



HUMAN

“AT FIRST, ONE COULD ONLY BE FASCINATED BY THEIR LIMITLESS *potential*. *There are so many variations in their species which in turn created vast differences in culture and practice. Where that is one of their greatest assets, we also realized that it may also be one of their greatest weaknesses.*

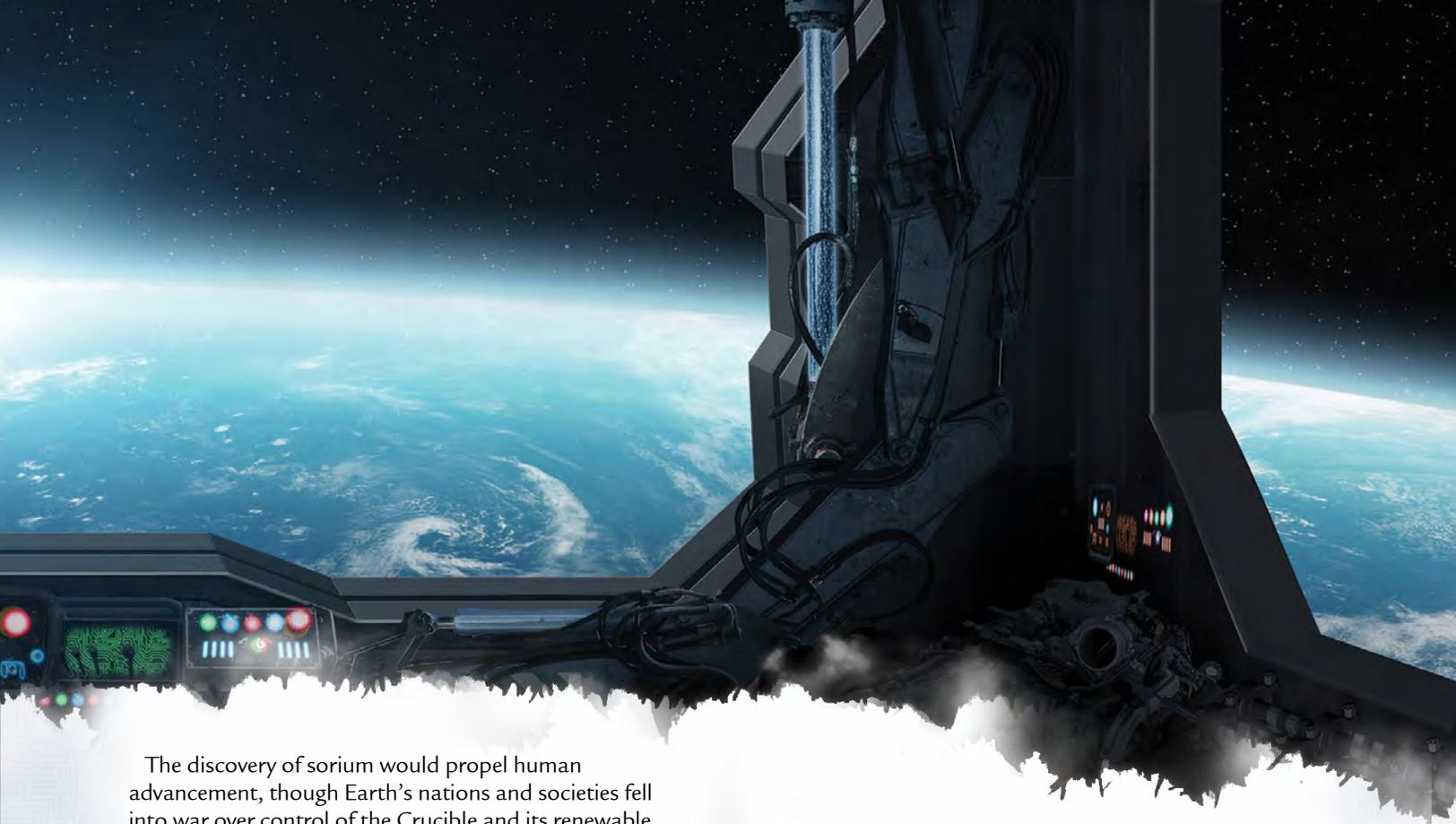
Their power breeds fear, which causes them to turn upon their own kind so quickly. Such was the fate of my own people. I would not wish to see it repeated. If this species were to realize its true greatness, they are sure to bring great change to our galaxy, whether it be toward an eternal utopia or total destruction.”

— Sualia, belare trader

Though humans are not the newest nor even the youngest race to join the Sorium Accord, many of the council races view them as unenlightened. This misconception is mostly due to the tendency of humans to explore, investigate, discover, and confront anything and everything they come across. The drive to learn and adapt is what makes them so versatile, and a formidable ally to any world.

THE GRAND DISCOVERY

As one of the many prominent races of the Silrayne Arc, it will soon be close to two centuries since human space exploration would uncover the existence of a Crucible hidden at the edge of their solar system.



The discovery of sorium would propel human advancement, though Earth's nations and societies fell into war over control of the Crucible and its renewable resource. Years of conflict ended when the belare, a spacefaring race from the Silrayne Arc, detected the activation of the Crucible and arrived at the Sol System. Not long afterward, humans were inducted into the Sorium Accord, a system of cooperation between the peoples of neighboring galaxies to network and distribute the use of sorium for purposes of development and travel.

Today, humans aren't much different physically than they were before joining the Accord, retaining their vast array of characteristics. Their ability to constantly adapt to their surroundings has allowed them to expand faster than most other species.

SCORCHED EARTH

A decade before the arrival of the belare, the truce between Earth's nations crumbled and the battle for control over sorium caused irreparable damage to many of the planet's regions. Most of the Earth's ecosystems are now held together by machines generating artificial climates, while other areas have become wastelands. Many humans had evolved to adapt to these harsh environments, known as "Seethes," constantly striving to heal their once beautiful home.

THE X-MARK CONFLICT

The clash between Earth's nations erupted into a conflict that would have eventually destroyed their planet if the belare had not arrived. To this day, it is a mystery on all sides what caused the truce to crumble. A growing theory, however, is that groups of space colonists manipulated the nations into turning against each other. These colonists eventually seceded from humankind to become the prometheans of today.

UNCONTROLLABLY VERSATILE

Though humans have been adopted into the Sorium Accord, the old grudges they carry between their own people had evolved into contention between themselves and other races during the first few years. The existence of the prometheans underscores the way humans are viewed by other races as a stubborn, unenlightened people. However, their wide variety of customs, manners and opinions, coupled with an undying persistence, make humans a force to be reckoned with.

THE IDEAL PATRONS

Over the past few generations, humans have expanded throughout the known galaxy, both discovering and inventing new cultures. They have eagerly become a part of an ever-changing, fluid society. Thus, many humans of today are no longer limited to their internal views and differences. Though still viewed as somewhat unenlightened, their bold, impulsive, and even rather reckless natures have garnered respect in the eyes of the other races. The human tendency to uphold their beliefs and convictions also gives them the ability to form close alliances and ties with others.

HUMAN NAMES

With the multitude of different cultures and ethnicities carried from Sol into the rest of the galaxy, human names and surnames have not changed much over the past few generations. They are most often variants or adaptations of names passed on through family, region, or cultural tradition.

HUMAN TRAITS

As a human, you possess the following traits.

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

Alignment. Humans tend toward no particular alignment. The best and the worst are found among them.

Size. Humans vary widely in height and build, from barely 5 feet to well over 6 feet tall. Regardless of your position in that range, your size is Medium.

Speed. Your base walking speed is 30 feet.

Language. You can speak, read, and write Common and Terran.

Sub-Type. Generations of adaptation and modification have expanded the human race into multiple variants.

EARTHBORN HUMAN

This is the most common type of human found across the galaxy. They are universally adaptable and culturally versatile.

Ability Score Increase. Your ability scores each increase by 1.

Language. You can speak, read and write one additional language of your choice.

GALACTIC VARIANT

This option is only available for campaigns that use the optional feat rules.

Ability Score Increase. Two different ability scores of your choice increase by 1.

Skills. You gain proficiency in one skill of your choice.

Feat. You gain one feat of your choice.

UTOPIAN VARIANT

Some humans are born from generations that resided in the Utopian settlements that circled Earth's skies before the X-mark conflict.

Ability Score Increase. Your Charisma score increases by 2 and one other ability score of your choice increases by 1.

Skills. You gain proficiency in two skills of your choice.

Strong-willed. You have advantage on saving throws against being charmed or frightened.

Language. You can speak, read and write one additional language of your choice.

SCORCHED VARIANT

Some humans inherited traits passed down from those who adapted to the harsh climates of the Seethes.

Ability Score Increase. Your Constitution score increases by 2 and your Strength score by 1.

Brawny. You gain proficiency in Athletics and one other skill of your choice.

Weapon Training. You have proficiency with your choice of either the longblade or the autopistol.

Resilient. When traveling in extreme heat or cold, you are able to last one additional hour per constitution bonus before requiring a saving throw for exhaustion.

