



Humans, a study in conflictions.

Jeron stopped writing for a moment, the Griffon feather quill stopping its quick efficient movements over the parchment he had been working on. Looking at the door to the tavern where he had been conducting his research, he saw another human come in. Far more emotional than any stone elf like himself, his study of this race had definitely been interesting since the lines between his country of Pratorak, and the human kingdom of Gaden had been reestablished earlier this year.

The human bursting through the door clearly considered himself a skilled bladesman, his tight leather armor was criss-crossed with knives, and his blades rested in a pair of scabbards that rested on either hip. Walking to the bar and grabbing an ale, the self-styled warrior walked past a table of farmers relaxing after a long day, as well as a table of traveling merchants, both fellow humans, but both groups ignored as if of another race, to reach a table filled with similarly dressed warriors and guardsmen. Sitting down the human struck up a quick and easy conversation with the group, despite it being clear they had never met before.

Looking around the tavern Jeron, felt sure of his hypothesis that within the human race there were a number of subcultures that were functionally the same as racial differences, a man that fancied himself a warrior would always act and dress differently then one that fashioned himself a merchant, or nobleman.

His thinking was disrupted by a courier crashing through the door in a rush, his colorful garb denoting his social group like any of the others. The tavern as a whole turned towards him, the table of farmers seemed amused, the near-by merchants annoyed, and the table of fighting men seemed to be relaxing after tensing up at the potential threat.

"The Prince, the Prince has returned!" the courier yelled before running back outside to continue his duty.

The effect on the tavern was instantaneous, almost immediately the table of merchants announced drinks for the tavern at their expense, the ale was passed around quickly with multiple toasts to be had as the humans celebrated the news.

Joren noted that the lines that usually separated the groups seemed to disappear as the humans forgot their differences in the celebration and mingled together. Observing this most interesting development, Joren carefully dipped his quill into his ink and set it once again to parchment, perhaps these humans where not as easy to categorize as he had expected.

The celebration at the prince's return went on well into the evening the social lines that separated the various groups blurring and wavering as their cultural excitement made existing differences seem unimportant and any logic as to their separation seemed to be lost.

As the primary, and most populous race in Fortannis, Humans are seen as the baseline against which all other races are compared against. More versatile than any other race, humans hold no hard and fast rules on their behaviors, or method of dress. This lack of racial commonality often confuses some races who occasionally ponder if Humans have not been improperly studied, this shifting nature leads to a great adaptability which allows them to work, and live, in a large variety of situations, more than any other race can Humans seem to differ from other of their kind.

All humans have a tendency to associate themselves with a social group, and find this association, even if one sided, very important to their self image. In some cases this social group can be that of an outcast, or adventurer, but even in this case, they still associate with a group, simply one that is defined mostly by not being a part of any other. The group they consider themselves to be a part of helps to define how they dress, act, and which role they play in any group they might be a part of.

This variety means that humans run the full range of roles, fulfilling both sides of most conflicts. There are human necromancers, as well as human undead hunters. Similar comparisons exist for almost all groups, such as bandit and guardsmen pairings, merchants and thieves. These conflicts exist because humans associate more strongly with social groups than along racial lines.

In the introduction story we can see that Humans often have multiple social groups they are a part of, in general each person associates with a professional group, as well as a national group, and occasionally a few others. So for example an average guardsman might associate himself as a guard, wearing armor and carrying weapons at all times because of this, but he also thinks of himself as a Greyblade, the militia group that serves the Baroness Lady Grey, and he is a citizen of Gaden, his kingdom. Finally he likely associates with a particular unit that he spends his time with, and this group might have their own shared icon, or behaviors. Each of these associations affects how he sees himself, and thus acts in various situations.

Costuming

More so than any other racial group a Human will dress themselves to proclaim to the world what their social role is. When building a costume, carefully consider how your character sees their self and dress appropriately. A merchant who thinks of themselves as a high class man will often dress above what is necessary for an area or task, while a fighter will often wear his armor and weapons, even to a banquet in the king's hall.

Unlike many races the biggest racial requirement for humans is to avoid dressing too much like other, closely related races such as Barbarians or Gypsies. This means that even a hunter who likes to wear pelts, should make sure they are worn in a clean/controlled manner to help avoid being mistaken for a barbarian. A well dressed merchant should ensure that he avoids too much color and does not appear to be a gypsy.

Society

Humans, as the most populous race, are often the ones in positions of power, or ruling a kingdom. The normal kingdom is very much a feudal society, although it is easier to move up in rank for skilled individuals than in the real world equivalent.

This means that all laws, and the enforcement there of will generally be tilted in the favor of the highest ranking social member involved. Those that abuse this power are expected to be punished by those above him. For example a Baron that is accused of murder by a farmer, is not only unlikely to be prosecuted, but is free to punish that farmer for the effrontery of the accusation. Instead a farmer who witnesses such a crime might tell his local magistrate, who might then look into the issue, passing it up the chain if it has merit until someone in a position over the Baron takes note of it.

Nobility is assumed to be noble, unlike modern times where questions are accepted, and even encouraged, in the feudal society it is taken as an assumption that a noble person is acting correctly and even actions that appear unlawful have a good reason behind them. The weight of a Baron's words would be quickly taken over the words of a dozen farmers, or adventurers for example, even if the people making the accusation have proof of misconduct. Instead what such a group would need to do is find another Baron, or Duke, Prince, or King to present their proof to, allowing that noble to take corrective measures.

Most laws in human lands are bendable by a noble of sufficient standing; this is usually at least the level of a Baron, and even then only within their lands. For example a Baron might suspend a sentence on a thief if their theft was done in the furthering of a local need, or to avoid a political incident if the thief was a member or a powerful family or group. The greater the crime, the less likely this is to happen, for example a crime of treason is almost never adjudicated, even by the royal family due to the severity of the crime. It should also be noted that most crimes are left to the local sheriff to deal with unless it directly affects a noble, or someone with enough influence to be noticed.

Generally speaking new comers that are willing to work within the established laws are welcome in any human ruled kingdom. Some kingdoms may have tests, or a certain expectation of behavior. A noble knight might run afoul of the law in a land that utilizes slavery as easily as a slaver might run afoul of the law in a land that does not. The key concept is whether or not the new comer is seen to fit into existing society or not.

Humans generally do not have any reservations as to working with other races, adapting to their peculiarities, over time this can make different groups of humans seem almost like different races if the observer is not used to how humans adapt to their surroundings.

Prominent members of a Human society are usually raised up by being recognized by being recognized by an existing leader, in the event of a poor leader, or an ambitious new comer a larger group may support a new leader.

Human Groups of the Sheltered Lands

Men of Gaden - Forming the largest group of humans in the land, the nation of Gaden is ruled by humans and is currently involved in an extended battle with a group of beings known only as the corrupt. This has made those who grow up in Gaden have a more militant leaning, even merchants are intent on ensuring weapon supplies are available. This group tends to value courage, service, or the ability to fight above most others.

Men of Roskaria - Growing up in the sheltered nation of Roskaria, those growing up here are affected by the population of mystic wood elves and hobblings that make up this country. Far less pressure exists here to be ready to fight, and there is much more encouragement to create new things and enjoy life. This group tends to value creativity, ingenuity, and charity above most others.

Wild Men - Either living within one of the two large kingdoms, or living outside of them in the Western wilds, men in this situation tend to be very self sufficient and avoid trinkets and things that do not help them survive in a direct manner. While they can be merchants and traders generally their goods focus on this with a direct effective use. This group tends to value self-sufficiency, resilience, and practicality above most others.

Creating a Human Character

As the baseline race most people are fairly familiar with playing a human already, if you aren't used to being a human, hopefully by now you've learned to fake it fairly well at least. As noted in the above information one of the most important keys when playing a human character is to build your costume around what type of character you are making.

Playing a Fighter with a shield and a sword? Consider making sure your clothing is reasonably form fitting and wearing armor even if you have access to a suit of arcane.

Playing a caster or healer? Robes, or comfortable baggy clothing might be more the norm. You may wish to bring a game or hobby along to help fill any free time. Calligraphy, drawing, games of skill are all very popular options.

Regardless of what you play, it is highly suggested that you design your costuming appropriately, and yes if you are playing a sneaky character you might mimic a different style, for example a thief or spy would likely dress like a scout or warrior to help allay suspicion.