

Alliance

LIVE ACTION ROLE PLAY

HUMAN RACE PACKET

HUMAN

"Always the guest. Often the host. Found during trouble, or when needed the most."

Humans are the most unremarkable of the races, yet buried within them lies the greatest potential. In spite of their shortcomings, they stand shoulder to shoulder with the rest of Fortannis to solve the world's problems, and occasionally cause them. Accuse them of doing nothing to solve their problems. Accuse them of trying to right the world's wrongs. But you can never accuse a Human of not doing... something.

Make up, Prosthetics, and Role Play

Humans have no make up or prosthetic requirements. Their roleplay is solely informed by the local culture they exist in, the roleplay of their friends and peers, and the world of Fortannis at large.

Humans cannot wear make up or prosthetics to appear as a member of another race. Although there would be no out of game difference in physical appearance between a player portraying an Orc and a player portraying a human that paints their face green and wears fake teeth, those two characters are immediately distinguishable in game after any amount of scrutiny by another player or Marshal.

Racial Benefits/Racial Drawbacks

Humans have no mechanical benefits or drawbacks. Humanity suffers none of the restrictions of the rest of the races, but at the same time gains none of their benefits.

Lifespan

Humans are often the standard against which the rest of Fortannis is measured, and their lifespan is no different. Humans live roughly 70 to 80 years, with many finding longer lives when away from the strife of adventuring life. Humans live exactly long enough that all the other races have something to say about it, and never something good. Shorter lived races look up in envy, and longer lived ones look down in disregard.

Building Bridges, Mending Fences, Rubbing Elbows

Humans sit at a crossroads of culture, capable of sampling everything there is to offer. From this position, they are often capable of serving as the connections between all of the other races. They are a rally point where otherwise cold and distant peoples would never share the same space, let alone a common cause. Humans have no difficulty adjusting their outlook and ideals to those around them. The flexible nature is the grease that keeps the wheels of Fortannis turning.

Possibility of Hope, Potential for Ruin

Humans have the potential to collect the best and the worst traits from the other parts of Fortannis. Selunari hospitality, a Dryad's respect of nature, and an Ogre's tenacity are just as likely to coalesce in a human as much as a Dark Elves' detachment, an Orc's bloodlust, or an Oathsworn's callousness. This gives Humans the capability of surpassing their peers, or sinking deep below them.

Drowning in Knowledge, Overwhelmed by Might

Humans have access to the collective knowledge, martial experience, and magical potential of the entirety of Fortannis, and yet they continue to struggle at every level of society and civilization to keep things together. Some wise folk say it is a matter of agency, that "they have to learn it on their own in order for it to matter", but that may simply be an excuse from the rest of Fortannis to leave Humans alone to their own struggles.