



HUMAN

Mira took a swig of water from her canteen as she looked out over the herd from atop Shidow, her mount and lifelong friend. The drive this year had been a hard one, the weather was sour and the cattle restless. The other drovers complained at camp but they would never admit to tiring before the beasts, it was a point of pride. The sound of an alarm in the cattle driver's creole cut through the air and Mira shook off her thoughts. A branch, fallen from a tree had scared several beasts out away from the main herd at a start. She read the situation in a glance and made eye contact with two other drivers. Without a word they pulled around, one falling into place to hold the line, the other moving with her as one to begin the pursuit.

Humans are a race of social explorers. Their ambition and wanderlust have lead them to inhabit all kinds of spaces across the world. Those who do not travel and bring their people to new lands instead seek new heights of knowledge, insight, wealth or power. This drive also pushes humans to adaptation and experimentation; language, lifestyle and personal beliefs are all open to change. Though they live shorter lives than other common races they make up for this in their tirelessness in pursuit of their goals.

PEOPLE OF THE PLAINS

Humans' exploratory nature sees them comfortably inhabit every kind of landscape but they thrive on the open plains their race grew up on. The flat landscapes made it easy to hunt and scavenge for sparse prizes and the clear air nurtured the communication and cunning that eventually lead to the great human civilizations of today.

NATURALLY EMPATHETIC

Humans have inherently strong senses of empathy which underpin their interactions with all beings. Though this can be repressed or damaged by ambition or trauma even the most hardened human will struggle not to "catch" a contagious yawn or sense of panic. This knack for feeling the experience of others often earns humans a reputation as being manipulative or gullible or both.

INNOVATIVE AND ADAPTABLE

The human drive to reach new heights in all fields has crafted in them a sense of versatility and experimentation. Humans are skilled lateral thinkers and are at home using tools and situations in unexpected ways to achieve new results.

HUMAN TRAITS

Your human character has a number of traits borne into them by their ancestry.

Ability Score Increase. Your Intelligence score increases by 2.

Age. Humans reach adulthood in their late teens and live less than a century.

Alignment. Humans do not tend towards any particular alignment as a group. The interplay of their ambition and empathy see all alignments represented among them.

Size. Humans vary wildly in size and shape from under five feet to well over six feet tall. Your size is Medium.

Speed. Your base walking speed is 35 ft.

Languages. You speak common and one other language of your choice.

Empathy. You are proficient in the Persuasion and Insight skills.

Innovation. You are proficient in the vehicle type, tool or instrument of your choice.

Cultural Heritage. Humans are greatly affected by the culture in which they are raised. Choose one of the three cultural heritages below.

CLANSFOLK

As a Clansfolk you come from a culture of strong social bonds and collective work. Clansfolk are the most commonly urban humans often building and gravitating towards towns and cities with their sense of fraternity and their love of bartering and trade. They are also the most deadly warriors amongst humans, working together as one brutal machine of death.

Ability Score Increase. Your Charisma score increases by 1.

Pack Hunter. Once per long rest when you make an attack against a creature you may use a bonus action to grant an ally advantage on their next attack against that creature.

HERDSFOLK

As a Herdsfolk your culture instills in you a strong bond with the creatures that you interact with daily. Many Herdsfolk are agricultural, building lives in tune with the landscape and their flocks, yet others live in the wilds, a harsher existence based on a mutual respect between man and beast capable of mutual destruction. Herdsfolk lead slower lives than other humans, often seeking out a deeper understanding of their place in the world. They are more thoughtful and intuitive and can often read their herds, companions and homes without a second thought.

Ability Score Increase. Your Wisdom score increases by 1.

Domestic Hunter. Whenever you make a Wisdom (Animal Handling) check related to beasts that belong to you, you can add twice your proficiency bonus instead of any proficiency bonus you normally apply. You may start with one beast that has a challenge rating of 1/4 or lower as equipment in addition to the equipment granted by your class and background.

WANDERERS

As a Wanderer exploration is in your bones. Wanderers are travellers and nomads. If they have a fixed home they do not spend much time there as their wanderlust calls them too quickly to the horizon. They are hardy and can cross vast distances as they migrate, trade and explore, rarely tiring and always quick to return to the road.

Ability Score Increase. Your Constitution score increases by 1.

Endurance Hunter. You have advantage on saves to avoid exhaustion.

CREDIT

- Content: [Ashton "Acegiak" McAllan](#)
- Art "Retirement": [Tom Prante](#) (CC) Creative Commons Attribution-Share Alike 3.0 License.
- Art "Oriental Warrior F": [Loïc Denoual](#) ©2015-2016
- Art "A Namu Warrior": [Rodrigo Mendez](#) ©2015-2016

