

	Description	Base	Result (Phenotype)
OCU1	Number of Eyes	A	1 Eye
		C	2 Eyes
		G	4 Eyes
		T	8 Eyes
OCU2	Eye Colour	A	Green
		C	Blue
		G	Brown
		T	Grey
MEM1	Number of Legs	A	2 Legs
		C	4 Legs
		G	6 Legs
		T	8 Legs
MEM2	Wings and Tail	A	Wings
		C	Wings and a Tail
		G	
		T	Tail
FRM1	Monster Type	A	Grass
		C	Electric
		G	Fire
		T	Water
FRM2	Skin Type	A	Fur
		C	Feathers
		G	Scales
		T	Skin
MAG1	Monster Size	A	Tiny
		C	Large
		G	Small
		T	Average
PAT10	Colour Pattern	A	Spots
		C	Stripes
		G	Patches
		T	Checked
DWF7	Temperament (Mood)	A	Happy
		C	Grumpy
		G	Sleepy
		T	Bashful
SPEC	Special Power	A	Duplicates
		C	Stops Time
		G	Breathes underwater
		T	Teleports