

The Farscape Random Critter Generator

Base Race

Use the normal statistics and appearance for this race - further tables will modify them

Roll	Genre	Roll	Type	Roll	Race
00-33	Mythical	00-33	Demi Human	00-20	Elf
				21-40	Dwarf
				41-60	Gnome
				61-80	Hobbit
				81-99	Neanderthal
		34-66	Humanoid	00-04	Avian
				05-08	Beastman
				09-12	Cyclops
				13-16	Dragon Oge
				17-20	Ent
				21-24	Feline
				25-28	Fimir
				29-32	Gnoll
				33-36	Goblin
				37-41	Hobgoblin
				42-46	Kobold
				47-51	Leprechaun
				52-56	Lizardman
				57-61	Merman
				62-66	Minotaur
				67-71	Nymph
				72-76	Ogre
				77-81	Orc
				82-86	Satyr
				87-91	Skaven
				92-96	Troll
				97-99	Zoat
		67-99	Beast	00-06	Chimera
				07-12	Cold One
				13-18	Dragon
				19-30	Genestealer
				31-36	Griffon
				37-42	Hippogriff
				43-48	Hydra
				49-54	Manticore
				55-62	Pegasus
				63-68	Rat Ogre
				69-74	Sphynx
				75-80	Unicorn
				81-99	Wyvern

Roll	Genre	Roll	Type	Roll	Race
34-66	Real	00-33	Hominid	00-33	Ape
				34-66	Human
				67-99	Monkey
		34-66	Beast	00-06	Bat
				07-12	Bear
				13-18	Boar
				19-30	Dinosaur
				31-36	Eagle
				37-42	Elephant
				43-48	Frog
				49-54	Giraffe
				55-62	Horse
				63-68	Mammoth
				69-74	Mouse
				75-80	Rat
				81-86	Rhinoceros
				87-92	Sabre Tooth
				93-99	Wolf
		67-99	Insect	00-09	Ant
				10-18	Beetle
				19-27	Cockroach
				28-36	Flea
				37-45	Fly
				46-54	Leech
				55-63	Mosquito
				64-73	Preying Mantis
				74-82	Scorpion
				83-91	Spider
				92-99	Worm

Roll	Genre	Roll	Type	Roll	Race
67-99	Farscape	00-50	Sentient	00-09	Banik
				10-18	Delvian
				19-27	Hynerian
				28-36	Ilanic
				37-45	Luxan
				46-54	Nebari
				55-63	Scarran
				64-73	Sebacean
				74-82	Sheyang
				83-91	Tavlek
				92-99	Zenetan
		51-99	Lifeforms	00-04	Arrat
				05-08	Ba'Kar
				09-12	Bastick Spitter
				13-16	C'Aranka
				17-20	Crouack
				21-24	Daegan Fireclaw
				25-28	Dagos Snake
				29-32	Delvian Spore Hound
				33-36	Donari
				37-40	Gratandi
				41-44	Kagaan
				45-48	K'karak
				49-52	Kurav Wind Whale
				53-56	Kyattar
				57-60	Nurliss
				61-64	Nyasta
				65-68	Paerin Glider
				69-71	Phelat Fish
				72-73	Recycler
				74-77	Scrapper Rats
				78-80	Shaeloss
				81-83	Shar Wing
				84-86	Shassan Shadow Hunters
				87-89	Shiskatni
				90-93	Smoggers
				94-96	So'Oti
				97-99	Tisan

Gross Mutations

Mental

Roll	Type	Description	Roll	Type	Description
00-50	Normal	No further effects	73-74	Mental Block	Will not notice one type of object D6- 1 Corpses, 2 Blood, 3 Screams, 4 Loud noises, 5 Wounded, 6 Other
51-52	Blood Rage	Becomes frenzied when smells blood	75-76	Mindless	Minimum Intelligence/Wit. Will follow any commands
53-54	Cowardice	Fears harm of any sort	77-78	Moronic	-2 Intelligence/Wit
55-56	Dislexia	Difficulty reading	79-80	No Time Concept	Always late, no sense of rhythm
57-58	Empathy	Able to read other's emotions	81-82	Obsession	Obsessed with a particular thing or situation
59-60	Fear of Blood	Fears blood	83-86	Pain Tolerance	Never loses consciousness through pain
61-62	Fits	Has fits whenever sensing a feared object	87-88	Periodic Amnesia	Stress causes temporary loss of memory
63-64	Insanity	D6 - 1 Berserk, 2 Paranoia, 3 Catatonic, 4 Terror, 5 Alter ego, 6 Kleptomania	89-90	Phobia	Fears a particular thing or situation
65-66	Irrational Fear	Fears a particular race	91-92	Photographic Memory	Remembers everything
67-68	Irrational Hatred	Hates a particular race	93-94	Poor Memory	Remembers little
69-70	Manic Fighter	Hates nearest enemy	95-96	Sleep Disorder	D6 - 1 Talks in sleep, 2 Sleepwalks, 3 Deep Sleeper, 4 Loud Snoring, 5 Insomnia, 6 Narcolepsy
71-72	Massive Intellect	+2 Intelligence/Wit	97-99	Truth Detection	Can detect truth through touch

Physical

Roll	Type	Description	Roll	Type	Description
00-50	Normal	No further effects	76	Multiplication	Cand clone self
51	Active Sweatglands	Requires twice normal water or dehydrates	77	Nega Field	Disrupts nearby electronics
52	Allergies	Allergic to a common object	78	Pheromones	Advantage in all social interactions
53-54	Amphibious	Slow on land, can breathe underwater	79	Plague Bearer	Generates plague
55	Brittle Bones	Prone to broken bones	80	Poor Respiratory System	Requires 3 times as much rest after exercise
56-57	Chameleon	Hard to spot	81	Puny	Lower strength
58	Clumsiness	Lower agility/desterity	82-83	Rapid Regeneration	Heals visibly quickly including lost limbs
59	Combination	Roll twice more and combine results	84-85	Regeneration	Heals 5 times as fast
60-61	Crossbreed	Roll on Base Race and average statistics	86-87	Resilient	Skin is armoured
62-63	Danger Sense	Never suprised by danger	88	Shrink	Smaller than normal
64	Dependency	Must ingest an uncommon substance every 3 days	89	Siamese Twin	Roll random body location for twin
65-66	Energy Absorbtion	Energy acts as food	90	Sleeplessness	Need only rest instead of sleep
67-68	Energy Detection	Sense energy as sight	91	Slow Healing	Half healing rate
69-70	Growth	Bigger than normal	92-93	Strong	Raise strength
71	Hemophilia	Bleeds at double rate, heals at half	94	Suceptibility	Takes extra damage from certain attacks
72	Horribly Stench	Easily detectable by smell	95-96	Suspended Animation	Once a day may heal twice as fast
73-74	Immunity to Toxins	Immune to poisons	97-99	Temperature Tolerance	Ressists damage from extreme temperatures
75	Mercreature	Like Crossbreed but lower half of body is different Base Race			

Reproduction

Roll	Type	Description	Roll	Type	Description
01-50	Normal	No further effects	71-80	Egg Layer	
51-60	Asexual	Reproduces automatically when mature	81-90	Hermaphrodite	mates with another hermaphrodite
61-70	Budding	Miniature copy sprouts off body part	91-99	Sterile	

Diet

Roll	Type	Description		Roll	Type	Description
01-50	Normal	No further effects	...	71-80	Insectivore	Eats insects
51-60	Carnivore	Eats meat		81-90	Vampire	Drinks blood
61-70	Herbivore	Eats plants		91-99	Photosynthetic	Digests sunlight

Colouration

Roll	Type	Description		Roll	Type	Description
01-50	Normal		...	75-82	Earth Colours	Hard to spot
51-58	Albino	Prone to cancer and damage from sunlight		83-90	Metallic	Hard to see if still
59-66	Black	Hot in bright lights		91-99	Transparent	Prone to cancer and damage from sunlight
67-74	Bright	Easy to spot				

Markings

Roll	Type	Description		Roll	Type	Description
01-50	Normal		...	71-80	Spots	
51-60	Mottled			81-90	Stripes	
61-70	Random			91-00	Tipped	The ends of limbs

Specific Mutations

Head Adornment

Roll	Type	Description		Roll	Type	Description
01-50	Normal	No Specials	...	75-80	Horns	D6 Horns of D6*6 length
51-56	Antlers	D6 Antlers of D6*6 length		81-86	Mane of Hair	
57-62	Bumps	Honorary Federation Membeship :)		87-92	Ridges	Honorary Federation Membeship :)
63-68	Crest	Honorary Federation Membeship :)		93-00	Spikes	
69-74	Crown of Flesh	D8 - 1 Fingers, 2 Ears, 3 Noses, 4 Tongues, 5 Eyestalks, 6 Toes, 7 Thumbs, 8 Other				

Head Adornment Specials

Roll	Type	Description		Roll	Type	Description
01-50	None		...	71-80	Luminescence	Generates light
51-60	Acid Excretion	Causes damage on contact		81-90	Nauseous Spray	60 degree arc, causes vomiting
61-70	Energy Bolt	Lightning		91-00	Venom Attack	Contact Poison

Head

Roll	Type	Description		Roll	Type	Description
01-50	Normal		...	75-78	Large Cranium	Raise intelligence
51-54	Atrophied	Lower intelligence		79-82	Manikin	A quarter sized replica is attached to head
55-58	Bestial Face	Roll on Base Race table		83-86	Multiple Heads	D6 - 1 to 5 One, 6 Two
59-62	Cone	D6*6 high		87-90	Mushroom	
63-66	Furry			91-93	Pin Head	Lower intelligence
67-70	Headless	No neck. Face is in torso. No ears.		94-97	Skull Face	
71-74	Hideous Appearance			98-00	Walking Head	No torso, no neck. Limbs are attached to head

Eyes

Roll	Type	Description		Roll	Type	Description
01-30	Normal	No Specials	...	69-74	Insect	Multi faceted compound
31-50	Normal			75-80	Nerve Bundles	
51-56	Additional Eye	One extra		81-86	Nictating Membrane	Eyes protected
57-62	Bulging			87-92	One Eye	No depth perception
63-68	Eye Stalks			93-00	Slited Pupils	Low light vision

Eyes Specials

Roll	Type	Description		Roll	Type	Description
01-50	Normal	No Specials	...	75-80	Microscopic Vision	
51-56	360 Degree Vision			81-86	Telescopic Vision	
57-62	Independant Vision	Eyes can point in different directions		87-92	Vision Problems	D6 - 1 Colour blindness, 2 Farsighted, 4 Monochromatic vision, 4 Nearsighted, 5 Tunnel vision, 6 Blind
63-68	Infrared Vision	See heat		93-00	Luminescence	Generates light
69-74	Low Light Vision	See in dim lighting				

Ears

Roll	Type	Description		Roll	Type	Description
01-30	Normal	No Specials	...	67-74	Large	
31-50	Normal			75-82	Pointed	
51-58	Antennae			83-90	Recessed	
59-66	Directional	Point towards sounds		91-00	Trumpet	

Ears Specials

Roll	Type	Description		Roll	Type	Description
01-50	Normal	No Specials	...	68-84	Radio Hearing	
51-67	Parabolic Hearing	Extra range		85-00	Ultrasonic Hearing	

Nose

Roll	Type	Description		Roll	Type	Description
01-50	Normal		...	75-80	Long Nose	
51-56	Absent			81-86	On Tongue	As snake
57-62	Beaked			87-92	Snout	
63-68	Bill			93-00	Trunk	
69-74	Flush					

Mouth

Roll	Type	Description		Roll	Type	Description
01-30	Normal	No Specials	...	69-88	Locking Jaws	As dog
31-50	Normal			89-00	Sucker	Attach mouth
51-68	Food Pouch	Store food				

Mouth Specials

Roll	Type	Description		Roll	Type	Description
01-50	Normal	No Specials	...	81-90	Imitate Voice	
51-65	Breathes Fire	Dependant on size		91-00	Spits Acid	Medium damage
66-80	Imitate Sound					

Lips

Roll	Type	Description		Roll	Type	Description
01-50	Normal		...	76-00	Tentacles	2D6 of D6 length
51-75	Mandibles	Medium attack				

Tongue

Roll	Type	Description		Roll	Type	Description
01-50	Normal		...	75-82	Hollow	Use as straw
51-58	Absent			83-90	Prehensile	Long, as strong as arm
59-66	Barbed	Light attack		91-00	Thick	Speech impediment
67-74	Forked	Long				

Teeth

Roll	Type	Description		Roll	Type	Description
01-30	Normal	No Specials	...	67-74	Fangs	Light attack
31-50	Normal			75-82	Multi Rowed	Light attack
51-58	Absent			83-90	Ridged	
59-66	Buck Teeth			91-00	Tusks	D6*3 long Medium attack

Teeth Specials

Roll	Type	Description		Roll	Type	Description
01-50	Normal	No Specials	...	76-00	Venom Attack	Contact poison
51-75	Acid Excretion	Contact, Heavy attack				

Neck

Roll	Type	Description		Roll	Type	Description
01-50	Normal	No Specials	...	69-88	Long Neck	
51-68	Normal			89-00	Absent	May not turn head

Neck Specials

Roll	Type	Description		Roll	Type	Description
01-50	Normal	No Specials	...	76-00	360 Degree Rotate	
51-75	Body Armour	Light armour				

Torso

Roll	Type	Description		Roll	Type	Description
01-50	Normal		...	69-74	Hunchback	
51-55	Back Spines	D6 length		75-80	Quills	Ranged attack, Light armour
56-59	Body Armour	Light armour		81-87	Shell	Heavy armour
60-63	Enourmously Fat			88-93	Stomach Pouch	Hold items
64-68	Extremely Thin			94-00	Storage Hump	Store 3 days of food as fat

Arms

Roll	Type	Description		Roll	Type	Description
01-50	Normal		...	72-74	Insect	
51-53	360 Degree Rotate			75-77	Limb Loss	Random arm
54-56	Arm Membranes	Gliding		78-80	Limb Transference	Random arm with other limb
57-59	Atrophied	May not lift object with arm		81-83	Locking Joiints	
60-62	Barbed Joints	Light attack		84-86	Multi Jointed	D6 joints
63-65	Beweaponed	D6 - 1 to 4 Blade, 4 to 6 Mace		87-89	Multiple Arms	D6 - 1 One, 2 to 4 Two, 5 Three, 6 Four
66-68	Body Armour	Light armour		90-92	Overgrown	Stronger
69-71	Elastic	Extra reach		93-00	Tentacles	

Fingers

Roll	Type	Description		Roll	Type	Description
01-50	Normal		...	75-80	Suckers	
51-56	Absent Thumb	Lower dexterity		81-86	Talons	Medium attack
57-62	Ambidextrous			87-92	Tentacles	
63-68	Extra Thumb	Higher dexterity		93-00	Webbed	Good for swimming
69-74	Retractable Claws	Light attack				

Legs

Roll	Type	Description		Roll	Type	Description
01-30	Normal	No Specials	...	75-78	Locking Joints	
31-50	Normal			79-82	Long Legs	Faster move
51-54	Absent Kneecaps	Extra damage from leg attacks		83-86	Multi Jointed	D6 joints
55-58	Atrophied	Lower speed		87-90	Quadruped/Biped	Bipeds becom quadrupeds and vice versa
59-62	Hopper	One leg, Lower speed		91-93	Reversed Kneecaps	Legs bend forwards
63-66	Jumping	Double jumping		94-97	Short Legs	Lower move
67-70	Limb Loss	Random leg		98-00	Tentacles	
71-74	Limb Transference	Random leg with other limb				

Legs Specials

Roll	Type	Description		Roll	Type	Description
01-50	Normal	No Specials	...	71-80	Barbed Joints	Light attack
51-60	360 Degree Rotate			81-90	Body Armour	Light armour
61-70	Agile	Higher agility		91-00	Fast	Higher move

Feet

Roll	Type	Description		Roll	Type	Description
01-50	Normal		...	71-74	Paws	Higher agility
51-54	Absent Feet	Lower agility		79-82	Retractable Claws	Light attack
55-58	Absent Toes	Lower agility		83-86	Suckers	Higher agility
59-62	Bird's Feet	Medium attach, can grasp objects		87-90	Talons	Heavy attack
63-66	Hooves	Light attack		91-93	Tentacles	
67-70	Opposable Thumbs	Higher agility, may grasp objects		94-00	Webbed Toes	Good for swimming

Wings

Roll	Type	Description		Roll	Type	Description
01-50	Normal/None		...	71-80	Bat	
51-60	Undeveloped	May not fly		81-90	Insect	
61-70	Bird			91-00	Moth	

Tail

Roll	Type	Description		Roll	Type	Description
01-50	Normal/None	No Specials	...	75-80	Mace Tail	Heavy attack
51-56	Normal/None			81-86	Prehensile	May grasp and hold object
57-62	Barbed	Light attack		87-92	Snake Tail	Medium attack
63-68	Bushy			93-00	Whip	Light attack
69-74	Insect					

Tail Specials

Roll	Type	Description		Roll	Type	Description
01-50	Normal		...	75-82	Nauseous Spray	60 degree arc, causes vomiting
51-58	Acid Excretion	Causes damage on contact		83-90	Stinger	Intravenous Poison
59-66	Energy Bolt	Lightning		91-00	Venom Attack	Contact Poison
67-74	Luminescence	Generates light				

Hair

Roll	Type	Description		Roll	Type	Description
01-50	Normal		...	75-80	Fuzzy	
51-62	Hairless			81-88	Dense	
63-74	Furry			89-00	Sparse	

Skin

Roll	Type	Description		Roll	Type	Description
01-50	Normal		...	75-80	Scales	Medium armour
51-56	Combination	Roll twice and combine results		81-86	Thick	Very light armour
57-62	Exoskeleton	Light armour		87-92	Thin	Easily damaged
63-68	Feathers	Temperature protection		93-00	Warty	
69-74	Iron Hard	Heave armour				