

Alair Racial and National Origin Tables

Alair Base Race

d 100	Result
1 - 72	Human [no adjustment] (Table 2)
73 - 82	Dwarf [+2 Con, -2 Cha] (Table 3)
83 - 87	Elf [variable] (Table 4)
88 - 92	Half-Orc [+2 Str, -2 Int, -2 Cha] (Table 5)
93	Orc [+4 Str, -2 Int, -2 Wis, -2 Cha] (Table 6)
94 - 98	Lizardman [Variable] (Table 7)
99 - 100	Eastern Lands [Variable] (Table 8)

Table 2 Humans

d 1000	Result
1 - 108	Dalaghendor (Northman human) (New civilized joint land with human)
109 - 112	Sinval (Northman human) (Wandering exile member of a destroyed pe)
113 - 257	Tarlanor (Northman Human) (Under the rule of the Dark Tower)
258 - 438	New Tellare (Northman human) (Expanding, dynamic new empire)
439 - 547	Kordasa (Northman human) (Kordic Theocracy)
548 - 655	Enning (Northman human) (Benevolent Kin control)
656 - 764	Stryre (Erlyid human) (Free Kingdom)
765 - 873	Nhased (Erlyid human) (Theocracy)
874 - 963	Erlyid Empire (Erlyid human) (Declining empire)
964 - 1000	Red Dust Tract (Nomad human)

Table 3 Dwarves

d 100	Result
1 - 31	Gloiran (Dwarf) [+2 Con, -2 Cha]
32 - 62	Kobur (Dwarf) [+2 Con, -2 Cha]
63 - 93	Nisur (Dwarf) [+2 Con, -2 Cha]
94 - 100	Ndrall Mountains (Hill Dwarf) [+2 Con, -2 Cha]

Table 4 Elves

d 1000	Result
1 - 490	Belamir (High Elf) [+2 Dex, -2 Con]
491 - 970	Belamir (Wood Elf) [+2 Dex, -2 Con]
971 - 990	Asador Forest (Wild Elf) [+2 Str, +2 Dex, -2 Int, -2 Con]
991 - 1000	Nindolen (Fae Mhor) [+2 Dex, -2 Con, +2 Int, -2 Cha (M), +2 Cha (

Table 5 Half-Orcs

d 10	Result
1 - 5	Kishshul (Half-Orc) [+2 Str, -2 Int, -2 Cha]
6 - 7	Human Lands (roll again on Human table) (Half-Orc) [+2 Str, -2 In
8 - 10	Erlyid Empire (Erlyid half-orc) [+2 Str, -2 Int, -2 Cha]

Table 6 Orcs

d 100	Result
1 - 5	Orcland (Orc) [+4 Str, -2 Int, -2 Wis, -2 Cha]
6 - 61	Kishshul (Orc) [+4 Str, -2 Int, -2 Wis, -2 Cha]
62 - 72	Wild orc from Human Lands (roll again on Human table) (Half-Orc) [+2 Str, -2 In
73 - 100	Erlyid Empire (Erlyid orc) [+4 Str, -2 Int, -2 Wis, -2 Cha]

Table 7 Lizardmen

d 100	Result
1 - 27	Dalaghendor (Lizardman) [+2 Str, +2 Con]
28 - 55	Trakar Swamps (Wild Lizardman) [+2 Str, +2 Con, -2 Int]
56 - 97	Tarlanor (Lizardman, dragonfolk) [+2 Str, +2 Con]
98 - 100	(Roll from start for where) (Kin) [+8 Str, +2 Con, +2 Int, -2 Cha

Table 8 Eastlands

d 100	Result
1 - 76	Human [no adjustment] (Table 9)
77 - 81	Hengyokai [-2 Wis] (Badger, Carp, Cat, Crab, Crane, Dog, Fox, Har
82 - 86	Nezumi [+2 Con, -2 Cha] (Ratling)
87 - 92	Korobokuru [+2 Con -2 Int] (Dwarf)
93	Spirit Folk (human/sprirt cross)
94 - 98	Vanara [+2 Int, +2 Wis, -2 Str] (Monkey folk)
99 - 100	Shinomen Naga [various] (Table 10)

Table 9 Eastern Human

d 100	Result
1 - 15	Eta (untouchable)
16 - 53	Heimin (peasant)
54 - 61	Ronin (dispossessed warrior)
62 - 69	Crab Clan (Violent, duty over honour, warriors, fight chaos)
70 - 76	Crane Clan (Diplomats, courtiers, duelists, iaijutsu masters)
77 - 84	Dragon Clan (Scholars, warriors, riddlers, explorers)
85 - 92	Lion Clan (Noble warriors, dedicatd to the ideal of Bushido)
93 - 100	Phoenix Clan (Sorcerers, wizards, shukenja, sages)

Table 10 Shinomen Naga

d 100	Result
1 - 46	Greensnake [+2 Dex, +2 Con] (Inquisitive, diplomats)
47 - 61	Chaemeleon [+2 Str, +2 Con] (Aquatic, skin colour changers)
62 - 92	Asp [+2 Str, +2 Dex] (Warriors)
93 - 100	Cobra [+2 Int, +2 Wis] (Mysterious Pearl magicians)