

Random Fauna Tables
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Random Fauna Tables

These tables exist to generate random fauna for use in fantasy or alien worlds. The range of result is skewed in favour of unique and fantastic creatures. 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: Primary Creature Type (1d100 - Roll Once Each)

1d100 Roll*	Skeletal Type	1d100 Roll**	Temperature Regulation
1-80	Endoskeleton	1-45	Warm Blooded (Internal)
81-95	Exoskeleton	46-100	Cold Blooded (Environmental)
96-100	Muscoskeleton		

* Subtract 3 times the Planetary Gravity Index

** Exoskeletal + 30; Muscoskeletal +20

Table 2: Primary Habitat (1d100 - Roll 1d3 Times)

Warm Blood*	Cold Blood*	Habitat
1-20	1-40	Aquatic
21-35	41-50	Subterranean
36-79	51-89	Terrestrial**
80-100	90-100	Avian

* Muscoskeletal -20; Exoskeletal -10; Subtract 5 times the Planetary Gravity Index

** Terrestrial Exoskeletal creatures have a 25% chance of also being avian per terrestrial habitat.

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

1d100 Roll	Sub-Habitat Type
1-40	Salt-Water (Ocean/Sea/Salt-Lake/Etc...)
41-80	Fresh Water (Rivers/Lakes/Etc...)
81-100	Brackish (Swamp/Bog/Dead-Lake/Etc...)

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

1d100 Roll*	Sub-Habitat Type
1-10	Desert \ Waste
11-32	Plains \ Savannah
33-37	Swamp \ Bog \ Marsh
38-60	Forest \ Jungle
61-75	Hills \ Scrub
76-85	Mountains
86-100	Roll Twice; Considered as Tundra if repeated

* Subtract 10 if Cold Blooded

Table 3: Diet (1d100 - Roll Once)

1d100 Roll	Diet Type
1-30	Carnivore: Primarily Animal Matter
31-40	Omnivore: Animal and Vegetable Matter
41-80	Herbivore: Primarily Vegetable Matter
81-95	Scavenger: Re-roll; ignoring results above 60.
96-97	*Parasitic: Re-roll; ignoring results above 80.
98-100	*Symbiotic: Re-roll; ignoring results above 80.

* Generate host/symbiotic species as appropriate.

Sub-Table 3a: Social Type (1d100 - Roll Once)

Diet Type	Solitary (1-2)	Small Group (1-12)	Medium Group (6-24)	Large Group (20-80)	Huge Group (80+)
Carnivore	1-40	41-80	81-95	96-99	100
Omnivore	1-30	31-75	76-90	91-99	100
Herbivore	1-10	11-40	41-75	76-98	99-100
Parasitic	1-30	31-85	86-99	89-96	97-100
Symbiotic	1-50	51-85	86-99	99	100

Sub-Table 3b: Temperament (1d100 - Roll Once)

Diet Type	Hostile	Aggressive	Friendly	Wary	Skittish	Oblivious
Carnivore	1-15	16-70	71-80	81-97	98-99	100
Omnivore	1-5	6-30	31-70	71-90	91-98	99-100
Herbivore	1-2	3-8	9-30	31-50	51-95	96-100
Parasitic	1	2-10	11-12	13-15	16-40	41-100
Symbiotic	1-5	6-30	31-55	56-70	71-95	96-100

Sub-Table 3c: Territoriality (1d100 – Roll Once)

Social Type	Nomadic	Migratory	Range	Hive / Den / Nest
Solitary	1-15	16-30	31-60	61-100
Small Group	1-35	36-50	51-75	76-100
Medium Group	1-25	26-50	51-75	76-100
Large Group	1-10	11-35	36-80	81-100
Huge Group	1-5	6-60	61-95	96-100

Table 4: Body Mass in kg (1d100* - Roll Once)

Blood Type	Skeletal Type	Huge (>1000)	Large (100-1000)	Average (10-100)	Small (.1-10)	Tiny (.001-.1)	Miniscule (<.001)
Warm	Endo~	1-5	6-20	21-70	71-95	96-98	100
	Exo~	1-3	4-25	26-45	46-70	71-90	91-100
	Musco~	1	2-10	11-55	56-75	76-95	96-100
Cold	Endo~	1-3	4-15	16-55	56-85	86-98	99-100
	Exo~	1-2	3-15	16-30	31-50	51-80	81-100
	Musco~	1	2-20	21-50	51-70	71-90	91-100

* Add 5 times the Planetary Gravity Index

Sub-Table 4a: Body Symmetry (1d100 - Roll Once)

Skeletal Type	Linear	Radial	Torsional
Endoskeletal	1-97	98-99	100
Exoskeletal	1-80	81-95	96-100
Muscoskeletal	1-20	21-40	41-100

Sub-Table 4b: Body Frame (1d100* - Roll Once)

Diet Type	Scant	Light	Average	Heavy	Massive
Carnivore	1-10	11-50	51-80	81-95	96-100
Omnivore	1-10	11-30	31-70	71-90	91-100
Herbivore	1-5	6-20	21-55	56-90	91-100

* Avian -10; Add 5 times the Planetary Gravity Index

Sub-Table 4c: Body Shape (1d100 - Roll Once)

Skeletal Type	Tubular	Flat	Ovoid	Spherical	Amorphous
Endoskeletal*	1-10	11-25	26-90	91-99	100
Exoskeletal*	1-15	16-45	46-85	86-95	96-100
Muscoskeletal	1-20	21-40	41-60	61-80	81-100

* Modify 1d100 Roll by Frame: Scant -20; Light -10; Large +10; Massive +20;

Sub-Table 4d: BMI (Compare Body Shape and Frame)*

Body Shape	Scant	Light	Average	Heavy	Massive
Tubular	3	4	5	6	7
Flat	6	8	10	12	14
Ovoid	12	16	20	24	28
Spherical / Amorphous	24	32	40	48	56

* Body (Torso) Length = (Mass/BMI)^(1/3)

Table 5: Head (1d100 - Roll Once)

Skeletal Type	None	No Neck (<10%)*	Short Neck (10-25%)*	Medium Neck (25-75%)*	Long Neck (75-150%)*
Endoskeletal	1	2-3	4-30	31-90	91-100
Exoskeletal	1-20	21-94	95-97	98-99	100
Muscoskeletal	1-85	86-97	98	99	100

* Length of neck equal to % of Body Length

Sub-Table 5a: Eyes (1d100 - Roll Once*)

Skeletal Type	None / Blind	Stalked / Omni	Inset / Forward	Bulbous / Sides	Extra Pair / Re-roll
Endoskeletal	1	2	3-50	51-99	100
Exoskeletal	1-5	6-65	66-75	76-90	91-100
Muscoskeletal	1-10	11-40	41-60	61-98	99-100

* Roll is for a pair of eyes; Radially symmetric creatures have 3, +2 for each extra pair.

Table 6: Number of Limbs (1d100 - Roll As per Creature Type)

Skeletal Type	0 Limbs	2 limbs*	4 limbs*	6 Limbs*	Re-Roll Twice**
Endoskeletal (Roll Once)	1-8	9-14	15-95	96-99	100
Exoskeletal (Roll 3 times)	1-5	6-60	61-85	86-95	96-100
Muscoskeletal (Roll Twice)	1-40	41-60	61-80	81-90	91-100

* Radially Symmetric creatures have 3, 5, or 7 instead.

** Re-Roll results of 0 limbs;

Sub-Table 6a: Tail(s) (1d100 - Roll Once)

Skeletal Type	Appendage*	Tail	No-Tail	Re-roll Twice**
Endoskeletal	1-5	6-90	91-99	100
Exoskeletal	1-5	6-15	16-99	100
Muscoskeletal	1-10	11-30	31-98	99-100

* Tails with appendages will be prehensile 80% chance or as rolled on Sub-Table 5e.

** Ignore results above 98.

Sub-Table 6b: Flight (1d100 - Roll Once if creature is Avian)

1d100 Roll	Type of Flight
1-45	Wings (Powered Flight - Limbs w/ No Appendages)*
46-50	Wings (Powered Flight - Limbs w/ Appendages)*
51-95	Patagia (Glider - Skin Flaps)
96-100	Other (Parachute; Balloon; Drifter; Etc...)

* One set of limbs will be used to fly.

Sub-Table 6c: Swimming (1d100 - Roll Once if creature is Aquatic)

1d100 Roll*	Type of Swimming
1-30	Webbing (Modified Appendages)**
31-80	Fins (Modified Limbs - No appendages)**
81-85	Fins (Modified Limbs w/ Appendages)**
86-95	Other (Jet; Body Twisting; Drifter; Etc...)
96-100	Does not swim.

* All Muscoskeletal creatures will have "Other" means for swimming.

** One set of limbs and/or tail will be used to swim.

Sub-Table 6d: Limb Length (1d100 - Roll Once for each set of limbs and tail)

Diet Type	Vestigial (1-5%)**	Stubby (5-25%)	Short (25-50%)	Medium (50-100%)	Long (100-150%)
Carnivore	1	2-15	16-35	36-60	61-100
Omnivore	1	2-25	26-50	51-75	76-100
Herbivore	1	2-20	21-60	61-85	86-100

* Length of limb equal to % of Body Length

** Vestigial limbs may be internal (50% chance)

Sub-Table 6e: Appendages (1d100 - Roll once for each set of limbs with appendages)

Skeletal Type	Diet Type	Hoof (1-3)	Pincer (2-4 claws)	Paw (2-6 toes)	Prehensile / Opposable Digits (1-4 / 1-2)	Other (?)
Endoskeletal	Carnivore	1-10	11-15	11-96	97-99	100
	Omnivore	1-30	31-40	31-95	96-99	100
	Herbivore	1-60	61-65	71-97	98-99	100
Exoskeletal	Carnivore	1-30	31-96	97	98	99- 100
	Omnivore	1-40	41-96	97	98	99- 100
	Herbivore	1-70	71-96	97	98	99- 100
Muscoskeletal	Carnivore	1-3	4-12	13-20	21-94	95- 100
	Omnivore	1-2	3-10	11-20	21-95	96- 100
	Herbivore	1	2-5	6-10	11-96	97- 100

Table 7: Body Coverage (1d100 - Roll Once)

Blood Type	Skeletal Type	Smooth / Slick	Scaly / Pebbled	Hairy / Furred	Feathery	Shelled*	Re-roll Twice
Warm	Endo~	1-35	36-40	41-90	91-97	98	99-100
	Exo~	1-40	41-50	51-90	91-98	-	99-100
	Musco~	1-65	66-70	71-85	86-90	91-98	99-100
Cold	Endo~	1-40	41-85	86-90	91-95	96-98	99-100
	Exo~	1-55	56-65	66-95	96-98	-	99-100
	Musco~	1-70	71-75	76-80	-	81-98	99-100

* Exoskeletal creatures will always be shelled; Roll is for surface of shell.

Table 7a: Colouration (1d100 – Roll once per coverage)

Colour	Smooth / Slick	Scaly / Pebbly	Hairy / Furred	Feathery	Shelled
Black	1-10	1-8	1-12	1-11	1-10
Grey	11-23	9-16	13-24	12-26	11-20
White	24-28	17-24	25-30	27-33	21-25
Brown	29-38	25-34	31-50	34-40	26-31
Red	39-46	35-50	51-56	41-50	32-39
Orange	47-54	51-56	57-70	51-60	40-47
Yellow	55-64	57-65	71-80	61-70	48-57
Green	65-80	66-78	81-85	71-80	58-67
Blue	81-89	79-89	86-92	81-89	68-87
Purple	90-94	90-95	92-96	90-95	88-97
Multiple*	95-100	96-100	97-100	96-100	98-100

** Re-Roll Twice; Duplicate colours result in varied shades.

Table 7b: Pattern (1d100 – Roll Once per covering with two or more colours)

Number	2	3	4+
Mottled	1-20	1-25	1-30
Spots	21-40	26-45	31-45
Stripes	41-60	46-60	46-60
Patches	61-74	61-75	61-74
Ornate	75-81	76-82	75-81
Iridescent	82-87	83-85	82-83
Florescent	88-89	86	84
Phasing	90-96	87-95	85-94
Mixed*	97-100	96-100	95-100

* Roll Twice; ignore further results of "Mixed".

Table 8: Other Features

Diet Type	Number Rolls*	Automatic Features
Carnivore	2	Bite;
Omnivore	3	None;
Herbivore	2	(Choose One of) Claw/Kick; Leaping; or Speed;

* on Sub-Table 8a

Sub-Table 8a: Other Features (1d100* Roll as per Table 8)

Feature	Endoskeletal	Exoskeletal	Muscoskeletal	Notes
Bite/Tusks	1-10	1-20	1-7	Point/Edge/Blunt Attack
Camouflage**	11-20	21-25	8-14	Stealth Skill
Claw/Kick	21-30	26-32	15-18	Edge / Blunt Attack
Club/Crush	31-40	33-39	19-28	Blunt Attack
Horns/Spines	41-50	40-48	29-38	Blunt / Point Attack
Climbing / Leaping	51-59	49-55	39	
Proboscis	60	56-57	40-41	Prehensile Nose-Limb
Slime/Spray	61	58	41-55	Noxious / Toxic / Other Effect
Speed	62-72	59-65	56-60	
Poison /Venom	73	64-73	61-75	Toxin Rating 1d5
Armour	74-78	74-83	76-78	+2 to all armour aspects
Other	79	84	79	
None	80-99	85-99	80-99	
Re-roll Twice	100	100	100	

* If 1d100 roll results in duplicate feature, consider it exceptional.

** In addition to any natural colouration and patterns.

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

Blood Type	Diet Type**	Instinctual	Hive	Animal	Cunning Animal	Sapient***
Warm	Carnivore	1-5	6	7-75	76-99	100
	Omnivore	1-20	11	12-70	71-98	99-100
	Herbivore	1-25	26	27-79	80-99	100
Cold	Carnivore	1-20	21-22	23-84	85-98	99-100
	Omnivore	1-30	31-33	34-79	80-99	100
	Herbivore	1-40	41-42	43-74	75-99	100

* Add 5 times the Planetary Aura Index.

** Modify 1d100 Roll as follows: Parasitic -20; Symbiotic -10; (Do not modify rolls of: 100)

*** Re-Roll; If duplicate result, animal is sapient.

Table 9a: Apparent Sentience of Hive Mind (1d100 - Roll Once*)

Diet Type	Instinctual	Animal	Cunning Animal	Sapient**
Carnivore	1-50	51-80	81-99	100
Omnivore	1-40	41-70	71-99	100
Herbivore	1-30	31-60	61-99	100

* Add 10 times the Planetary Aura Index.

** Re-Roll; If duplicate result, hive-mind is sapient.

Table 10: Reproduction (Roll Once)

Blood Type	Live Birth	Eggs	Brood Eggs	Larvae*	Other**
Warm Blooded	1-70	71-77	78-96	97-98	99-100
Cold Blooded	1-10	11-60	61-90	91-98	99-100

* Re-roll, ignore results above 90; Larval stage follows result.

** Re-roll, ignore results above 98; Result is a variation on main means of reproduction.

Sub-Table 10a: Modification to Number of Young [9b]

Diet Type	Huge	Large	Average	Small	Tiny	Very Tiny
Carnivore	-50	-20	+/-0	+15	-10	+25
Omnivore	-20	-10	+10	+20	+10	+15
Herbivore	-55	-30	+10	+65	+30	+35

Sub-Table 10b: Average Number of Young* (1d100 - Roll Once)

1d100 Roll	Live Birth	Eggs	Brood Eggs
1-25	1d2 (1.5)	1d2 (1.5)	1d3 (2)
26-50	1d6 (3.5)	3d20 (31.5)	2d4 (5)
51-75	2d4 (5)	2d4 x 25 (125)	3d6 (10.5)
76-100	3d4 (7.5)	2d6 x 100 (700)	4d20 (42)

* Roll resulting dice twice to find range for number of young.

Sub-Table 10c: Sexual Type (1d100 - Roll Once)

1d100 Roll	Sexual Type
1-70	Two Sexes*
71-89	Hermaphrodites
90-95	Asexual
96-100	Other**

* Species with two or more sexes will display sexual morphisms 80% of the time.

** Re-roll ignoring results above 95; Creature has a variation of the resulting Sexual Type.

Table 11: Statistics (For use with the Harnmaster gaming system rules)

	Huge	Large	Average	Small	Tiny	Minuscule	Modifiers
Strength	5d6	4d6	3d6	2d4	1d4	-	+1d3 if Club/Crush Attack
Stamina	5d6	4d6	3d6	2d4	1d4	-	
Agility	2d4	3d4	3d6	3d6	4d6	4d6	1d3 per Climbing/Leaping Ability

	Paws	Prehensile	Opposable Digits	Modifiers
Dexterity	1d6	2d6	2d6+6	+1d3 for each additional set of such appendages

Eyesight	2d6+5 (+1 for each set eye) ignore for blind/eyeless creatures)
Hearing	2d6+6
Smell/Taste	2d6+8
Intelligence	Instinctual 1d4-1; Animal 1d6+3; cunning 2d6+2; Sentient 3d6
Aura	3d4 (+1d8 if Sapient)
Willpower	3d6 (+1d3 if Aggressive; -1d3 if Skittish)
Initiative	SB x 5 (+1 x SB if Aggressive or Wary; +2 x SB if Hostile or Skittish)
Move	Agl x 5 (+1d3 x Agl per Speed ability)
Dodge	Agl x 5

Sub-Table 11a: Skills

Skill	Base	OML	Notes
Primary Attack	Str + Dex + Agl / 3	SB x 5	Base Impact Str/4 (+2 per exceptional)
Additional Attacks	Str + Dex + Agl / 3	SB x 4	Base Impact Str/4 (+2 per exceptional)
Climbing	Str + Dex+ Agl / 3	SB x 5	+SB per exceptional
Jumping	Str + Agl + Agl / 3	SB x 5	+SB per exceptional
Stealth	Agl + Hrg + Wil / 3	SB x 5	+SB per exceptional

Sub-Table 11b: Natural Armour*

Body Coverage	Blunt	Edge	Point	Fire/Frost	Notes
Smooth	1	1	1	1	
Scales	3	4	2	2	
Hair/Fur	2	4	3	3	Flammable**
Feathery	2	2	1	1	Highly Flammable*** / +2 versus Frost
Shelled	4	4	4	3	

* Armoured creatures gain +2 versus all aspects per Instance of Armour

** Fur ignites (50% chance) if fire impact is 13+ before reduction (M1 burn for 3 turns if not extinguished).

*** Feathers ignite (50% chance if fire impact of 7+ before reduction (S2 Burn for 2 turns if not extinguished).