

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/vomit.

Strict Temperature Tolerance

If this species is exposed to a temperature outside their tolerance range, then it has a 2d4 x 10% chance of killing them outright.

Stubborn

If you try to change the mind of this species, even if it's obvious that their current actions will kill them you will find it an almost impossible task.

Technical Klutz

Treat this species as 1d4 IQ categories lower when dealing with technology. Only found in sentient species.

UV Intolerance

Sunlight, or any light with UV content, has the same effect on this species as it does on vampires in mythology: it burns them but will also kill if exposed to it for long periods or strong amounts.

Uncontrolled Growth

This species has the potential to keep growing as they get older. Each individual member has at least a 20% chance of having this disadvantage activate every year of their life. When it does activate, they grow up to 2d4 times their normal size.

For each dice point rolled, increase size category by one and reduce age by one. If this puts their current age above the maximum, they die.

Ugly

Even if this species has perfect alignment on their features, or is considered to be genetically superior, there is just something about them that is off-putting or repulsive to others not of the same species as them.

Under-weight/Thin

This species is at the minimum possible weight for their size. Roll a d20 and if you roll a 10 or above, then treat them as being 1d3 size smaller for weight determination.

Unlucky Aura

Things just have a tendency to go wrong when you are close to a species like this. A popular, yet as of yet unproven, theory says that they have some kind of low-level psionic ability to make things worse for those around them. Oddly, they don't seem to be affected by this. The longer the time frame spent near a species with this disadvantage without anything occurring, the worse it is when something DOES happen.

Vulnerability to a certain metal

Being hurt or attacked with an item made of a certain metal increased the damage done by a factor of 1d10. Some suggested metals that trigger this can be found below, but feel free to use your own for this disadvantage.

D10	Suggested Metal
1	Bronze
2	Copper
3	Electrum
4	Gold
5	Iron
6	Mercury
7	Palladium
8	Platinum
9	Silver
10	Steel

Vulnerability to hallucinogens/poison/radiation

When exposed to something this species is vulnerable to, this species suffers $2d4 \times 10$ more damage or alternately it affects them for 10d10 times longer.

Weak arms

This species' arms are weak for its size and they are treated as being one category smaller.

Weak Legs

Having weak legs reduces the jumping ability and top speed this species can achieve by 2d20 %.

Weak stomach

Rotten or contaminated food is harder for a species like this to deal with. Their food needs to be almost 100% fresh or it can make them ill. Even food that is preserved somehow, such as being frozen, can run the risk of making them ill.

Weaker

This species is weaker all round and combines 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. This species has to pass an IQ test to not fly into a rage and attack other creatures, even if they are larger and more dangerous than they are.

Creating your own advantages and disadvantages

The advantages and disadvantages (and quirks) listed here are by no means the only ones out there.

Something to bear in mind, especially for disadvantages, is that none of them should be natural "insta-kills". From an evolutionary stand-point, it would not make sense for entire species to be killed by, for example, nitrogen, when on a planet with an atmosphere made of 90% Nitrogen. This doesn't mean it won't be present, but you need to come up with a good reason for it to be there.

They can be various reasons for these odd advantages/disadvantages to be existing in this species, such as...

- A natural virus affecting one species, slowly killing them or advancing their evolution
- The species did not evolve naturally on this planet
- A disaster of some kind mutated the gene pool
- An experiment by another species has caused these changes, either deliberately or by accident.

Quirks

Entries marked with a (...) at the end have further options. Check each entry to see what these might be.

D50 (d100/2)	Quirk
1	Aspect of ...
2	Appears to be emotionally...
3	Blood colour is...
4	Bruises easy
5	Can fake being dead
6	Can shed its'...
7	Can sleep...
8	Cannot live away from their homeworld
9	Does not eat in public/in front of others
10	Doesn't dream
11	Doesn't need to blink as often as others
12	When talking/speaking it...
13	Eyes are each different colours
14	Eyes blink vertically
15	Eyes change colour depending on mood/emotion
16	Growth slows as they age, but never truly stops
17	Hair/Fur grows back fast if removed
18	Has a summer/winter "coat"
19	Has vestigial...
20	Highly mutable species
21	If companions/family injured will...
22	If injured will...
23	If needed, can breathe through...
24	If needed, can drink...
25	If shown a certain colour they...
26	Is most comfortable...
27	Integrated Head
28	Intoxicated by ...
29	Its gender is...
30	Its natural smell is...
31	Likes collecting junk

32	Loves speed/going fast as possible
33	Mouth breather
34	Not native to this planet
35	Once intelligent species, now devolved
36	Only "speaks" to own species
37	Passes gas a lot
38	Prefers to breed/reproduces/give birth...
39	Prefers to drink...
40	Prefers to eat food that is...
41	Scales are present on their skin
42	Sea/space travel makes them...
43	Sensitive to...
44	Swallows food without chewing
45	Talks/makes noises a lot in sleep
46	Their flesh is...
47	Very little skin/colouration variance
48	Walks/moves flat not upright
49	Was genetically altered by another species
50	When they die they... (decay faster or slower or something else happens)

Aspect of ...

Pick/Roll for another base creature. Roll on the master aspect table. Use that aspect from the second creature, such as size, limb, reproduction method etc. on this species in place of what is naturally there.

Appears to be emotionally...

For those that are unfamiliar with this species, this creature's emotions seem to be...

D6	Emotion type
1	Singular (Anger, lust etc.)
2	Amplified
3	Stunted
4	Missing
5	Extremely Variable
6	Very predictable

Blood colour is...

This species has a blood that is non-red in colour.

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

Bruises easy

When damaged they bruise easily. This can look very unpleasant to outsiders, but grants no advantage or inflicts a disadvantage either.

Can fake being dead

This species can fake being dead by not moving, slowing heart rate etc. An IQ test is required both by the creature to see if they can pull it off and by an observer to see if they actually detect life.

Can shed its...

This creature can shed part of its body. This shed part normally grows back over time, but quite slowly. 10% of the time this will not grow back.

D6	Can shed...
1	Arm(s)
2	Feet
3	Hands
4	Legs
5	Skin
6	Tails or tentacles (if they have one)

Can sleep...

This creature has what others consider to be an unusual sleeping habit.

D20	Sleeps...
1 - 5	Upside-down
6 - 10	Standing up
11 - 15	Eyes open
16 - 20	Face down

Cannot live away from their homeworld

For some inherently simple reason, this species gets very ill if they leave their homeworld. Whilst it doesn't kill them to leave, they feel a strong compulsion to stay on the world that birthed them

Does not eat in public/in front of others

This species will never eat in front of others, even of the same species, unless there is absolute 100% trust.

Doesn't dream

Whilst this species does sleep, they experience no REM sleep that can lead to dreaming.

Doesn't need to blink as often as others

These species eyes require less blinking when compared to others. This can be unsettling for other species when talking to them in close quarters.

When talking/speaking it...

When talking/speaking or making other vocalisations, this species...

D6	When making noise...
1	Drool
2	Monotone
3	Open mouth wide
4	Pause a lot
5	Speed up and slow down
6	Stutters

Eyes are each different colours

A cosmetic feature, but the eye colours on this species are never the same as each other. If this creature has more than two eyes than this applies to each eye.

Eyes blink vertically

When this species blink, their eyelids (or equivalent) come in from the sides rather than top and bottom.

Eyes change colour depending on mood/emotion

The emotions of this creature are reflected in its eyes.

D20	Eyes and emotions
1 - 9	Eyes darken with strong emotions
10 - 18	Eyes get brighter with strong emotions
19 - 20	Eyes literally change colour to match emotion (red = anger etc.)

Growth slows as they age, but never truly stops

This species never stops growing, but the rate at which this takes place drops off dramatically once they reach the adult stage. Long-lived species like this can get to be extremely large, as long as there is a food supply adequate for them. Rumours abound of a virtually immortal species that feeds on the background radiation of the universe growing to the size of a planet.

Hair/Fur grows back fast if removed

Any hair or fur this creature possess can be safely removed or shaved as it grows back quite quickly in a matter of days.

Has a summer/winter "coat"

Like some species on Earth, these creatures have a "coat" adapted to one season. When the season changes, they shed it for one better suited to the new season.

Has vestigial...

This creature has an extra set of limbs/tail/tentacle in addition to their normal, functional ones. These extra limbs are normally much smaller and can't be prehensile or for a fight.

Vestigial arms and legs are normally found in pairs or other equal amounts.

D10	Vestigial
1 - 2	Arm
3 - 4	Leg
5 - 6	Tail
7	Tentacle
8	Digits
9	Sensory organ
10	Something else

Highly mutable species

This species is highly mutable. Due to a quirk in their genetics (from nature or outside interference), random mutations occur much more frequently. Every time a child is born/hatched/etc., roll on the master aspect table to see what has changed when compared to the parent.

If companions/family injured will...

When close ones, such as family or bond-mates are injured or hurt, this species will typically...

D6	Injury to others response
1	Attack what caused the injury
2	Attempt to help as much as possible
3	Flee
4	Panic
5	Shut down emotional responses
6	Stay with them

If injured will...

Some species react differently to themselves being injured when compared to others. If injured, but not killed, this one will...

D6	If injured
1	Attack the one that injured it
2	Carefully Flee
3	Faint if there is blood
4	Ignore it as much as possible
5	Panic
6	Try to fix injury

If needed, can breathe through...

Although the majority of the time this creature has a normal breathing system, in an emergency, they can breathe through their...

D6	Emergency Breathing
1	Digits/Limbs
2	Ears
3	Eye sockets
4	Nose (or equivalent)
5	Other Orifice
6	Skin

If needed, can drink...

Apart from the main liquid of their homeworld (assuming fresh water) if needed this species can survive on...

D6	Can drink
1	Alcohol
2	Blood from other species
3	Fruit juice
4	Liquid metals like mercury
5	Milk or other natural liquid from another species
6	Sea Water

If shown a certain colour they...

Normally, colours have no real effects on a creature/species, but for some, a certain colour triggers a response that requires an IQ test to not react to.

Pick a colour using the colouration table near the front of this publication or decide on your own.

The reaction the creature/species has when seeing this colour and failing an IQ test can be found below.

D6	Reaction to the colour
1	Attraction
2	Desire to eat it
3	Desire to possess item if possible
4	Fascination
5	Fear/Repulsion
6	Wish to destroy the item

Is most comfortable...

Although they can work and live in many different locations, this species is calmest and most happy when they are...

D10	Comfortable when
1	Cool/Cold
2	In bright areas
3	In open areas/outdoors
4	In shade/darker areas
5	In small spaces/Indoors
6	On the ground
7	Underground
8	Up high
9	Warm/Dry
10	Wet/Damp

Integrated Head

The species head/brain is integrated into the main bulk of the body. They often still possess what other species would refer to as a head, where sense organs might be located, but an injury to this does not have the same effects as it would to others. Injuries to the torso or chest area now cause them many more issues.

Intoxicated by ...

This species can become intoxicated or drunk by ingesting...

D10	Intoxication Cause
1	Blood (other species)
2	Blood (own species)
3	Certain meats
4	Certain seeds
5	Fresh Water (if a salt-water drinker normally)
6	Fruits/Fruit Juices
7	Grass/plants
8	Milk (any)
9	Salt Water (if a freshwater drinker normally)
10	Something else

Its gender is...

The gender of this species is considered to be...

D20	Gender variation
1 - 5	At will – Although it takes time, this species can change gender at will
6 - 10	Changeable Over Time – As the creature gets older, it changes to another gender
11 - 15	Changes After Breeding – After successfully procreating, the individual changes to another gender
16 - 20	Subtle – The differences between whatever genders the species has is hard to distinguish

Its natural smell is...

Other species think that a creature of this type smells like...

D20	Smell to others?
1	Cheese/Milk
2	Chocolate
3	Faecal matter
4	Fresh cut grass (especially if a plant-based creature)
5	Fruit (fresh)
6	Fruit (rotting)
7	Grass
8	Lavender
9	Lemon/Citrus
10	Lilac
11	Methane
12	Ocean Breeze
13	Pickle/vinegar
14	Rotting Meat
15	Stale sweat
16	Sulphur
17	Vanilla
18	Wet fur, even if they don't have fur
19	Something not listed, yet unpleasant
20	Something not listed, yet pleasant

Likes collecting junk

This species loves collecting stuff, even if it doesn't work. Small, shiny and easy to carry items are preferred.

Loves speed/going fast as possible

Speed can literally be a drug for some species. When they move, they always run if possible. If this species has some kind of access to transportation or other creatures to them faster, even better.

Mouth breather

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

Not native to this planet

Despite any adaptions or mutations, this species has, they never naturally evolved here and were transported here by someone one or something.

Once intelligent species, now devolved

This species, at some point, achieved sentience or had every indication they were about to. Something happened, either naturally or by outside interference, and now they have devolved to a lower state.

Only “speaks” to own species

This species only really talks to their own species. This might be by choice or because of a quirk in their bodies only allow others of the same species to understand them.

Passes gas a lot

They species passes gas the way other breath. It ranges in volume and type from the “silent but deadly” to the “loud and pleasant” with every possible variation in between.

Prefers to breed/reproduces/give birth...

For various reasons, this species prefers to reproduce or procreate in ...

D10	Preference
1	Around others
2	At dawn
3	At night
4	Full moon or equivalent
5	In a body of water
6	In private
7	Same week of the year
8	Underground
9	Where they were born
10	Something else not listed here

Prefers to drink...

Apart from what their diet requires, this species often like to drink...

D10	Drink Preference
1	“Artificial” beverages
2	Anything alcoholic
3	Blood
4	Caffeinated beverages
5	Fresh Water
6	Fruit Juices
7	High-sugar drinks
8	Milk
9	Sea Water
10	Something else not listed here

If this species is not able to make the drink they like on their own they will steal, trade for or otherwise acquire this from other species whenever possible.

Prefers to eat food that is...

Although they can eat various foods if, given the choice, this species prefers food that is...

D10	Prefers food that is...
1	Burnt/Overcooked
2	Cold
3	Cooked
4	Plain/Nothing added
5	Raw/Fresh/Alive
6	Room Temperature
7	Seasoned
8	Spoiling slightly
9	Undercooked
10	Something else not listed here

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...

When this species travels away from their homeland, or of the world they grew up on, they become...

D10	Reaction to travel
1	Angry/Aggressive
2	Aroused
3	Catatonic/Unresponsive
4	Depressed
5	Excited
6	Insane
7	Panicky
8	Scared
9	Sleepy
10	Combination – Roll twice and combine if possible

Sensitive to...

This species has sensitivity towards something. Whilst it will not kill or injure them they will try to avoid it as much as possible, if given the choice. This can be thought of as a mild phobia.

D10	Sensitivity
1	Blood
2	Bright Lights
3	Closed in areas
4	Fire
5	Heights
6	Large bodies of water
7	Larger creatures
8	Loud Noises
9	Strong Smells
10	Something else not listed here

Swallows food without chewing

Whenever possible, this species will swallow the food whole or as a minimum, cut it into sizes they can swallow. If they possess teeth or similar then they are rarely used for food consumption.

Talks/makes noises a lot in sleep

As this species sleeps, they are prone to making noises and talking in their sleep. In some individuals, you can have a full blown conversation with them.

Their flesh is...

If this flesh of this creature is eaten by another species, most will say that it is...

D6	Flesh is...
1 – 2	Tasty
3 – 4	Boring but edible
5 – 6	Disgusting

Very little skin/colouration variance

Within the species, there is very little colour or marking variations. It is there, but requires close examination and is subtle.

Walks/moves flat not upright

If the base creature this species is based on walks upright, they walk flat, like a dog. If they already walk flat, they now walk upright like a humanoid

Was genetically altered by another species

This species had its genetics messed around with by another species for unknown reasons. Their evolutionary path has been obviously tampered with.

When they die they...

When this species dies, something odd happens to their body.

D6	Minor death effect
1	Becomes uneatable
2	Doesn't decay for a long time then rots overnight
3	Explodes into small chunks
4	Gives off a powerful chemical signal that attracts scavengers
5	Rapidly decays
6	Takes a long time to decay

Base life form

This section is for helping you to decide what creature to base your new species on. 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 - 14	Mammal/Equivalent Animal
15	Plant
16 - 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 a 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

These types of life forms are rare throughout the cosmos, but not unheard of. Some plants, like the Venus fly-trap, have a system whereby they feed on animal matter. They often have a tendency to be some type of green in colour due to the chemicals they are made from, but this is not always the case.

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 believed to be the most common type in the universe. The next most common type is thought to be 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 or story 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 generally not often used for base life forms as they are the evolved (naturally or otherwise) form of something else, but are included here for completeness.

D6	Exotic Lifeform
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

This covers 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 those 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 the air. Require very little, if any, nutrition. For the most part are pacifists or non-agressive, 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 embrace technology so much they start to integrate it into their bodies, sometimes down to the cellular level, 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.

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

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

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

Invertebrate

D20	Invertebrate
1	Clam
2	Crab
3	Jellyfish
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

Example Creature

Due to the sheer amount of options presented here, it makes sense to show you what can be created using this system.

1 - Base Creatures

Before doing anything we need to decide what base creature to work with. Strictly speaking, you don't 100% need to use a base creature, but it will help a lot, both from a visualisation point of view and knowing what its details are.

2 – Quick Version

After a roll on the first table in the Base Lifeform section, we get a 17 – Reptilian. A second roll on the reptilian table gives the result of a Cobra.

Rolling a 13 on the Master Aspect table tells us to change the shape. This results in a "Pyramidal/Cone" change.

This creature looks and acts virtually the same as the cobra found on Earth, except that it is smaller at the front and could be considered to be a cone shape when viewed from the side.

3 – Detailed Changes

For the more detailed creature example, we'll be using a different creature, and this time it is the ape/monkey/human. I picked this one rather than roll for it as it the life form we are all most familiar with and it's a great base-line creature to use to see how radically different things can quickly become.

Rather than go through each possible result, dice roll etc. I'll instead show you the final outcome.

Aspect	Detail
Base Creature	Human/Ape
Size	Huge (7)
Age/Lifespan	40 years
Colouration	Blue
Communication	Primary Pheromones/Olfactory
	Secondary Vibration
Diet	Carnivore
Height/Length	21 feet tall
Intelligence Level	Average (100)
Limbs	No Changes
Movement	Walking/Jumping
Pain Tolerance	10%
Reproduction	Marsupial/pouch – typically three children, once a year
Senses	Eyes/Sight - standard, vertical slit pupil (20/20 vision)
	Nose/Smell - Standard
	Ears/Sound – 2 Pits on top of head, range (125-2,000 Hz)
	Mouth/Taste – Long beak (taste rating 65%)
	Touch Rating = 2
Shape	Pyramidal/Cone
Sleep/Activity	Dusk/Dawn for 6 hours
Skin/Hide	Feathered, with a stripe pattern
Strength	x8 base creature
Terrain	Plains
Temp Tolerance (C)	-15 min/40 max
Weight	7 tons
Advantage	Electrical Resistance
Disadvantage	Colour Clash
Quirks	Intoxicated by...Sea Water