

# Quick Alien Generation

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What follows is a system for randomly generating alien races. Now obviously, a well designed race is preferable over a randomly rolled one, but the referee should use this system when needing an interesting NPC immediately, or to stimulate the creative process in designing a new race.

The entire system uses random rolls to generate the basic form, number of limbs, size, advantages, and drawbacks. If fully detailing the race for later use, statistic adjustments and the like are left to the referee.

To begin, roll 1D. A result of 4- indicates a humanoid base for the alien. Otherwise roll 2D on the matrix below. Each letter corresponds to a particular type of life form.

2nd -----1st Die Roll-----

Die	1	2	3	4	5	6
1	A	B	C	D	E	F
2	G	A	B	C	D	F
3	A	E	A	G	F	A
4	A	A	G	F	B	H
5	C	C	D	E	F	I
6	E	F	G	B	D	J

## DEFINITIONS

- A. Bestial:** Animals with human form and attributes. The referee will choose an animal and base the alien race from that. Examples: feline, canine, ursine, porcine, elephantine, etc. Forms B through J may not be selected if this form is chosen.
- B. Avian:** Capable of flight, and usually descended from birds. At least two limbs

must be wings.

- C. Amphibian:** Any of a class of cold-blooded vertebrates (as frogs, toads, or salamanders) intermediate in many characteristics between fishes and reptiles and having gilled aquatic larvae and air-breathing adults.
- D. Insectoid:** A race descended from insects or arachnids.
- E. Piscean:** A race descended from fish. This race breathes water, but at the referee's discretion may also breathe air or else require some form of life support outside of water.
- F. Reptilian:** Races descended from lizards, saurians, snakes, and the like. May be cold or warm blooded at the referee's discretion.
- G. Cetacean:** Races descended from whales or dolphins. These breathe air, but are capable of holding their breath for extended periods of time with no ill effects.
- H. Botanic:** Races derived from plants that have developed intelligence.
- I. Amoeboid:** Races that are amorphous and malleable. They may be single-celled organisms.
- J. Non-Organic:** Races that do not require carbon-based molecules to exist. Examples: energy forms, crystalline or silicon based life, etc.

## NUMBER OF LIMBS

To determine the number of limbs an alien has, roll 2D. Avians receive a +2 DM to the die roll to account for the presence of wings. Insectoids receive a +4 DM to the die roll as they must have a minimum of 6 limbs (two wings and four other limbs). Amoeboid life forms do not need to roll for number of limbs, as their malleability allows them to create as many limbs as needed. Non-Organic life may have as many limbs as the referee desires.

<i>Die</i>	<i>Size</i>	<i>Range</i> <i>(Meters)</i>	<b>SIZE</b>
<i>Roll</i>			Roll 1D and consult the size table to the left. To randomly determine the height of the alien, roll 2D. The result of this roll is divided by ten and added to the smallest height of the creature size in question.
1	Small	0.0 - 1.2	
2	Medium	1.3 - 2.5	
3	Medium	1.3 - 2.5	
4	Medium	1.3 - 2.5	
5	Large	2.6 - 3.8	
6	Huge	3.9+	<b>Example:</b> An avian creature of medium size is from 1.3 meters tall to as tall as 2.5 meters. Rolling 2D and dividing the result by ten gives a result of .8 (die roll = 8, divided by 10 = .8). Adding the result to 1.3, which is the minimum height of a medium creature yields a result of 2.1 meters tall (1.3 + .8 = 2.1).

## ADVANTAGES

Roll 1D for the number of advantages the race possesses and consult the list of advantages in this section. The referee will determine what constitutes a minor or major advantage.

- **Heightened Senses:** The alien's five senses will be better compared to human norms. The alien will be able to see further, hear better, and taste, touch, and smell with more sensitivity than other races.
- **Natural Camouflage:** The alien has the ability to blend in with its surroundings. To successfully blend in with its surroundings is a routine task.
- **Increased Sensory Range:** The alien can sense things outside the normal sensory range. Examples: Infrared sight, ultrasonic hearing.
- **Special Senses:** The character has different senses, such as a life sense, a psionics sense, etc.
- **Special Combat Ability:** The alien has a natural ability that aids him or her in combat: Claws, tusks, nerve-pinches, etc. The referee will determine the specifics.
- **Redundant Systems:** The character has "back-ups" of important biological systems.

## DISADVANTAGES

Roll 1D for the number of disadvantages the race possesses and consult the list of disadvantages in this section. The referee will determine what constitutes a minor or major disadvantage.

- **Rigid Code of Honor:** The alien's society is honor driven, and the alien's actions reflect upon his or her family and race.
- **Alien Emotions:** The alien has its own unique way of handling emotions, and therefore are incapable of expressing emotions in human terms.
- **Prejudiced:** The race views themselves as superior, and the alien, as a result, is a bit of a bigot.
- **Lack of Sense:** The alien lacks one of the five standard senses.
- **Incapable of Speech:** The character's vocal cords and/or mouth are oddly constructed, or are not present, so that the character is physiologically incapable of speaking any non-native languages, although he or she may understand them.

- **Xenophobic:** The race not only views themselves as superior, but will actively persecute any non-member, even to the point of death. Alternatively, the race may not view themselves as superior – they may just fear the so-called “monsters” that are other races.

