

Mutt Humans

MUTT HUMAN BASE SKILLS

Agility 4d6-lowest die

Alertness 4d6-lowest die

Charm 4d6-lowest die

Cunning 4d6-lowest die

Dexterity 4d6-lowest die

Fate 4d6-lowest die

Intelligence 4d6-lowest die

Knowledge 4d6-lowest die

Mechanical 4d6-lowest die

Nature 4d6-lowest die

Stamina 4d6-lowest die

Strength 4d6-lowest die

Specialties: see family background

Age: Intelligence + Knowledge - 2d6 (15 years minimum)

Racial Ability: Dumb Luck

Uses per Day: Two

Effects: Twice per day mutt humans can add +1 column shift to any skill roll before or after (if he can roll passable vs. the skill in question) the die is rolled.

Description

Mutt humans are the true humans; they are everything and every race blended into what, at first glance, appears to be the unexceptional. Certainly most of the other races consider humans to be a inferior race, tainted and polluted. Mutt humans often have claim to a dwarf great grandfather on their mother's side, while at the same time Dad was an elfin. Maybe a cousin was one-quarter hob,

a nephew is one-eighth brownie. But essentially mutt humans are humans. Unlike the other races which can be thought of as purebreds, humans are more of an amalgamation, without any species-wide outstanding qualities (and hence no possibility of rolling a nineteen), but also without, as a race, any extremely poor traits. Humans tend to be more adaptable, more durable than the other races. Yet at the same time some mutt humans can be as charming as the most debonair elf or as brutish and dimwitted as the slowest hob.

Mutt humans tend to complain about their lots in life, but in actuality, considering the odds against them, they are extremely lucky, often beating incredible odds, surviving in the most inhospitable situations (as slaves, in the Arctic, in cities of elves). And because of this "dumb" luck--which might be more accurate to call tenaciousness-- humans often become the best at nearly any occupation, relying less of natural ability and more on hard work, ingenuity, and, again, luck.

Mutt humans are a rapidly growing race, found in most cities of the world, even occupying cities of their own. They are considered nuisances by many races, vermin by the "finer" races such as elves and other sidhe. But humans are capable of wider ranges of emotions, more horrible atrocities than the other races, and often greater acts of kindness, which accounts for why most races tolerate them. But many races find what they perceive as human fickleness to be troubling. Some humans have peculiar ideas, including ideas of societies without royalty, equality between races and even sexes, tolerance for various religions, and so on. Yet other humans do nothing but try to control or even enslave others, seeking wealth and power and social position as the grandest of royalty.

Humans, because of their unpredictable nature, are probably the most creative race, developing new technologies, new forms of music, and new religions constantly. However, in game terms, it might be easiest to assume mutt humans can choose between most of the other races' religions.

Size and Weight

Strength +d6	Size	Stamina + d6	Weight
4	tiny	4	very thin
5	very short	5	very thin
6	very short	6	very thin
7	short	7	thin
8	short	8	thin
9	short	9	thin
10	average	10	thin
11	average	11	average
12	average	12	average
13	average	13	average
14	average	14	average
15	average	15	average
16	tall	16	average
17	tall	17	heavy
18	tall	18	heavy
19	tall	19	heavy
20	very tall	20	heavy
21	very tall	21	heavy
22	very tall	22	very heavy
23	enormous	23	very heavy
24	enormous	24	very heavy

Background

Fate +d6	Background	Starting Bronze	Free Skills	Specialties
4	slave	\$10	10	dodge, run, will, empathy
5	drunk	\$10	10	dodge, conceal, bargain, lie
6	derelict	\$10	10	contacts, lie, run, direction
7	gravedigger	\$10	10	search, contacts, conceal, sanity
8	hermit	\$10	10	forage, caves, sanity, memory
9	criminal	\$110	9	filch, contacts, bully, brawling
10	rat catcher	\$110	9	forage, stealth, caves, aim
11	pickpocket	\$110	9	stealth, filch, climb, lie
12	farmer	\$110	9	plants, forage, build, intuition
13	fisher	\$110	9	boating, swim, repair, direction
14	servant	\$110	9	sincerity, repair, customs, conceal
15	shop keeper	\$210	8	customs, literacy, business, bargain
16	warrior	\$210	8	sword, brawling, bully, ride
17	herbalist	\$210	8	plants, search, medical, poisons
18	innkeeper	\$210	8	business, customs, bargain, entertain
19	merchant	\$210	8	business, literacy, languages, customs
20	hedge wizard	\$210	8	literacy, protection, languages, legends
21	entertainer	\$310	7	entertain, memory, legends, mimic
22	advisor	\$310	7	empathy, customs, sincerity, lie
23	gentry	\$410	6	customs, literacy, contacts, ride
24	priest	\$410	6	preach, theology, sincerity, literacy