

TRIUMPH LARP

**Human's
Handbook
4.0**

The Humans of Lantai

A human is a being in Lantai, one of the younger races, and the most numerous. The humans are the most diverse of the races, the most individualistic society. In the Known Lands, humans have many kingdoms and societies. As such, there are no true racial mannerisms for humans...their mannerisms are individualistic, embodying variety and free will. A human's short lifespan of 60-100 years prompts them to live every day for itself, and they tend to be more short-sighted than any other race.

This handbook, along with the class handbook of your choice, will help you to portray a character that will help drive an epic story which we call Triumph. This game is story-driven, and the more thought given to your character, the better your game experience will be. Welcome to Lantai, welcome to Fairhame, and may you Triumph.

This handbook is not meant to replace reading the manual...in fact, if you've not read the rulebook, you should put this handbook down and go do so now. OK...so you're back. Hope you enjoyed the rulebook. Now, let's talk about humans.

Physical Representation

So, what exactly makes a human look like a human? There are no requirements for phys-repping a human. All you need to do is wear a suitable costume. There are no races on Lantai that wear jeans and a t-shirt. If after your 3rd event you do not wear your minimum costume, you can still play, but will receive no Triumph Points.

Racial Modifiers

By choosing to play a human, you receive no advantages and no disadvantages compared to others in the game. These racial modifiers exist to help characterize the races.

Racial Traits

Each race has its defining qualities, or traits. This includes typical costume, common attitudes, traditions and ways of life, and natural tendencies. By playing to these traits, you are portraying a fairly typical member of the race. If you choose to ignore these traits, your character is probably quite uncommon...and might even be frowned upon by members of your own race.

Humans, however, are individualistic and have free will. Thus, it is up to each human character to define his or her own traits. A simple formula can assist in the creation of a human character.

1. Choose the concept of the character...their society, costume, background, career, and personality.
2. Research the geography of Lantai and choose a place of origin that matches your concept from step 1. Feel free to contact Logistics for assistance, especially if you don't find a good match right away.
3. Use the place of origin, its history and background, and make a good starting point for yourself.
4. Remember that almost anything is possible for a human background.

Key Points in Human History

(For more specific histories, be certain to check the geography section of the website, and to listen to bards in game...the Dark Times made much of human history difficult to find, and the sheer volume of information would be too overwhelming for the scope of this handbook)

Many millennia ago, the Dream reshaped the world of Lantai. It created the Gods, who lived upon and discovered Lantai's secrets. The Gods, in turn, Ascended, seeking a further enlightenment. Some of the Gods gave birth to Children of their own. In time, the younger races were given birth. Humans are one of these younger races.

While other races may have a particular god or goddess who parents them, the humans came to be from the love between Freya and Lugh. All the gods have influence with the humans, more so than with any other race.

The humans exploded onto the face of Lantai, beginning life in tribes across the Known Lands, and some believe elsewhere as well. Some humans were befriended by other races, and their societies received a "jump start" as they built villages and towns, and learned the ways of agriculture and industry. Others neglected to develop permanent structures, electing instead to keep their tribal nature...these would become the barbarians as time passed.

There are many settlements, villages, towns, even kingdoms that grew and lived and died in the early days of humanity...too many to name here or even to count. But most notable was the Great Empire of Man that flourished on the right continent, and its seat was located in what is now know as Hyronia. This Empire was quick to develop, its mages and clerics seeking knowledge as a drowning man seeks air. It was this Empire that created legions of Knights of Hyreeta, and these Knights performed many remarkable feats, indeed.

The Empire and its Knights were responsible for the destruction of the vile bullywug race in a 200 year long war, drove most of the evil and terrible dragons into death or hiding, and spread roads across the continent. The Empire opened trade to Skara Innish, and across the ocean to the kingdoms of the left continent. The dwarves and elves had open trade with this Empire, but always held back from true alliance, knowing that such a fast rising star must burn out. And burn out it did.

Some 800 years before the cataclysm, the Great Empire of Man was torn asunder by an internal war of epic proportion. There had been so much political intrigue amongst the Emperor's Court that the truth became a forgotten dream. But most of all was the arrogance of a rising group of humans within the Empire, who believed it was their divine right to rule all of Lantai, to take the lands of the elves and dwarves, to fly the flag of the Empire so that the sun would never set upon it. It was this more than anything that prompted the schism in the Empire, shattering it as glass on an anvil.

After the Empire's fall, human civilization continued to become more diverse, more widespread. Then came the Cataclysm. What was, ceased to be. Entire kingdoms fell into disarray as the changes tore across the face of Lantai. The Dark Times swallowed kingdoms and towns as humans and others sought destruction of the neighbors they mistakenly blamed for the destruction. War spread like a cancer, and lasted for hundreds of years. Human civilization took a step backward.

When the Dark Times passed, mankind began to prosper yet again. Now is the Age of Man, when humans are the most widespread race on Lantai. Now, in the present,

humans strive as we all do. The Savage Lands have become more dangerous, if that were possible. Orcs, goblins, trolls, and worse have become more and more common. Monsters long thought to be extinct, or mere fairy tales, have been sighted. The Oracles speak of dark days ahead. May we all triumph.