



## EARTH HUMAN

When it comes to magic and the ability to manipulate the weave of magic, Earth humans are entirely lacking. From a far distant planet simply named “Earth”, this species makes up for their lack of magical ability with incredible feats of technology.

While some Myrencean engineers have learned about the uses of black powder, humans have perfected this technology to unimaginable new heights. Repeating rifles, shotguns, explosive rounds, armor Piercing rounds, and more.

Their “Human Armory” holds a collection of new weapons that are unique to The System and are only accessible through them. While it is illegal for non-humans to own such technology, it is inevitable that some of it will get out into the hands of the magical people.

### EARTH HUMAN TRAITS

**Creature Type:** Humanoid

**Size:** Medium (about 4–7 feet tall) or Small (about 2–4 feet tall), chosen when you select this species

**Speed:** 30 feet

### EARTH HUMANS IN THE LEAGUE OF MAGICS SETTING

If your Earth human is being played in a League of Magics campaign setting, you have the following additional features associated with your species.

**Unmagik’d.** As an Earth human, you are incapable of casting spells, taking the Magic action, shape-shifting, attuning to magical items that are not legendary, artifacts, or sentient (however you can still use magical items that are consumable or do not require attunement). You can do these things, if done so through artisan tools you can use as a spellcasting focus at level one, via a pact with an otherworldly patron, or from crafting or enchanting the magic item yourself.

**Fully Loaded.** When you create your character at level 1, you can include any Early-Age firearm, or any modern-age pistol and 20 rounds of ammunition to your inventory as part of your starting equipment.

As an Earth Human, you have these special traits.

**Limited Feat.** You gain an Origin feat of your choice that does not involve casting a spell or a Magic action.

**Skills.** You have proficiency in two skills of your choice, and the Technology skill.

**Firearm Proficiency.** Humans have a unique connection to firearms, as it is their primary form of protection while on the dangerous magical worlds. You have proficiency with all firearms and ignore the Loading property of any firearm. In addition, attacking at long range with a firearm doesn’t impose Disadvantage on your attack roll.

