

Genome	Origin: Tribal Wilderness Wastelands Fortress City			
1-9	Pure Strain Human	1-11	12-15	16-20
10-12	Plantient	1-7	8-15	16-20
13-15	Manimal	1-7	8-15	16-20
16-17	Mutant	1-4	5-16	17-20
18	Robot	1-3	4-12	13-20
19	Wizard	1-2	3-16	17-20
20	Murder Machine	1-3	4-15	16-20

Occupation:

	Tribal Wilderness		Wastelands		Fortress City
1-10	Hunter (Spear 1d5)	1-10	Scavenger (Shiny Bobble)	1-11	Slave (Broke Chain)
11-20	Gatherer (Leather Bag)	11-20	Raider (Metal Knife 1d4)	12-15	Gladiator (Sturdy Club 1d6)
				14-18	Lab Subject (Mysterious Bottle of Goo)
				19-20	Wizard's Apprentice (Magic Rock)