



Dalethorpe Characters

Basics

Standard IR PCs, though a maximum of one vampire. Players can roll their own or take pot luck on pregenerated!

If no IR background tables have appeared, use the following:

- Humans – +2 to any attribute, free choice. One free skill, any choice subject to DM approval
- Dwarves - +2 Str, +2 Con
- Elves - +2 Dex, Spellsinger
- Vampyres – as the writeup, choose a base race but do *not* receive the above bonuses.

Usual “common sense” equipment selection

Birth Class

1d8	Class	Possessions
1-5	Commoner	Normal, 2d6gp, 10% heirloom
6-7	Well-born	Normal, 2d10gp, 25% heirloom
8	Noble	See below

Nobility Only

Dice	Title	Special Abilities	Wealth
01-20%	Baron	Any 2 weapon skills, estates	40-4,000 gp
21-40%	Earl	Any weapon skill, estates	30-3,000 gp
41-55%	Count	Any 2 weapon skills, estates	20-2,000 gp
56-75%	Viscount	Any weapon skill, Trust Fund	10-1,000 gp
76-85%	Knight	Excellent weapon skill	3-300 gp
86-100%	Lord	Excellent weapon skill	3-300 gp

Heirlooms (everyone!)

01 – 10%	Estates (any career)
11 – 18%	Jewellery (d20 x 100 gold pieces)
19 – 28%	Family Ring (Spiritual or sorcerous)
29 – 35%	Family Weapon (pertaining to the career the character has chosen)
36 – 49%	Spiritual Weapon
50 – 70%	Sorcerous Weapon
71 – 78%	Family Spiritual Ability
79 – 86%	Family Sorcerous Ability
87 – 95%	Genetic Disorder
96 – 100%	Genetic Disease