



# HUMAN, COMMON

Originally, there were many pure sub-races of the human race (groups with a consistent collection of genetic traits) but, through the generations, most of these races became homogenized, mixing and matching various traits of skin color, eye color and hair type. Now, most humans can generally be classified in one genetic group, though generally there is an obvious physical connection with one of the pure subraces. The exception to this rule are the various human strains developed during ancient times; the Kadarin, Lotharan, N'Lantian and Seynorian which are handled as separate sub-races. The original pure stocks of Norlan, Quandin and Ebonite are identical to the "common" human in game terms, regardless of whether their bloodline remains pure or they simply show predominate physical traits associated with that genetic code. Overall, the human population on Al'Akwannon is greater in number than the sum total of all other races and sub-races combined

<b>Average Height</b>	5' 10" Male	5' 7" Female
<b>Average Weight</b>	160 lbs Male	130lbs Female
<b>Average Physical Maturity</b>	15 years Male	13 years Female
<b>Average Life Expectancy</b>	70 years Male	80 years Female

**Racial Modifiers** – None

**Natural Stat Maximums** – includes +/- 2 for sub-ability adjustment

<b>Strength</b>	(Stamina 20, Muscle 20)	<b>Intelligence</b>	(Reason 20, Knowledge 20)
<b>Dexterity</b>	(Balance 20, Aim 20)	<b>Wisdom</b>	(Intuition 20, Willpower 20)
<b>Constitution</b>	(Health 20, Fitness 20)	<b>Charisma</b>	(Leadership 20, Appearance 20)
<b>Perception</b>	(18)	<b>Luck</b>	(18)

## RACIAL ABILITIES/SKILLS

*(70cp to spend on the below abilities, the stock Human will have the \* abilities at 4cp with 66cp free)*

5cp	Axe Bonus (+1 to hit with axes/picks)	5cp	Inherent Immunity: Heat
5cp	Knife Bonus (+1 to hit with knives/daggers)	5cp	Inherent Immunity: Cold
5cp	Flail Bonus (+1 to hit with flails)	5cp	Inherent Immunity: Disease
5cp	Mace Bonus (+1 to hit w/maces/hammers)	5cp	Keen Vision (+1/+5%, DM)
5cp	Polearm Bonus (+1 to hit with polearms)	5cp	Keen Hearing (+1/+5%, DM)
5cp	Staff Bonus (+1 to hit with staves)	5cp	Keen Olfactory (+1/+5%, DM)
5cp	Sword Bonus (+1 to hit with swords)	5cp	Keen Taste (+1/+5%, DM)
5cp	Crossbow Bonus (+1 to hit with xbows)	5cp	Keen Tactile Sense (+1/+5%, DM)
5cp	Bow Bonus (+1 to hit with bows)	5cp	Ambidexterity
5cp	Hit Point Bonus (+1 HP/level)	5cp	Double Jointed
10cp	Allure (attract NPC romantic attention; DM)	2cp	Jumping Proficiency
2cp	Modern Language: Common	2cp	Charioteer/Wagoneer Proficiency
*2cp	Modern Language: Local Dialect	2cp	Wild/Natural Fighting Proficiency
*2cp	Literacy: Common	2cp	Looting Proficiency
2cp	Running Proficiency	2cp	Begging Proficiency
2cp	Hunting Proficiency	2cp	Research Proficiency
2cp	Merchant Proficiency	2cp	Religion: Pick One
2cp	Politics: Pick One	2cp	Diplomacy Proficiency
4cp	Endurance Proficiency	2cp	Light Sleeping Proficiency
2cp	Climbing Proficiency	2cp	Mathematics Proficiency
2cp	Side Show Talent Proficiency	2cp	Unique Physical Ability Proficiency

*\*\*Humans may buy up to three levels with any of the weapon or sense bonuses (DM) and in addition, may purchase any General Proficiency at the normal cost with cp - Humans are by far the most prolific race on the face of Al'Akwannon*