

Humans



Summary

As a group, Humans are a study in duality. They are difficult to generalize, because of the wide range of variation seen across their race. Depending on the story, and who is asked, they can be known for peace or violence, generosity or greed, civility or barbarity. More than any other race, the Humans of the world seem to display potential for both good and evil, in equal measure.

Individually, a Human is best defined by fervor and drive. Perhaps their push to accomplish great things can be attributed to a relatively short life span, as Human lifetimes are a fraction of what most other races would experience. Although the direction and strength of ambition depends on the individual, each Human innately feels a push to do, see, and overcome, often in spite of prudence.

Because of this, Humans are a strong-willed, tenacious people who tend to find themselves at the center of conflict. They have an ability to adapt to almost any environment, as well as an uncanny ability to befriend, or offend, any other race.

Costume Requirements

Note: In order to play a Human, a player at Lands of Exile must follow a few costuming requirements. Optional costuming is NOT required to play the race, but rather a suggestion based on how Humans look in this world.

Required Costuming:

- ♦ **Immersive, medieval fantasy costuming:** Due to their inherent individualism and widely varied cultures, Humans are only required to meet the basic standards of the Lands of Exile decorum rules, while not using costuming requirements listed in other race packets. Please see the Dress Code or a New Player Marshal with questions.

Optional Costuming:

- ♦ Although Humans are diverse, they are by no means plain. Having a personal aesthetic in mind when designing your Human is encouraged, as long as it fits within the Dress Code rules.

Physical Description

Natural Life Expectancy 90 Years

Humans range widely in height and build. Their ears are small and rounded, and their general aesthetic is much more heterogeneous due to the natural tendency for cultural fragmentation.

Human clothing is mostly dependent upon their local culture or profession. Warriors will have clothing and equipment best suited to their fighting needs. Craftsman and laborers tend to have functional, simple clothing. Merchants or politicians might have less practical, but more ostentatious clothing designed to make a statement. Additionally, certain cultures might have preferences overall for color choice, cloth cut and accessories.

TEMPERAMENT

Above all others, Humans adapt to new surroundings and situations quickly and easily. There are few climates across the lands where Human settlements have not formed. While in peacetime, they focus heavily on trade and study; but when called, they dutifully mobilize armies to push back forces of oppression. If a collection of many races were given the same opportunity to act, the Human will traditionally be the first to do so. This tendency is most likely due to their short lives. As a species, they must compress their growth, struggles, and accomplishments into a span of around 90 years for an average individual, whereas an Elf naturally lives dozens of those lifetimes.

Although Mana Elves and High Elves tend to write off humans as 'impatient', most others agree that it is a gross oversimplification, and a Human will advocate themselves as decisive and bold. The root of an individual Human's nature is the sum of their decisions and experiences, many of which happen within a handful of decades. A Human who has followed an ascetic lifestyle might have the patience of a K'ojin Elder. Another may have spent their youth taking what they want at the expense of others, and be more ruthless than the Drow; and still another might have mastered a craft within their lifetime, and cling more to perfectionism than a Dwarf.

Being adaptable and fervent creates advantages. Unlike some races, whose social feuds can be drawn out over centuries, Humans are notably capable of finding common ground with other races, even amongst strong disagreements and intercultural conflicts. Close ties through government, trade, and scholarly pursuits are formed with a variety of races. Deep friendships and relationships are created, crossing all boundaries. Humans take their friendships very seriously, putting as much effort and emotion towards them as Dwarves do with familial ties.

CURRENT & PRESSING CONCERNS

Due to their adaptive nature, many Humans were much more prepared for the exodus to the Exiled Lands than other races. Although they are the youngest species, they tend to be less fragile, in both body and mind. The strength of the Human spirit became especially apparent a few months after the onset of the Dragon-fire, as most of the people still in the Homelands, searching for survivors, are Human.

One of the main goals of most Humans in the Exiled Lands is to establish a semblance of society, and implement a basic structure to support all people. Humans depend heavily on each other, and are usually the first to seek to enforce a social code, whether benevolent or despotic. Currently, this mostly happens at the local levels of small communities. It is proving to be difficult to eke out a space for new settlements, as the Exiled Lands seem to be more populated with previous settlers than those on the mainland had been led to believe. No whole government has seemingly survived the flight from the mainland, and though rumors of rulers or high ranking officials surviving are common, titles and nobility mean little in the Exiled Lands.

GOVERNMENT STRUCTURE

In the Homelands, all Human nations ostensibly fell under the proclaimed dominion of the High Elven Empire, under the watchful eye of a Regent. By and large, the High Elves cared little for what manner of way the Humans of a given area governed themselves. For their part, Human rulers viewed their place within the Empire anywhere from mutually beneficial, to resentful of its implications.

Anyone, or anything, that could unite all of Humanity has not yet been seen. Even though the High Elven state believes it supports and provides for all members of the Allied Races, a portion of Humans have rejected the rule of the High Elves and attempt to find their own way outside of the Empire's territories.

For as long as they have been around, Humans never formed a central, united nation or government. They have thrived quite well with scattered and self-organized monarchies, republics, military states, or even guild-based oligarchies. Even these, once formed, will often change within a few lifetimes. Amenability to new ideas, and devotion to stamping out oppressive powers, creates a unique, constantly changing Human culture. Taking into account that oppression is a matter of perspective, Humans are as prone to fight among themselves as Wylde Elves, especially over matters of political control.

RELIGIOUS BELIEFS

With the finality of death comparatively looming over the Human life, they have a considerable suite of religious practices and traditions, especially regarding the spirit and where one will find themselves in the afterlife.

Worship of the Eldest is of course quite common. Humans are more willing than other races to treat The Six as a holistic pantheon, and venerate them equally, though often individuals will have a favored Eldest.

Still, Humans can be found engaging in all manner of spiritual practices, including ancestor worship, idoloc traditions, venerating the fae and other esoteric paths. Faith in supernatural beings such as messengers, spirits, or other agents is frequent. Even other Humans, whose faith leaves them as exemplars, can be elevated in a religious tradition to the status of saints or revered forebears.

One unfortunate side effect of awe for spiritual mystery is a characteristic vulnerability towards placing faith in something merely for being powerful and otherworldly. Cults and charismatic ideas have an easier time swaying Humans to their causes than other races, needing only to take advantage of their fears and weaknesses.

LEGENDS AND CULTURAL PRACTICES

Although few traditions unify Humanity, the constant need to push themselves to do greater things gives Human society a distinctive flavor. Goals, desires, and challenges are personal to each Human, but testing their mettle in sports, tournaments, and games is rather ubiquitous. Many other races also enjoy attending and participating in Human festivities, as the weight of the world seems to lift during these light-hearted and spirited activities.

Humans also love stories of great heroes. It delights them to hear about those who triumphed over impossible odds. Saints, war-heroes, explorers, adventurers, mastercrafters, and peacemakers all find places in Human legend. Every Human culture produces its own great tales and heroes that are recounted through generations. The majority of Humans fiercely took up arms alongside the Allies during the war, excelling in both skill and bravery, earning them much respect.

EXTERNAL RELATIONS

The diversity of the Human nature plays into the relation with other races. While personal relationships depend on the specific individuals, there are some broad generalities that can be observed. As a whole, they have a distinctly... (continued)

EXTERNAL RELATIONS (con't.)

...neutral-facing outlook in times of war, which is somewhat unique to Humankind. Although the majority of Human cities are considered Allied, and assisted greatly in the Third War, there is a sizeable population, other than the original Grehlok, that fell into arms with the Exiled races.

Halflings tend to bond well with Humans over matters of comfort, such as food, drink and community. Halfling and Human populations can coexist within the same borders quite comfortably. Human's ambitions are something Halflings have a hard time understanding, though it tends to matter little, as they are more likely to collaborate inside a feasting hall, than within a political arena.

K'ojin respect and relate to the importance Humans place on their families, and the traditions that spring from familial structures. Even so, K'ojin find the Human proclivity for violent disagreements most distasteful. Whereas the K'ojin reluctantly engage in battle, and even then only if forced, Humans are more prone to use bloodshed as a proactive method of problem solving. Still, Humans will generally respect K'ojin culture, and keep any fighting amongst themselves.

Mountain Dwarves and Humans share an industriousness and economic bend that often see the two engage in trade quite often. Though Dwarves are critical of the dedication and honor of Human craftsmanship, they appreciate the effort, even if they fully expect it to fall short of their own standards. Humans, meanwhile, find the Dwarves' limited adaptability and stubbornness as puzzling as it is stifling.

Rygg are most fond of Human surface trade partnerships, as they tend to ask few questions and supply a wide variety of resources. Also, given a hood and a headband, many Rygg travel under the guise of Human while above ground, giving them a little more freedom to slip through borders and trade towns without being questioned.

Interestingly, Elves (of all kinds) and Humans find the most amenable interactions in times of war against darkness and doom. Their martial natures and wide-spread populations have historically given them common enemies that the two have united to fight against. In peace time, however, there are many differences between how an Elf of any kind and a Human live their daily lives. Peace to an Elf and a Human are quite different things, indeed. Elves tend to have high priority on tradition and order, while the Human mind is always looking for the next challenge and striving for change. If anything, Wylde Elves can relate in part to the excitement of minor conflicts that crop up constantly among Human societies, though the drive for each race is markedly different.