

Random Flora Tables
v. 1.1

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Random Flora Tables

These tables exist to generate random flora for use in fantasy or alien worlds. The range of result is skewed in favour of unique and fantastic plants. One is always free to choose results instead of rolling as desired.

Planetary Gravity Index: Indicative of the average force of gravity for the selected world. A range from +5 to -5 where each point is roughly +/-10% of Earth standard, with a centre point of 0 (1G - Earth standard gravity).

Planetary Aura Index: A range from +5 (lush planet teeming with life) to -5 (barren asteroid, or moon), with a centre point of 0 (Earth equivalent).

Table 1: Main Flora Type (1d100 - Roll Once)

1d100 Roll	Main Flora Type
1-30	Woody
31-85	Herbaceous
86-90	Algae
91-100	Fungus

Table 2: Primary Habitat (1d100 - Roll Once*)

Woody	Herbaceous	Algae	Fungus	Habitat
1-5	1-35	1-80	1-10	Aquatic
6-10	36-40	81-90	11-40	Sub-Terrestrial
11-99	41-99	91-98	41-99	Terrestrial
100	100	99-100	100	Avian**

* Subtract 5 times the Planetary Gravity Index.

** Airborne plants will drift in air currents.

Sub-Table 2a: Aquatic Sub-Habitat (1d100 - Roll Once)

1d100 Roll	Sub-Habitat Type
1-30	Salt-Water (Ocean/Sea/Salt-Lake/Etc...)
31-90	Fresh Water (Rivers/Lakes/Etc...)
91-100	Brackish (Swamp/Bog/Dead-Lake/Etc...)

Sub-Table 2b: Other Sub-Habitat (1d100 - Roll Once)

1d100 Roll	Sub-Habitat Type
1-5	Roll Twice; Considered as Desert if repeated
6-10	Desert / Waste
11-40	Plains / Savannah
41-50	Marsh / Swamp \ Bog
51-80	Forest / Jungle
81-90	Hills / Scrub
91-95	Mountains
96-100	Roll Twice; Considered as Tundra if repeated

Sub-Table 2c: Rarity (1d100 – Roll once for each sub-habitat type)

1d100 Roll	Rarity
1-15	Very Common
16-50	Common
51--80	Uncommon
81-94	Rare
95-99	Very Rare
100	Unique (extremely limited area)

Table 3: Grouping (1d100 - Roll Once)

Flora Type	Solitary (1-2)	Small Patch (1-12)	Medium Patch (12-120)	Large Patch (100+)
Woody	1-20	21-40	41-80	81-100
Herbaceous	1-30	31-50	51-90	91-100
Algae/Fungus	1-25	26-70	71-95	96-100

Table 4: Size (1d100 - Roll Once)

Flora Type	Huge (>10 m)	Large (1-10 m)	Average (25 cm-1 m)	Small (5-25 cm)	Tiny (<5 cm)
Woody	1-15	16-45	46-80	81-98	99-100
Herbaceous	1-10	11-20	21-70	71-95	96-100
Algae	1-2	3-15	16-65	66-85	86-100
Fungus	1	2-10	11-30	31-60	61-100

Table 5: Main Body (1d100 - Roll Once)

Flora Type	Colonial Mass	Creeper/ Vine	Stem / Trunk	Multiple Stems / Trunks	Re-roll Twice
Woody	1-2	3-20	21-70	71-99	100
Herbaceous	1-3	4-35	36-70	71-98	99-100
Algae	1-70	71-75	76-85	86-99	100
Fungus	1-20	21-30	31-70	71-99	100

Table 5a: Branches (1d100 - Roll Once)

Flora Type	Radial	Ordered	Random	None
Woody	1-55	56-75	76-99	100
Herbaceous	1-45	46-50	51-85	86-100
Algae/	1-25	26-60	61-90	91-100
Fungus	1-2	3-5	6-15	16-100

Table 5b: Roots (1d100 - Roll Once)

Flora Type	Tap	Tubers	Fibrous	Advantageous	Bulb	Rhizoid	None
Woody	1-35	36-37	38-84	85-93	94-95	96-99	100
Herbaceous	1-35	36-45	46-83	84-77	78-90	91-99	100
Algae	1	2	3-4	5-15	16-19	20-50	51-100
Fungus	1-3	4-9	10-15	16-20	21-30	31-90	91-100

Table 5c: Surface Coverage (1d100 - Roll Once each for Main Body, Branches and Roots)

Flora Type	Smooth	Waxy	Rough	Scaly	Flaky	Other	Re-Roll Twice
Woody	1-30	31-40	41-70	71-84	85-97	98-99	100
Herbaceous	1-59	60-79	80-85	86-90	91-94	95-99	100
Algae/Fungus	1-65	65-70	71-75	76-82	83-90	91-99	100

Table 5d: Colour / Pattern (1d100 – Roll Once each for Main body, Branches and Roots)

1d100 Roll	Colour	1d100 Roll	Pattern
1-5	Red	1-10	Spotted
6-10	Orange	11-20	Mottled
11-20	Yellow	21-25	Patches
21-45	Green	26-40	Stripes
46-50	Blue	41-60	Solid
51-55	Violet	61-75	Phases
56-60	Black	76-80	Translucent
61-65	Grey	81-85	Iridescent
66-70	White	86-90	Luminescent
71-80	Brown	91-95	Blushed
81-85	Silver	96-100	Re-Roll Twice*
86-90	Copper		
91-95	Gold		
96-100	Re-Roll Twice*		

* Ignore results above 95.

Table 6: Leaves (1d100 - Roll Once)

Flora Type	Broad	Needles	Compound	Blades	Scales	Re-roll Twice	None
Woody	1-55	56-70	71-94	95-97	98	99	100
Herbaceous	1-45	46-50	51-85	86-97	98	99	100
Algae	1-2	3	4-10	11	12-15	16-30	31-100
Fungus*	1-25	26-50	51-60	61-80	81-90	91-95	96-100

* Results are shape of cap structure; Location is always terminal; Skip to Table 6b.

Table 6a: Leaf Location (1d100 – Roll Once)

	Terminal	Branch Points	Random Interval	Regular Interval	Stem / Trunk	Other/ Re-Roll Twice*
1d100 Roll	1-30	31-50	51-70	71-90	91-98	99-100

* Ignore results above 98.

Table 6b: Leaf Shape/Margin (1d100 – Roll Once Each)

Leaf Shape				Leaf Margin	
1d100 Roll	Shape	1d100 Roll	Shape	1d100 Roll	Margin
1-3	Acicular (Needle-shaped)	56-58	Aristate (With spine-like tip)	1-15	Smooth
4-6	Subulate (Awl shaped)	59-61	Orbicular (Circular)	16-30	Sinuate
7-10	Lanceolate (Pointed at both ends)	62-64	Obtuse (Bluntly tipped)	31-40	Undulate
11-14	Linear (Parallel margins, elongate)	65-67	Elliptic (Oval-shaped, small or no point)	41-45	Spiny
15-17	Falcate (Sickle-shaped)	68-70	Reniform (Kidney-shaped)	46-55	Lobate
18-21	Spear-Shaped (Pointed barbed base)	70-72	Spatulate (Spoon shaped)	56-60	Crenate
22-25	Hastate (Triangular with basal lobes)	73-75	Truncate (Squared off apex)	61-70	Dentate
26-28	Deltoid (Triangular)	76-78	Flabellate (Fan-shaped)	71-75	Denticulate
29-32	Rhomboid (Diamond-shaped)	79-81	Lobed (Deeply indented margins)	76-85	Serate
33-35	Cuneate (Wedge-shaped, accute base)	82-83	Pinnatisect (Deep opposite lobing)	86-90	Serrulate
36-39	Cordate (Heart shaped, stem in cleft)	84-87	Poly-Foliate (2-7 leaflets)	91-95	Ciliate
40-43	Obcordate (Heart-shaped, stem at point)	88-92	Palmate (Hand-like)	96-100	Re-Roll Twice**
44-47	Ovate (Egg-shaped, wide at base)	93-96	Pedate (Palmate divided lateral lobes)		
48-51	Obovate (Egg-shaped, narrow at base)	97-98	Digitate (Finger-like lobes)		
52-56	Acuminate (Taper to long point)	99-100	Re-Roll Twice*		

* Ignore results above 98.

** Ignore results above 95.

Table 6c: Leaf Surface (1d100 – Roll Once each for topside and underside)

	Smooth	Waxy	Scaly	Hairy	Velvety	Dusty	Sticky	Other / Re-Roll Twice*
1d100 Roll	1-25	26-40	41-55	56-65	66-80	81-90	91-96	97-100

* Ignore results above 96.

Table 6d: Leaf Venation (1d100 – Roll Once)

1d100 Roll	Venation
1-10	Arcuate (Secondary veins bending toward apex)
11-20	Cross-Venulate (Small veins connecting secondary veins)
21-30	Dichotomous (Veins branching in symmetric pairs)
31-45	Longitudinal (Veins aligned mostly along axis of leaf)
46-60	Palmate (Several primary veins diverging from a point)
61-70	Parallel (Veins arranged axially, not intersecting)
71-80	Pinnate (secondary veins paired oppositely)
81-90	Reticulate (Smaller veins forming a network)
91-99	None
100	Re-roll Twice*

* Ignore results above 99.

Table 6d: Leaf numbers (1d100 - Roll Once)

	Single (1)	Pairs (2)	Whorls (3-5)	Clusters (6+)	Other / Re-Roll Twice*
1d100 Roll	1-20	21-40	41-60	61-95	96-100

* Ignore results above 95.

Table 6e: Leaf Colour / Pattern (1d100 – Roll Once each)

1d100 Roll	Colour	1d100 Roll	Pattern
1-5	Red	1-10	Spotted
6-10	Orange	11-20	Mottled
11-20	Yellow	21-25	Patches
21-45	Green	26-40	Stripes
46-50	Blue	41-60	Solid
51-55	Violet	61-75	Phases
56-60	Black	76-80	Translucent
61-65	Grey	81-85	Iridescent
66-70	White	86-90	Luminescent
71-80	Brown	91-95	Blushed
81-85	Silver	96-100	Re-Roll Twice*
86-90	Copper		
91-95	Gold		
96-100	Re-Roll Twice*		

* Ignore results above 95.

Table 7: Reproduction (1d100 - Roll Once)

Flora Type	Seeds	Suckers*	Budding / Fragmentation*	Other*	Re-Roll Twice
Woody	1-80	81-92	93-98	99	100
Herbaceous	1-63	64-85	86-98	99	100
Algae	1-2	3-6	7-90	91-99	100
Fungus	1-89	90-95	96-98	99	100

* Skip to Table 8: Diet Type.

Table 7a: Seeds (1d100 - Roll Once)

Seed Type	Grain	Nut	Fruit	Spore	Other
Woody	1-5	6-50	51-94	95-99	100
Herbaceous	1-40	41-45	46-80	81-99	100
Algae / Fungus	1-2	3-4	5-6	7-90	91-100

Table 7b: Primary Dispersal (1d100 - Roll Once)

Seed Type	Animal	Wind	Water	Gravity	Other
Grain	1-20	21-40	41-60	61-98	99-100
Nut	1-45	46-53	54-60	61-98	99-100
Fruit	1-60	61-65	66-85	86-98	99-100
Spore	1-40	41-83	84-90	91-98	99-100

Table 7c: Flower Type (1d100 - Roll Once)

Seed Type	None*	Single	Pairs	Bunches	Compound	Spray	Other
Grain	1-2	3-5	6-10	11-30	31-50	51-90	91-100
Nut	1-2	3-40	41-60	61-80	81-90	91-95	96-100
Fruit	1-3	4-30	31-60	61-70	71-80	81-90	91-100
Spore	1-40	41-50	51-60	61-70	71-80	81-90	91-100
Other	1-10	11-20	21-30	31-50	51-70	71-90	91-100

* Skip to Table 8: Diet Type.

Table 7d: Flower Shape (1d100 - Roll Once)

Flower Type	Funnel	Spike	Disc	Cone	Bell	Sphere	Complex
Single	1-18	19-20	21-40	41-60	61-85	86-90	91-100
Pairs	1-20	21-25	26-30	31-45	46-80	81-90	91-100
Bunches	1-10	11-30	31-50	51-70	71-90	91-95	96-100
Compound	1-3	4-25	26-50	51-70	71-80	81-95	96-100
Spray	1-10	11-15	16-25	26-40	41-80	81-90	91-100
Other	1-15	16-30	31-45	46-60	61-75	76-90	91-100

Table 7e: Flower Size (1d100 – Roll Once)

	Tiny (<5 mm)	Small (5-10 mm)	Average (1-5 cm)	Large (5-10 cm)	Huge (>10 cm)
1d100	1-10	11-40	41-80	81-95	96-100

Table 7f: Shape / Number of Petals (1d100 – Roll once each)

1d100	Petal Shape	1d100	Number
1-10	Round	1-10	None*
11-25	Curly	11-30	1d6
26-40	Wavy	31-60	3d4
41-50	Toothed	61-90	4d6
51-65	Oval	91-100	5d20
66-80	Blade		
81-85	Thread		
86-90	Feathery		
91-100	Re-Roll Twice**		

* Skip to Table7h: Flower Location.

** Ignore further results above 90.

Table 7g: Petal Surface (1d100 – Roll once each for inside and outside)

	Smooth	Waxy	Veined	Scaly	Hairy	Velvety	Dusty	Sticky	Other / Re-Roll Twice*
1d100 Roll	1-15	16-30	31-40	41-45	46-60	61-80	81-90	91-96	97-100

* Ignore results above 96.

Table 7h: Flower Location (1d100 – Roll Once)

	Terminal	Branch Points	Random Interval	Regular Interval	Stem / Trunk	Other/ Re-Roll Twice*
1d100 Roll	1-30	31-50	51-70	71-90	91-98	99-100

* Ignore results above 98.

Table 7i: Flower Scent (1d100 - Roll Once)

	None	Sweet	Musky	Foul	Other / Specific
1d100	1-10	11-60	61-80	81-95	96-100

Table 7j: Flower Frequency (1d100* - Roll Once)

	Annual (Once)	Poly-Annual (2-7 years)	Perennial (Yearly)	Other
1d100	1-40	41-60	61-90	91-100

* +15 if Woody.

Table 7k: Flower Colour / Pattern (1d100 – Roll Once each)

1d100 Roll	Colour	1d100 Roll	Pattern
1-10	Red	1-8	Spotted
11-20	Orange	9-13	Mottled
21-30	Yellow	14-20	Patches
31-40	Green	21-30	Stripes
41-50	Blue	31-50	Solid
51-60	Violet	51-55	Phases
61-62	Black	56-60	Translucent
63-65	Grey	61-65	Iridescent
66-75	White	66-70	Luminescent
76-80	Brown	71-84	Blushed
81-85	Silver	85-89	Mimicry
86-90	Copper	90-92	Night Blooming
91-95	Gold	93-95	Night Closing
96-100	Re-Roll Twice*	96-100	Re-Roll Twice*

* Ignore results above 95.

Table 7l: Stamens and Pistils (1d100 – Roll Once each)

1d100	Stamens	1d100	Pistils
1-10	0	1-20	0
11-30	1-3	21-40	1
31-70	4-9	41-75	2-4
71-100	10+	76-100	5+

Table 8: Diet Type (1d100 - Roll Once)

Flora Type	Photo/ Chemo- synthetic	Predaceous	Decay	Parasitic	Symbiotic	Re-roll Twice / Other
Woody	1-89	90	91-95	96-98	99	100
Herbaceous	1-85	86-87	88-93	93-96	97-98	99-100
Algae	1-92	93	94	95	96-99	100
Fungus	1-5	6-8	9-90	91-94	95-99	99-100

Table 8a: Tropism (1d100 – Roll once)

Flora Type	None	Gravity	Light	Heat	Touch	Motile	Mobile	Re-Roll Twice*
Woody	1-2	3-55	56-83	84-87	88-97	98	99	100
Herbaceous	1-5	6-40	41-82	83-87	88-97	98	99	100
Algae	1-20	21-35	36-60	71-85	86-90	91-94	95-98	99-100
Fungus	1-30	31-70	71-80	81-90	91-96	97-98	99	100

* Ignore results above 99

Table 9: Sentience (1d100 – Roll Once*)

Diet Type	Non-Sentient	Sentient**
Photosynthetic / Chemosynthetic	1-99	100
Predacious	1-97	98-100
Decay	1-99	100
Parasitic	1-98	99-100
Symbiotic	1-98	99-100
Other	1-97	98-100

* Add 5 times the Planetary Aura Index and +10 if Motile; +20 if Mobile;

Table 9a: Sentience Type (1d100 – Roll Once)

	Instinctual	Hive**	Animal	Cunning Animal	Sapient
1d100 Roll	1-75	76-79	80-89	90-99	100

* Add 5 times the Planetary Aura Index; +5 if Symbiotic; +10 if Predacious.

** Re-Roll to determine apparent Sentience of Hive Mind; Ignore results of "Hive".

Table 10: Edibility (1d100 - Roll Once each for Leaves/Flowers/Fruit/Bark/Stem/Roots)

Flora Type	Non-Edible	Edible	Nutritious/ Tasty	Medicinal/ Other	Re-roll Twice*
Woody	1-40	41-65	66-80	81-99	100
Herbaceous	1-15	16-45	46-60	61-99	100
Algae	1-60	61-85	86-90	91-99	100
Fungus	1-30	31-60	61-86	85-99	100

* Ignore results of 100; Results are sub-portion of feature.

Table 10a: Edible Preparation (1d100 – Roll twice for each edible portion)

Preparation	Raw	Roasted	Boiled	Ground	Steeped	Blanched	Dried
Edible	1-15	16-30	31-50	51-60	61-75	76-85	86-100
Nutritious / Tasty	1-30	31-45	46-55	56-65	66-75	76-80	81-100

Table 10b: Medicinal Properties (1d1000 - Roll Once)

1d100 Roll	Property	1d100 Roll	Property	1d100 Roll	Property
1	Abortifacient	33	Calmative	65	Hydragogue
2	Acrid	34	Cardiac	66	Hypnotic
3	Adjuvant	35	Carminative.	67	Insecticide
4	Alterative	36	Cathartic	68	Irritant
5	Analgesic	37	Caustic	69	Laxative
6	Anaphrodisiac	38	Cholagogue	70	Mucilaginous
7	Anesthetic	39	Coagulant	71	Narcotic
8	Anodyne	40	Colourant	72	Nauseant
9	Anthelmintic	41	Counterirritant	73	Nephretic
10	Antibiotic	42	Demulcent	74	Nervine
11	Anticoagulant	43	Deodourant	75	Oil
12	Antiemetic	44	Depressant	76	Oxytotic
13	Antifungal	45	Depurative	77	Pectoral
14	Antihydrotic	46	Detergent	78	Poison
15	Antilithic	47	Diaphoretic	79	Purgative
16	Antinauseant	48	Digestive	80	Refridgerant
17	Antiperodic	49	Disinfectant	81	Restorative
18	Antiphlogistic	50	Diuretic	82	Rubefacient
19	Antipyretic	51	Dye	83	Sedative
20	Antiscorbutic	52	Emmenagogue	84	Sialagogue
21	Antiscrufulous	53	Emetic	85	Soporific
22	Antiseptic	54	Emollient	86	Specific
23	Antispasmodic	55	Errihine	87	Stimulant
24	Antitussive	56	Euphoriant	88	Stomachic
25	Aperient	57	Expectorant	89	Vasodialator
26	Aphrodisiac	58	Febrifuge	90	Vermicide
27	Appetizer	59	Fungicide	91	Vermifuge
28	Aromatic	60	Galactagogue	92	Vesicant
29	Astringent	61	Glue	93	Vulnerary
30	Balsam	62	Hallucinogen	94	Wax
31	Bitter	63	Haemostatic	95	Mystical / Other
32	Bitter tonic.	64	Hepatic	96-100	Re-Roll Twice

Table 10c: Medicinal Preparation (1d100 - Roll Once for each property from table 10b)

1d100 Roll	Preparation	1d100 Roll	Preparation
1-5	Bath	56-60	Ointment
6-10	Cold Compress	61-65	Poultice
11-15	Cold Extract	66-73	Powder
16-20	Crushed	74-76	Rubbed
21-25	Decoction	77-80	Syrup
26-28	Essence	81-85	Tincture
29-35	Fomentation	86-89	Vapour / Smoke
36-38	Grated	90-93	Wash
39-45	Ground	94-95	Whole
46-51	Infusion	96-98	Other
52-55	Juice	99-100	Re-Roll Twice