

Near-Human Alien Appearance

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M-SPACE

Science fiction media is full of examples of alien races that are essentially human, differing only in skin colour or an odd feature or two. They seldom differ in terms of ability ranges or size from humans either, often behave much like humans, and are typically able to survive in the sorts of climates humans can also survive. Creating such near-human aliens follows exactly the same process as that used for standard characters in M-Space, with the addition that you can use the following tables to select or roll a few ways in which your near-human species differs physically from humans. Note that none of these traits actually modify the character's abilities in any way; they are all purely cosmetic.

You should, of course, also feel free to create an appropriate planet and culture from which you hail, bearing in mind it should be one in which normal human physiology could thrive and survive. A given near-human species should rarely have more than 1d3 of these traits.

1d100	Near-Human Trait	Description
1-2	Antennae	Your species has a pair of antennae on the top of their head.
3	Ears – Fins	Your species has ears that are shaped like fins.
4	Ears – Hidden	Your species has no visible ears at all, not even holes.
5-9	Ears – Pointed	Your species has long or short pointed ears.
10-11	Eyes – Cyclopean	Your species has a single larger eye in the middle of their forehead instead of a pair of eyes.
12-14	Eyes – Triclopean	Your species has three eyes; two normal ones and a third in the centre of their forehead.
15	Fingers/Toes – Combined	Your species has two broader fingers and a thumb and three broader toes instead of the normal human five digits.
16-17	Fingers/Toes – Elongated	Your species has elongated fingers and/or toes, possibly due to an extra joint.
18	Fingers/Toes – Extra Digits	Your species has 1-2 extra digits on their fingers and/or toes.

19-22	Forehead – Ridged	Your species has strange bumps, ridges, or whorls on its forehead.
23-26	Fur – Felt-Like Pelt	Your species has a short, soft, furry pelt covering their whole body.
27-30	Fur – Shaggy Hide	Your species has long fur covering their whole body.
31-34	Hairless	Your species is completely bereft of hair or fur.
35-42	Horns	Your species has one or more small horns adorning their head, possibly even forming a crown. These are not effective weapons.
43-45	Mane – Crest	Your species has a crest of hair somewhat reminiscent of an equine.
46-48	Mane – Lionesque	Your species has a lion-like mane of hair.
49-50	Nose – Hidden	Your species has no visible outer nose, not even slits for nostrils.
51-52	Nose – Ridged	Your species has odd bumps, ridges, or whorls on its nose or just the bridge of the nose.
53-54	Nose – Slits	Your species only has two small nostril slits for a nose.
55-56	Scales – Basic	Your species has light, supple scales of a single unusual colour.
57-58	Scales – Edged	Your species has light, supple scales of a single unusual colour edged with another colour.
59-68	Skin Colour – Basic	Your species has skin of a single unusual colour.
69-70	Skin Colour – Shaded	Your species has skin of a single unusual colour that changes gradually to another colour at the hands, feet, and head.
71-73	Skin Colour – Spotted	Your species has skin of a single unusual colour that is spotted with another colour.
74-76	Skin Colour – Striped	Your species has skin of a single unusual colour that is striped with another colour.
77-84	Tail – Long and Slender	Your species has a long, slender tail.
85-86	Teeth – Fangs	Your species has somewhat longer canine teeth than humans.
87-88	Teeth – Pointed	All of your species' teeth are small and pointed.
89-90	Teeth – Tusks	Your species has two small tusks in their lower jaw or protruding from their chin.
91-00	Tendrill Hair	Instead of hair, your species has one or more fleshy tendrils.

Random Colours

If you want to roll for a random colour for skin, eyes, fur or the like, you can use this table:

1d100 Colour

1-5	Black
6-10	Blue
11-15	Brown
16-20	Copper
21-25	Cyan
26-30	Gold
31-35	Grey
36-40	Green
41-45	Indigo
46-50	Magenta
51-55	Orange
56-60	Pink
61-65	Purple
66-70	Red
71-75	Silver
76-80	Violet
81-85	White
86-90	Yellow
91-95	<i>Metallic – Roll again; the new colour is metallic.</i>
96-00	<i>Opalescent – Roll again; the new colour has a rainbow sheen.</i>