

Bioweapon Generator

A Bunch of Tables

Method of Creation/Infection (1d100)

- 1-20 Virus
- 21-40 Parasite
- 41-55 Cybernetics/Implants
- 56-65 Selective design (test tube growth, gene splicing, etc)
- 66-75 Mutation
- 76-85 Supernatural
- 86-94 Random Happenstance
- 95-100 Multiple (Roll again twice)

Base Organism (1d8)

- 1 Human
- 2 Small animal (Rat, dog, monkey, etc.)
- 3 Insect
- 4 Large animal (Gorilla, lion, elephant, etc.)
- 5 Aquatic animal (Fish, squid, coral, etc.)
- 6 Plant
- 7 Other (Machine, mineral, etc.)
- 8 Chimera (Roll again and add that to your base.)

Genotype Base (1d8)

- 1 Vertebrate Animal
- 2 Invertebrate Animal
- 3 Small plant (vine, bush, flower)
- 4 Large plant (Tree)
- 5 Fungus
- 6 Mineral
- 7 Strange (Viruses, quantum mechanics, robots, etc.)
- 8 Multiple (Roll Again Twice)

Body Type (1d10)

- 1 Bipedal
- 2 Tripedal
- 3 Quadrupedal
- 4 More-Than-Quadrupedal (choose number of limbs)
- 5 Serpentine
- 6 Sessile
- 7 Amorphous
- 8 Swarm-based
- 9 Tauric
- 10 Hybrid (Roll again twice)

Intelligence level (1d100)

- 1-20 Non-sentient (Mindless zombies)
21-45 Base cunning (Clever animals, maybe some rudimentary tool use)
46-60 Childlike
61-75 Sentient (Can think for itself, even if it can't necessarily communicate)
76-85 Sapient (Thinks in the same line of thought as a human)
86-100 Inhuman Intelligence (Completely incomparable to human thought)

Diet/Method of Sustenance (1d20)

- | | | | |
|----|--------------------|----|---|
| 1 | Food, as per human | 11 | A specific bodily organ |
| 2 | Raw flesh | 12 | Combustible material |
| 3 | Brains | 13 | Heavy metals |
| 4 | Electricity | 14 | Radiation |
| 5 | Sunlight | 15 | Souls |
| 6 | Water | 16 | Oxygen |
| 7 | Pollutants | 17 | Specific Bodily Humor (E.G. Black Bile) |
| 8 | Blood | 18 | Essential salts |
| 9 | Memories | 19 | An Emotion |
| 10 | DNA | 20 | None |

Population (1d6)

- 1 Common and mass-produceable
- 2 Common, but not mass-produced
- 3 Uncommon
- 4 Environment-specific
- 5 Rare
- 6 Completely unique

Intended Purpose (1d100)

- 1-25 Frontline combat
- 26-30 Medic/Medical usage
- 31-45 Sabotage/Infiltration
- 46-60 Terror
- 61-65 Public Image
- 66-75 Proof of Concept
- 76-85 Specialty Combat (Sniper, demolitions, etc)
- 86-90 Transport
- 91-95 Raw Materials
- 96-100 Combination (Roll twice)

Main Sense (1d10)

- 1 Sight
- 2 Smell
- 3 Hearing
- 4 Touch
- 5 Taste
- 6 Its senses are all relatively equal
- 7 Nonstandard Sense (Vibration-sight, contact with spores, etc.)
- 8 Sixth Sense/Prescience
- 9 Changes dependent on form/situation (Roll again twice)
- 10 Combination (Roll again twice)

Skin/Surface Type (1d8)

- 1 Exoskeleton
- 2 Fleshy
- 3 Fur/Hair
- 4 Scales
- 5 Smooth/Slimey
- 6 Skinless
- 7 Rough and Sandpaper-y
- 8 Amalgamation (Roll 1d4, then roll again that many times)

Size (1d100)

- 1-30 Normal (The same as the base organism.)
- 31-40 Small (Half the size as the base organism.)
- 41-50 Tiny (The size of a single part (Eye, hand, head) of the base organism.)
- 51-70 Large (Slightly larger than the base organism (Tyrants as compared to humans))
- 71-80 Huge (Two to four times the height of the base organism)
- 81-90 Gigantic (four to six times the size of the base organism)
- 91-95 Colossal (At minimum the size of a building)
- 96-100 Modular (Roll twice. The smaller size can form together into the larger one.)

Reproduction Method (1d6)

If an entry has an asterisk, roll also on the Reproduction Type table, below.

- 1 Internal gestation/birth*
- 2 Oviposition*
- 3 Infestation (Automatically Parasitic in nature)
- 4 Fragmentation (Automatically Asexual in nature)
- 5 Budding (Automatically Asexual in nature)
- 6 Lone Wolf (This creature cannot reproduce)

***Reproduction Type (1d4)**

- 1 Allogamy (Reproduces with gametes from itself and another)
- 2 Autogamy (As Allogamy, but can also self-fertilize to reproduce asexually)
- 3 Asexual (Clones itself in some manner)
- 4 Parasitic (Roll again on this table to determine how the parasite is created)

Mutations/Abilities ((1d10)d100)

- 1 Slow Regeneration (Can heal from injury much faster than it should be able to)
- 2 Sharp claws (If claws are not present, then sharpened limb-ends)
- 3 Exposed vitals (Some vital point on its body is visible and exposed)
- 4 Changeling (Can assume the shape of other organisms)
- 5 Acidic Humors (At least one of its bodily fluids is corrosive)
- 6 Lopsided (Its mutation is only partially present, giving it an odd appearance)
- 7 Venom Glands (Can secrete venom in some manner)
- 8 Glorious Ichor (Its blood causes rapid growth and mutation in things it touches)
- 9 Blade Limbs (At least one of its limbs hosts a sharpened edge)
- 10 Nonstandard Vision (Can see in a strange manner, like thermal or ultraviolet light)
- 11 Bloodscent (Can track others by their blood)
- 12 Rotting and Sweet (Is incredibly appetizing to other bioweapons, will target it first)
- 13 Twitch Reflexes (Can violently spring into action from motionlessness)
- 14 Retractable Tendrils (Can extend prehensile tendrils)
- 15 Asura's Garb (Hosts 1d10 versions of a single feature, like faces or arms)
- 16 Hibernation (Can enter a state of stasis, where it requires little to no sustenance)
- 17 Garden of Flesh (Can actively grow new specialized limbs with time and effort.)
- 18 Stretchy (Some portion of its anatomy is highly elastic)
- 19 Monotonous Speech (No matter its intelligence, it can only vocalize in single words)
- 20 Hivemind (Shares a connected mind with its fellow infected)
- 21 Fluid Form (Can shift to a semiliquid state to fit through small gaps)
- 22 Decaying (Body is in an accelerated state of aging, requires extra resources to slow)
- 23 Cartilaginous (Lacks most bones, has cartilage instead)
- 24 Hazy Past (Remembers a few things from its pre-bioweapon life)
- 25 Montro's Gullet (Can store and regurgitate things in its stomach)
- 26 Electrosensory (Can "see" electric current in the area, bioelectricity shows up faintly)
- 27 Hemophilic (Wounds do not clot naturally)
- 28 Violent Throes (Explodes into a shower of dangerous ichor upon death)
- 29 Fleshweave (Can manipulate and change living tissue with its touch)
- 30 Dilation Reflexes (Can temporarily perceive the world in slow motion (Bullet Time))
- 31 Gecko Skin (Can adhere to surfaces and climb them)
- 32 Chromatophores (Can change its skin and flesh color)
- 33 Dead Nerves (Cannot feel pain or touch.)
- 34 Maddening Moan (Emits a noise (Hum, wail, song) that is incredibly unsettling)
- 35 Wolf in Hound's Clothing (Can disguise as a lesser type of bioweapon)
- 36 Assimilation (Can gain traits from things it consumes)
- 37 Stormblood (A bodily fluid of it combusts or ionizes on prolonged contact with air)
- 38 High Regeneration (Can injuries in seconds and severed limbs in minutes)
- 39 Corpulent (Big, fat, and slow because of it)
- 40 This Isn't Even... (Can shift into a different, more dangerous form)
- 41 Shredder (Has a heavily serrated limb/claw/teeth/tongue that tears flesh quickly)
- 42 Strange Tick (Has a strange, possibly unconscious mannerism)
- 43 Sleep Cycle (Requires sleep)

- 44 Garden of Eyes (Hosts 3d10 versions of 1d5 different features)
- 45 Hyperinfectious (Contact can spread disease or possibly its own virus.)
- 46 Diphibious? (Suited to two environments of your choice)
- 47 Axolotl Blood (Exists perpetually in a childhood state, unless conditions are met)
- 48 Breath Weapon (Breathes out some kind of hazardous chemical)
- 49 Insulated (Hosts a thick layer of flesh around vitals)
- 50 Machine Assimilation (Can incorporate machinery into its body)
- 51 Generator (Can produce large to lethal amounts of bioelectricity)
- 52 Hive (Flesh hosts smaller organisms or bioweapons)
- 53 Psionic (Has psychic or otherwise supernatural abilities)
- 54 Without Limits (Has no limits on exerting its body, to the point of major injury)
- 55 Somnambulist (Moves without its own control at times)
- 56 Itchy (Suffers constant physical irritation)
- 57 Compartmentalized (Splits its brain (and possibly personality) into pieces)
- 58 Jagged (Covered in blades, spines, or other such spikes)
- 59 Launcher (Can fire portions of its body as projectiles)
- 60 Sprinter (Moves very quickly, but tires fast)
- 61 Half-Formed (Creation process is incomplete, lacks full powers)
- 62 Chrysalis (Is in a larval stage, requires sustenance to mature)
- 63 Tireless (Has near-endless stamina or a very quick recovery period)
- 64 Uncanny (Looks similar to its unmodified base, but slightly and oddly off)
- 65 Hyper Regeneration (Can regenerate lost limbs in seconds, very difficult to kill)
- 66 Hydraform (Regenerates lost extremities by growing more of them)
- 67 Chemical Factory (Can synthesize chemicals inside its body)
- 68 Masked Rider (Acts as a suit of armor or vehicle for a smaller organism)
- 69 Bilious Spray (Can spew weaponized bile/acids/other fluids)
- 70 Promethean (Can incorporate dead flesh into its own body and give it life)
- 71 Arms & Armor (Can be outfitted with armor and weapons by its creators)
- 72 Sadistic (Derives joy/amusement/satisfaction from causing pain)
- 73 Exothermic (Runs an incredibly high body temperature)
- 74 Impact Armor (Flesh hardens in response to trauma)
- 75 Elephantine Memory (Has an eidetic memory and is incapable of forgetting)
- 76 Tasty (Desires to consume, even if it is full or does not require sustenance)
- 77 Liquid Sway (Can dislocate bones, cartilage, or exoskeletons to move sinuously)
- 78 Mystic Battery (Stores some form of supernatural energy within itself)
- 79 Anathema (No matter its form, its presence reads and unnatural and unsettling)
- 80 Hyperdense (Muscles and organs are highly compact, making it heavier but smaller)
- 81 Retractable Weapons (Has retractable claws/blades/spines/etc within its body)
- 82 Grim Visage (Form is unusually terrifying to humans and animals)
- 83 Bountiful Harvest (Produces some form of consumable resource)
- 84 Gilded Hide (Produces some form of valuable resource)
- 85 Disgorge (Can vomit up the contents of its stomach/organs)
- 86 Fragile (Body is frail and easily damaged)
- 87 Pheromone Haze (Exudes chemical compounds that can affect/manipulate others)
- 88 King's Crown (Has a secondary feature that makes it particularly impressive looking)
- 89 Endothermic (Body runs at incredibly cold temperatures)

- 90 Resplendency (A biologic process causes it to trail light or particles)
- 91 Hazard Suit (Can survive for extended time in hazardous environments)
- 92 Chameleon (Can become invisible to the eye by blending in to the background)
- 93 Patchwork (Has been haphazardly repaired multiple times, visible marks)
- 94 Puppeteer (Can take control of other organisms in some manner)
- 95 Hermit's Shell (Builds a shell out of some material (corpses, metal, stone, etc.))
- 96 Dragon's Throat (Can breathe/exude flammable materials and a spark)
- 97 Skywise (Can fly in some manner)
- 98 Bearer of Grudges (Remembers its pre-infected life perfectly)
- 99 ...My Final Form (Can shift into a massive, beyond monstrous form permanently)
- 100 Phase Shift (Roll again 1d4 times. It can only access one of these at a time)