

Hume

Humes are the most common race, making up about 40% of the population. They have no special abilities, and have the second shortest life span of any race (roughly 60 years). Despite this, they have managed to set up large Empires and Kingdoms all over the continent and effectively achieved global dominance due to their industrious nature. Humes can be compared with moogles in this regard, and probably have the closest relationship with the moogle than any other race, as seen in many instances when moogles are employed by humes. However, races of all kinds inhabit hume settlements.

Hume Racial Traits

- **Ability Score Racial Traits:** Hume characters gain a +2 racial bonus to one ability score of their choice at creation to represent their varied nature.
- **Size:** Humes are Medium creatures and thus receive no bonuses or penalties due to their size.
- **Type:** Humes are humanoid creatures with the hume subtype.
- **Base Speed:** Humes have a base speed of 30 feet.
- **Languages:** Humes begin play speaking Common. Humes with high Intelligence scores can choose any languages they want. See the Linguistics skill page for more information about these languages.

Feat and Skill Racial Traits

- **Bonus Feat:** Humes select one extra feat at 1st level.
- **Curiosity:** Humes naturally inquisitive about the world around them. They gain a +4 bonus on Diplomacy checks to gather information, and Knowledge (history) and Knowledge (local) become class skills for them. If they choose a class that has either of these Knowledge skills as class skills, they gain a +2 racial bonus on those skills instead.
- **Integrated:** Humes gain a +1 racial bonus on Bluff, Disguise, and Knowledge (local) checks.
- **Skilled:** Humes gain an additional skill rank at first level and one additional rank whenever they gain a level.
- **Sociable:** When humes attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more, they can try to influence the creature a second time even if 24 hours have not passed.

Alternate Racial Traits

The following alternate racial traits may be selected in place of one or more of the standard racial traits above. Consult your GM before selecting any of these new options.

- **Adoptive Parentage:** Humes are sometimes orphaned and adopted by other races. Choose one humanoid race without the hume subtype. You start play with that race's languages and gain that race's weapon familiarity racial trait (if any). If the race does not have weapon familiarity, you gain either Skill Focus or Weapon Focus as a bonus feat that is appropriate for that race instead. This racial trait replaces the bonus feat trait.
- **Alchemically Enhanced:** Some humes use alchemical or scientific enhancements to push their bodies beyond the limits of nature. However, doing so comes at a significant price. A hume with this trait gains a +3 racial bonus to Constitution, Dexterity, or Strength. However, the character's biology is now more susceptible to chemicals, causing her to take a -2 penalty on Fortitude saving throws against poison. This racial trait replaces the +2 bonus to any one ability score and the bonus feat racial trait.
- **Awareness:** Humes raised within monastic traditions or communities that encourage mindfulness seem to shrug off many dangers more easily than other humes. They gain a +1 racial bonus on all saving throws and concentration checks. This racial trait replaces the bonus feat.

- **Background Character:** Humes who stay away from others are more adept at blending in or hiding away rather than fitting in. Humes with this racial trait gain a +1 racial bonus on Disguise, Knowledge (dungeoneering) and Stealth checks. This racial trait replaces integrated.
- **Comprehensive Education:** Humes raised with skilled teachers draw upon vast swathes of knowledge gained over centuries of civilization. They gain all Knowledge skills as class skills, and they gain a +1 racial bonus on skill checks for each Knowledge skill that they gain as a class skill from their class levels. This racial trait replaces skilled.
- **Distanced:** Some humes found out that curiosity killed the cat, and so aim to better protect themselves against the threats of the world. Humes gain a +4 racial bonus to Acrobatic checks made to move through threatened squares. This racial trait replaces curiosity.
- **Dual Talent:** Some humes are uniquely skilled at maximizing their natural gifts. These humes pick two ability scores and gain a +2 racial bonus in each of those scores. This racial trait replaces the +2 bonus to any one ability score, the bonus feat, and the skilled traits.
- **Emissary:** Some humes work to make others believe a single statement rather than improve relations. Once per day, humes may roll twice on a single Bluff or Diplomacy check and take the better roll. This racial trait replaces sociable.
- **Eye for Talent:** Humes have great intuition for hidden potential. They gain a +2 racial bonus on Sense Motive checks. In addition, when they acquire an animal companion, bonded mount, cohort, or familiar, that creature gains a +2 bonus to one ability score of the character's choice. This racial trait replaces the bonus feat trait.
- **Focused Study:** All humes are skillful, but some, rather than being generalists, tend to specialize in a handful of skills. At 1st, 8th, and 16th level, such humes gain Skill Focus in a skill of their choice as a bonus feat. This racial trait replaces the bonus feat trait.
- **Frontier Survivor:** Humes with this trait gain the Technologist feat, which grants them understanding of technological subjects. Additionally, they gain a +2 racial bonus on Survival checks in the ruins of cities. This racial trait replaces skilled.
- **Heart of the Fields:** Humes born in rural areas are used to hard labor. They gain a racial bonus equal to half their character level to any one Craft or Profession skill, and once per day they may ignore an effect that would cause them to become fatigued or exhausted. This racial trait replaces skilled.
- **Heart of the Mountains:** Humes born in the mountains are skilled at negotiating heights and precipices. They gain a +2 racial bonus on Climb checks and Acrobatics checks to move on narrow surfaces and uneven ground. Furthermore, they are considered acclimated to the effects of high altitude. This racial trait replaces skilled.
- **Heart of the Sea:** Humes born near the sea are always drawn to it. They gain a +2 racial bonus on Profession (sailor) and Swim checks, and these are always class skills for them. They can hold their breath twice as long as normal, and spellcasters gain a +4 racial bonus on concentration checks when attempting to cast spells underwater. This racial trait replaces skilled.
- **Heart of the Slums:** Humes who eke out a life in a city's teeming slums must be quick and clever. They gain a +2 racial bonus on Sleight of Hand and Stealth checks, and a +4 racial bonus on Survival checks in urban and underground settings. In addition, they may roll twice when saving against disease, taking the better roll. This racial trait replaces skilled.
- **Heart of the Snows:** Humes born in chilly climates treat cold climates as one category less severe. They gain a +2 racial bonus on Fortitude saving throws against the effects of cold climates, on any check or saving throw to avoid slipping and falling, and to CMD against trip combat maneuvers. This bonus applies on Acrobatics and Climb checks made in slippery conditions. This racial trait replaces skilled.
- **Heart of the Streets:** Humes from bustling cities are skilled with crowds. They gain a +1 racial bonus on Reflex saves and a +1 dodge bonus to Armor Class when adjacent to at least two other allies. Crowds do not count as difficult terrain for them. This racial trait replaces skilled.
- **Heart of the Sun:** Humes born in tropical climates treat hot climates as one category less severe. They also gain a +2 racial bonus on Fortitude saving throws against the effects of a hot climate, as well as against the poison and distraction ability of swarms and vermin. This racial trait replaces skilled.

- **Heart of the Wilderness:** Humes raised in the wild learn the hard way that only the strong survive. They gain a racial bonus equal to half their character level on Survival checks. They also gain a +5 racial bonus on Constitution checks to stabilize when dying and add half their character level to their Constitution score when determining the negative hit point total necessary to kill them. This racial trait replaces skilled.
- **Heroic:** Some humes are born heroes. In campaigns that use the optional hero point system, each time these humes gain a level, they gain 2 hero points instead of 1. If they take the Blood of Heroes feat, they gain 3 hero points each level instead of 2. This racial trait replaces the bonus feat trait.
- **Industrious:** Humes are known for their drive and work ethic. Humes with this racial trait gain a +2 racial bonus on concentration checks and checks with their choice of one Craft or Profession skill. This racial trait replaces skilled.
- **Innovative:** Humes have come to shape the world because they are inveterate innovators. Humes with this racial trait gain a +2 racial bonus on Knowledge (arcana) and Spellcraft checks to independently research spells, create magic items they have never encountered before, and identify unique magical effects. They also gain a +2 racial bonus on Charisma-based skill checks to persuade others to adopt a new ideology or further the cause of discovery and progress. This racial trait replaces skilled.
- **Institutional Memory:** Humes rely on their institutions to remember the distant past and to preserve their own memories for the distant future. They gain a +4 racial bonus on Knowledge checks to answer questions about any organizations, guilds, or religions to which they belong, and they can attempt such skill checks untrained. This racial trait replaces skilled.
- **Military Tradition:** Several hume cultures raise all children (or all children of a certain social class) to serve in the military or defend themselves with force of arms. They gain proficiency with up to two martial or exotic weapons appropriate to their culture. This racial trait replaces the bonus feat trait.
- **Mixed Heritage:** Often hume civilization is defined by more than one characteristic. A hume with this trait may select a second “Heart of the” racial trait. This replaces the bonus feat racial trait.
- **One of the Multitude:** City-dwelling humes are skilled at blending in with the busy multitudes of the city. They gain a +1 racial bonus on Bluff, Diplomacy, Disguise, Sleight of Hand, and Stealth checks when within 10 feet of at least two other humanoids. They gain a +1 racial bonus on attacks of opportunity made while flanking. This racial trait replaces skilled.
- **Piety:** Humes place great trust in the gods to protect them. Humes with this trait receive a +2 racial bonus on Knowledge (religion) checks and Knowledge (religion) is always a class skill for them. In addition, once per day before attempting an attack roll, saving throw, ability check, or skill check, such a hume can call out to his deity in order to receive a +2 racial bonus on that roll; he can use this ability only if he is able to speak. This racial trait replaces the bonus feat racial trait.
- **Practiced Hunter:** Members of some hume cultures train from youth to find and follow the trails of vital game and at the same time hide the evidence of their own passage. These humes gain a +2 racial bonus on Stealth and Survival checks, and Stealth and Survival are always class skills for them. This racial trait replaces skilled.
- **Silver Tongued:** Humes are often adept at subtle manipulation and putting even sworn foes at ease. Humes with this trait gain a +2 bonus on Diplomacy and Bluff checks. In addition, when they use Diplomacy to shift a creature's attitude, they can shift up to three steps up rather than just two. This racial trait replaces skilled.
- **Social Ties:** Some hume societies run on complex webs of favors and loyalties that canny members can intuitively exploit with relative ease. These humes gain a +2 racial bonus on Diplomacy checks, and on any skill checks to recruit members and teams for an organization. They also add a +1 racial bonus to their Leadership scores (if they gain the Leadership feat). This racial trait replaces skilled.
- **Unstoppable Magic:** Humes from civilizations built upon advanced magic are educated in a variety of ways to accomplish their magical goals. They gain a +2 racial bonus on caster level checks against spell resistance. This racial trait replaces the bonus feat trait.
- **Wayfarer:** Humes maintain the largest trade networks and the farthest-reaching civilizations, putting them in contact with a huge number of cultures. Humes with this racial trait gain a +2 racial bonus on

Survival checks to avoid becoming lost, Knowledge (geography) checks, and Knowledge (local) checks. Whenever these humes gain a rank in Linguistics, they learn two languages rather than one. This racial trait replaces skilled.

Variant Hume Heritages

Although many humes follow the general model of the standard hume, many more do not. Those of different lineages may evince dramatically different manifestations of their heritage, both in appearance and in ability. Here are 3 different potential heritages for hume PCs. If you choose to use a specific bloodline instead of the general rules for creating a hume, you should work with your GM to ensure that your character's appearance reflects that bloodline.

- **Alternate Ability:** While most humes gain an additional skill rank at first level and one additional rank whenever they gain a level, those of the variant heritages listed below gain a different ability.

Table 2-1: Variant Hume Heritages

Heritage	Ability Modifiers	Alternate Ability	Description
Cetra	+2 Wis	Cetras gain a +2 racial bonus on all Knowledge skill checks and all Knowledge skills are class skills. In addition, they gain a bonus language of their choice.	The Cetra, also known as the Ancients, are a race of people known as the protectors of the Lifestream, although few Ancients are actually depicted. The Cetra look identical to regular humans, but are deeply spiritual in nature. These humes often retain the knowledge of the earth. The Highlanders derive their name from a long tradition of inhabiting Eorzea's mountainous regions, particularly Gyr Abania and its proud city-state of Ala Mhigo. Although Highlanders were originally common in Ala Mhigo, the state's conquest by Garlemald has driven them all across Eorzea in great waves of refugees.
Highlander	+2 Str	Highlanders gain a +1 bonus on combat maneuver checks and to CMD.	Descendants of a race called the Sky People, the blood of these technological masterminds continue through these humes.
Lufenian	+2 Int	Lufenians gain a +2 racial bonus on a Craft or Profession skill of their choice and gain one additional rank in a Craft or Profession skill whenever they gain a level.	Some soldiers were members of Deepground, a military organization created as part of a covert Shinra operation to create genetically enhanced super soldiers. Although when recruited and administered mako they tend to stop aging altogether keeping their appearance of whatever age they were when they were recruited. They must have a constant supply of mako that must be recharged weekly or suffer fatigue then exhaustion otherwise. Can lead to death (DM
Mako-Infused Super Soldier	+2 Str or +2 Dex	Mako-Infused Super Soldiers gain a +1 racial bonus to Str- and Dex-based skills.	

discretion).

Racial Feats

The following feats are available to a hume character who meets the prerequisites.

- Bestow Luck
- Critical Versatility
- Dauntless Destiny
- Defiant Luck
- Eclectic
- Fast Learner
- Fearless Curiosity
- Heroic Will
- Huntmaster
- Improved Improvisation
- Improvisation
- Inexplicable Luck
- Intimidating Confidence
- Martial Mastery
- Martial Versatility
- Surge of Success

Racial Archetypes

The following racial archetypes are available to humes:

- [Buccaneer](#) (Gunner; Hume)
- [Feral Child](#) (Druid; Hume)
- [Generalist](#) (Red Mage; Hume)
- [Wanderer](#) (Monk; Hume)

Favored Class Options

The following favored class options are available to all characters of this race who have the listed favored class, and unless otherwise stated, the bonus applies each time you select the favored class reward.

- **Archer:** Add +1/4 to the archer's damage rolls with bows and crossbows.
- **Astrologian:** Add one spell known from the astrologian spell list. This spell must be at least one level below the highest spell level the astrologian can cast.
- **Beastmaster:** Add +1 hit point or +1 skill rank to the beastmaster's animal companion. If the beastmaster ever replaces his companion, the new companion gains these bonus hit points or skill ranks.
- **Berserker:** Add +1 to the berserker's base speed. In combat this option has no effect unless the berserker has selected it five times (or another increment of five). This bonus stacks with the berserker's movement increases.
- **Bard:** Add one song from the bard song list to the bard's songbook. This song must be at least one level below the highest song level he can perform.
- **Black Belt:** Gain a +1 bonus to the black belt's CMD when resisting two combat maneuvers of the black belt's choice.

- **Black Mage:** Add one spell known from the black mage spell list. This spell must be at least one level below the highest spell level the black mage can cast.
- **Blue Mage:** Add one spell known from the blue mage spell list. This spell must be at least one level below the highest spell level the blue mage can cast.
- **Chemist:** Add +1/4 to the chemist's damage rolls with thrown weapons.
- **Chocobo Knight:** Add +1 hit point or +1 skill rank to the chocobo knight's mount. If the chocobo knight ever replaces his mount, the new mount gains these bonus hit points or skill ranks.
- **Cleric:** Add a +1 bonus on caster level checks made to overcome the spell resistance of outsiders.
- **Dancer:** Add +1/4 point to the dancer's ki pool.
- **Dark Knight:** Add +1 to the dark knight's holy element resistance (maximum +10).
- **Dragoon:** Add +1/3 to the dragoon's damage rolls with spears, lances, and polearms.
- **Druid:** Add a +1/2 bonus on Diplomacy and Intimidate checks to change a creature's attitude.
- **Engineer:** Add +1 hit point or +1 to one saving throw to the engineer's automaton. If the engineer ever replaces his automaton, the new automaton gains these bonus hit points or saving throw bonuses.
- **Fencer:** Increase the total number of points in the fencer's panache pool by 1/4.
- **Fighter:** Add +1 to the fighter's CMD when resisting two combat maneuvers of the character's choice.
- **Freelancer:** Add +1 JP to the freelancer's JP pool. This has no effect unless the freelancer has selected this reward ten times.
- **Gambler:** Add +1/6 for a new gambler gambit.
- **Geomancer:** Add one spell known from the geomancer spell list. This spell must be at least one level below the highest spell level the geomancer can cast.
- **Gunbreaker:** Add +1/6 of a new gunbreaker talent.
- **Gunner:** Add +1/4 point to the gunner's grit points.
- **Holy Knight:** Add +1 to the holy knight's shadow element resistance (maximum +10).
- **Illusionist:** Add +1/4 point to the veil pool ability.
- **Knight:** Add +1/6 to gain a new knight talent.
- **Medic:** The medic gains +1/6 of a new medical practice.
- **Monk:** Add +1/4 point to the monk's ki pool.
- **Necromancer:** Add one spell known from the necromancer spell list. This spell must be at least one level below the highest spell level the necromancer can cast.
- **Ninja:** Add +1/4 point to the ninja's ki pool.
- **Red Mage:** Add +1/4 point to the red mage's arcane pool.
- **Samurai:** Add +1/6 to the samurai's known Bushidos.
- **Scholar:** Add one spell from the black mage or white mage spell lists to the scholar's known spells. The spell must be at least 1 spell level below the highest level the scholar can cast
- **Summoner:** Add +1 hit point or +1 skill rank to the summoner's avatar.
- **Sword Saint:** Add +1 to the sword saint's CMD when resisting two combat maneuvers of the character's choice.
- **Thief:** The thief gains +1/6 of a new thief talent.
- **Time Mage:** Add 1/6 of a temporal talent. (One additional temporal talent for every six times you select this option.)
- **White Mage:** Add one spell known from the white mage spell list. This spell must be at least one level below the highest spell level the white mage can cast.