

MERP Campaigns : Selecting Race

The system

The player's profession selection grants them a score, the player's stat rolls also grant a score. Add these together. Then Allow the players to select a race from a list which starts from the score they have been assigned.

Score	Profession	Score	Rolled Attributes
+1	Full / multi – spell caster	+1	The lowest in the party
+2	Non magic user	+2	The second lowest in the party
+4	Semi spell caster	+4	Other

Mid 3rd Age Eriador, after the defeat of the witch-king

Score	Race	Homeland	Notes
2	Elf: Sindar	Farlond, Harlond	Led by Cirdan
	Elf: Noldor	The house of Elrond and Lorien	After the sack of Ost-in-edhil they split into two groups
3	Dwarf: Longbeard	Moria	Durin's Folk (TA1999 – move to the Lonely Mountain)
	Dwarf: Firebeard	Blue Mountains (a surface city*)	Naugladur's Folk (wicked or petty dwarves)
	Dwarf: Broadbeam	Blue Mountains (a surface city*)	Azaghal's Folk (led by Naugladur when Azaghal died FA473)
	Wose	Southern Eriador	Aboriginal folk
4	Man: Dunedain	Arthedain, Rhudaur, Cardolan, Enedwaith	
	Man: Dunlending	Dunland, Rhudaur	
5	Man: Rural – Eriadorian	Arthedain, Rhudaur, Cardolan, Enedwaith	
	Man: Hillmen	Dunland, Rhudaur	Use Dunlending or Rural man

NOTE *: The city of Nogrod is between the waterlogged ruins of two old dwarf-holmes. (I assume) It is ruled by a council of Lord's who all claim some ancestral link with the old kings

Early 4th age South East Gondor

Score	Race	Homeland	Notes
2	Man: Rohirrm	Rohan	
3	Dwarf: Longbeard	Glittering Caves	Gimli
	Man: Dunedain	Gondor	
4	Man: Corsair	Southern Gondor	Longlived men, but men (not dunedain)
	Man: Black Numenorian	Southern Gondor	Longlived men, but men (not dunedain)
	Man: Variag	Southern Gondor	
5	Man: Rural – Gondorian	Gondor	
	Man: Urban – Gondorian	Gondor	
	Man: Woodmen	South of Mirkwood	