

Humans

The Fallen

Physical Appearance

The Humans of Haven look essentially the same as the species of that same name from Earth, but have less region-specific homogeneity. Tribes living near the arctic circle are just as likely to contain individuals with dark skin and tight black curls as they are to have blue-eyed blonds—and often have both. Anyone who successfully uses the **Sense Magic** power on a Human and gets an **Outstanding** result will see a damaged aura, partially “disconnected” from Mother Haven.

Life Cycle

Humans on Haven have a life cycle very similar to that of Humans from Earth. In fact, unlike every other sentient species on Haven, when a Human dies and exits the story, her body doesn’t immediately reintegrate back into Mother Haven as something like a stone, vapor, liquid, or even light; it just slowly rots and falls apart like an animal’s. This was not always the case, but almost no one remembers a time when it was different.

Language

Of all the species who developed language on Haven, Humans are still struggling to agree upon one standardized language for themselves. They have dozens of different tongues, but any Human with education or a trade-related profession will speak one of the three most popular Human languages: Eastern, Central, or Western. In addition, Humans who have regular interactions with other species will learn Traveler’s Creole.

Culture & Customs

Clans

While different groups of Humans organize themselves into tribes, kingdoms, or city-states, every Human belongs to a family clan that transcends political and geographic boundaries. Each clan identifies itself with a distinctive patterned cloth, whose design is reproduced in everything from their banners and shields to parts of their homes and clothes. Though there exist many minor clans and sub-clans, most Humans trace their ancestry and owe their allegiance to one of a dozen major clans.

Burials

Whenever possible, Humans bury their dead in the ground, and will either inter a body at the base of a tree or plant a tree on top of it. The most auspicious tree for this purpose is the *malus*, or apple tree. Some communities dedicate entire orchards to their dead.

Starting Human Characters

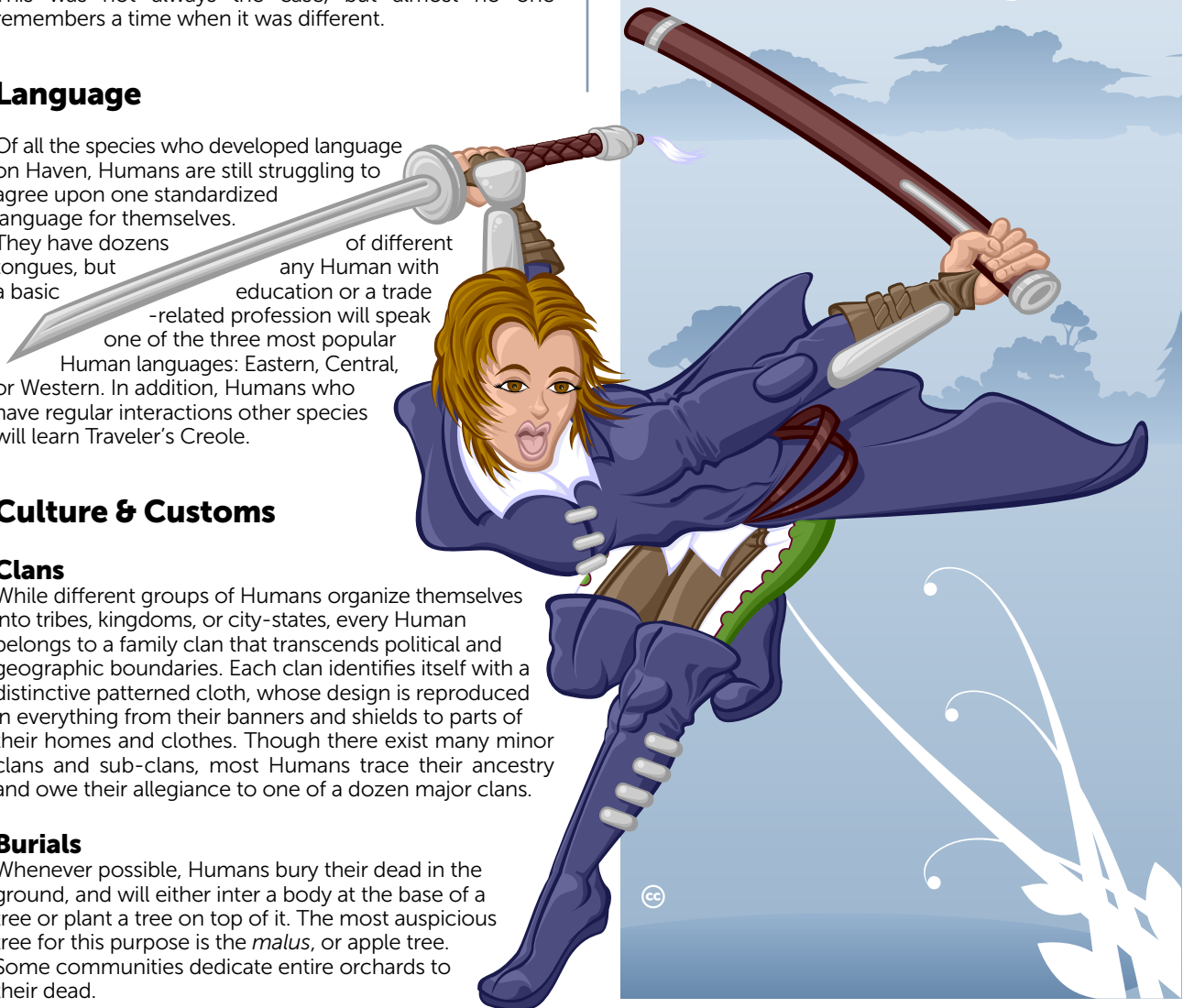
(50 Character Points)

B A S E W I P R Rep HP SP
Pr Cm Cm Cm Pr Cm Cm Dr Dr 22 17

Skills

- **Languages:** Human (Eastern)
or
Human (Central)
or
Human (Western),
Traveler’s Creole

Humans are as capable as any other denizen of Haven at developing their minds and bodies to acquire magical, marital, or mental powers; but by default they have none.



Bluffing Your Way Through Human

The three main Human languages of Haven are simulated by using words from three real-world human languages, and then twisting them for effect. Mandarin Chinese is used for Human (Eastern), Medieval Latin for Human (Central), and Nahuatl for Human (Western). Players who speak or study those real languages may find the Haven languages quite annoying to read, and should feel free to substitute other languages for their stories set in Haven.

Apple Trees & Faded Memories

Humans are probably the most versatile sentient beings on Haven, having prospered in some of her harshest climates, and in every climate possible, they plant apple trees. In large Human cities, the town square will feature at least one apple tree, with heroes buried at its base. In climates that don't allow for trees, a symbolic tree will be displayed prominently in a tribe's main lodge or tent, and its elders will keep sealed packets of apple seeds.

Scholars from many species believe these practices hint at the powers that were once possessed by Humans before a planet-wide magical catastrophe changed them forever. There is also evidence that this event randomly relocated countless Humans to places thousands of kilometers away from their original homes, causing different clans and different types of people to mingle and form the present-day Human communities. Further evidence suggests this may have been the same catastrophe which caused the Rakshasas to go extinct, a prospect that makes other species sometimes look at Humans with pity, and sometimes with fear.

Orphans & The Lost Clan

An orphaned child bearing the pattern of a particular clan on her clothes will be routed back to members of that clan by other Humans. An orphaned child with no idea of her own clan may find refuge in a larger Human settlement until she can marry into or get adopted by a clan, but her life will be difficult without clan support. The older the orphan, the more she will need to prove herself to be adopted into a clan.

In the last few decades, Shamans on the Path of the Balancer have been presenting full-grow orphans to some of the clans. The Shamans offer little explanation for where these orphans are found, saying only that they are a gift from Mother Haven. These adult orphans will never own anything but the most basic and generic clothes and gear (suspected to be provided by the Shamans), seem a bit disoriented, and for their first few months will talk in their sleep of strange places and things, like "Chicago" and "mobile phones". They need to be taught some things that any child should know, but once they are taught, become valuable members of Human society, even heroes. These strange orphans bring with them an infectious energy and new ideas that inspire all Humans to improve their situation. Informally, such orphans are said to have come from some far-flung "Lost Clan".





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I chose to release this work in this way so you can adjust it to suit the needs of you and your friends, and so you can create your own characters and stories based on this game and still own them yourself —which is as it should be. I do ask that you give me credit when you make something based on this work (preferably by linking to **www.TenThousandWorlds.org**) and I ask that you not make any money off of it.

This should go without saying, but this work is a supplement to a *game*, **Ten Thousand Worlds**, and is meant to make a rainy afternoon more enjoyable for you and a few friends. This game requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is probably not for you.