

Chapter 7

The Pervasive Humanity

Origins

Humanity long thought that their realm was the center of the universe, and the Multiverse for that matter. As they destroyed their home plane and discovered that not only were they not the center of the Universe, but that their plane was only adjacent to the Prime Plane, they quickly fled to the Plane of Orin. Spreading out throughout Vendrosa quickly, and being highly adaptive, they quickly connected with each of the other races that were also fleeing to Orin. Considered to be the most common race among the civilized world, they are found in nearly every village, town, city, Guild, government, and Plane.

Known History

In the time before Orin was discovered, known as Pre-Orin or PO, not much is known. In the Planar Map, humanity came from the Plane directly adjacent to Orin moving to the right, known as Sol. It mirrors much of Orin in most ways in shape and climate. Humans lived for thousands of years on a planet known as Earth before their technology advanced to what is now known as Dirty-Tech, and they rapidly destroyed their world through industry and war. Using their knowledge, a group of individuals discovered how to manipulate Dark Matter and bore a hole through the planes directly to Orin.

Once arriving on Orin, they discovered a rich and untouched world, and with the same foolish endeavors, began destroying Vendrosa as well. It is believed that Humanity and the Stoahk were largely responsible for this near disaster, but the records of that time are patchwork at best.

Human Lore within Orin

Humans are within every Guild and have a large presence in the World Governments. [\(More information to come\)](#)

Player Character Information

- **Appearance**

Humans look much as they do today. With a wide range of skin tones, hair colors, eye shapes and color, and build. They are on average between 5 and 6 ½ feet tall. Without other adaptations from their original plane, they do not gain any additional visual benefits or move speed bonuses.

- Move Speed: 30/60
- Vision: No bonuses
- Languages: Common
- Lifespan: Humans live into their early 120's. With the advancement of genetics however, humans do not start to show signs of middle age until their 60s, and do not become elderly until their 90's.

- **Adaptable**

Because of human's knack for being able to be within every culture, and in the lands of Vendrosa, considered to be something of a baseline for humanoids, they fit into almost any culture. They can learn and adapt and work within almost any situation. Because of this, they gain the following bonuses.

- **Ability Score Increase:** +1 to 2 different Stats
- **Bonus Skills:** Pick 1 Additional Skill
- **Bonus Tool:** Pick 1
- **Racial Bonus:** Pick any 1 feat from the Feats list.

NPC Character Information

Human Bandit

Medium humanoid (any race), any non-lawful alignment

CR: .125

Armor Class 12 (leather armor)

Hit Points 15 (8+5+2)

Speed 30 ft.

Base Stats: 0/2/1/0/0/0

Skills Stealth +4, Survival +2

Senses passive Perception 10

Languages Common

Orin's Gate: Players Handbook

Actions

Scimitar. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6+2) slashing damage.

Shortbow. Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 5 (1d6+2) piercing damage.

Description

Bandits rove in gangs and are sometimes led by thugs, veterans, or spellcasters. Not all bandits are evil. Oppression, drought, disease, or famine can often drive otherwise honest folk to a life of banditry. Pirates are bandits of the high seas. They might be freebooters interested only in treasure and murder, or they might be privateers sanctioned by the crown to attack and plunder an enemy nation's vessels.