

Modifier and White Marking Mutations:

Modifier mutations are mutations that affect a single gene. There may be more than one mutation that belongs to a single gene.

They are not true mutations, as they do not occur completely randomly. These mutations are directly linked to a base gene, they will always have this base gene listed in their name.

The base gene will pass down no matter what, like normal. All offspring who get the base gene have a chance of the mutation occurring. No matter if the mutation is present the base gene passes down with no connection to the mutation. The percentages below are the chance of occurrence in the base gene already passed down.

Breeding two Sindows with modifier mutations of the same type will have an easier chance of passing down, but never a 100% chance.

Primal Dun:

15% chance of occurrence in basic Dun

Primal Dun x Dun = 25% chance of occurrence

Primal Dun x Primal Dun = 50% chance of occurrence

Seal Siam:

10% chance of occurrence in basic Siam

Seal Siam x Siam = 20% chance of occurrence

Seal Siam x Seal Siam = 40% chance of occurrence

Wild Siam x Seal Siam = 55% chance of occurrence (50% Wild, 50% seal)

Inky Black:

15% chance of occurrence in basic Black

Inky Black x Black = 25% chance of occurrence

Inky Black x Inky Black = 50% chance of occurrence

Tinted Pangare:

10% chance of occurrence in basic Pangare
Tinted Pangare x Pangare = 20% chance of occurrence
Tinted Pangare x Tinted Pangare = 40% chance of occurrence

Wild Siam:

15% chance of occurrence in basic Siam
Wild Siam x Siam = 25% chance of occurrence
Wild Siam x Wild Siam = 50% chance of occurrence
Wild Siam x Seal Siam = 55% chance of occurrence (50% Wild, 50% seal)

Witch's Stockings:

15% chance of occurrence in Basic Double Socks
Witch's Stockings x Double Socks = 25% chance of occurrence
Witch's Stockings x Witch's Stockings = 50% chance of occurrence
Witch's Stockings x Spats = 55% chance of occurrence (50% Witch, 50% Spats)

Spats:

10% chance of occurrence in Basic Double Socks
Spats x Double Socks = 25% chance of occurrence
Spats x Spats = 50% chance of occurrence
Witch's Stockings x Spats = 55% chance of occurrence (50% Witch, 50% Spats)

Stardust

10% chance of occurrence in Basic Andromeda
Stardust x Andromeda = 20% chance of occurrence
Stardust x Stardust = 40% chance of occurrence

Acid

15% chance of occurrence in Basic Tobiano
Acid x Tobiano = 25% chance of occurrence
Acid x Acid = 50% chance of occurrence

Belton

This gene is a white marking modifier, but does not follow the rules of other marking modifiers. It can occur in any white marking instead of one specific white marking.

15% chance of occurring in white markings.

Belton x White Mark = 25% chance of occurrence

Belton x Belton = 50% chance of occurrence