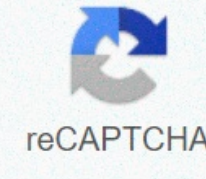




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## Humans of golarion pdf

Edit Share This book has been announced but has not yet been released. Product details, such as release date, authors, cover and content, may be changing. People guide the fate of the Pathfinder world as adventurers, politicians, criminals and kings. Now, for the first time, pathfinder Player Companion delves into the history, culture and ambitions of the people of Golarion, from the nearly extinct Azlanti and decadent Taldans to the proud, primitive Kellyds and Mwangi. New human-oriented character traits and rules for almost human zables and half-breeds round this final guide. Community content is available in the CC-BY-SA section unless otherwise stated. This article may have more information about the canon that is available on StarfinderWiki. Humans are the most numerous civilized human-like Golarion race with diverse ethnicities, and a share in virtually every corner of the world. [1] Known for their adaptability and versatility, people throughout history have been behind many of the largest and most prosperous nations. [2] History No one truly knows what kind of frenzy or being first created the human race. According to algholthu wall carvings, they were responsible for creating humanity, although this claim cannot be proven definitively. [3] In The Goloire, separate ethnic groups can be found around the world, each with its own unique culture and appearance. While connecting occurs, most people fall into one of these groups more prominently than the other. The well-known humanitarian ethnic groups of Golarion are so grouped by continent of origin. Amiri, the barbar of Kellid of the mammoth lords kingdom. Quinn, a Harundi investigator from Galt. Arkadian (includes Kalani, Kansari, Mahvec, Aurfazians)[4] Chelaxian Jadwiga Kellid Shoanti Taldan Warfen Varki Rasa primitive people are known to inhabit Deep Tolgut in Orva, where they are in constant tribal warfare with neighboring primitive orcas and troglodyts. [5] Caldar Garundi's Lergeni Mwangi (includes Bekyar, Bonuwat, Mauxi and Zen) Sarusan's dark-skinned people, possible relatives of Tian Singh. Humanity The term humanity when used in the Inland Sea region refers not only to individuals, but also includes the most populous, civilized almost human races such as elves and dwarves. Moreover, wild races such as goblinoids, dung and orcas, however, are not part of this classification. [7] There are small populations of humans in the Golorion solar system using mostly magical means on other planets in the Holarion solar system. Sun Although largely uninhabitable, at least one human---mighty wizard Esia---it will live in the Sun in a structure called Quiet Sanctuary. Humans can also live in the charmingly protected burning archipelago. [8] Aballon The inhospitable world of Aballon is dominated by designs and works, but the city of Kinstrot consists of and other sentimental races from other worlds, not found in the ice well mysterious magic. [9] Sidra Imerus, a man from Andoffan. Akiton People, or species of human-like all but indiscriminate from humans, is one of the dominant races on the red planet akington. Akitonians have red skin and are roughly divided into townspeople and desert barbarians. They are able to interconnect with the people of Goloareon. The largest city of the Akitonians is the free city of Arles, which a century ago was conquered by travelers from Azlant on the Golorion and still retains lingering elements of Azlanti culture. [10] Eox This article may have additional canon details available on StarfinderWiki. Eox is a dead world inhabited by undies with humanoids, but in the distant past its living inhabitants were remarkably similar to humans. Some theories suggest that Eoxians may even have been the forerunners of the human race. [11] In distant worlds, humans live on at least two planets outside the Golariona solar system, although they have no known links to the Golarion race. Androtra For other Androffan values, please see Androffan (disambiguation). People traveling through space were technologically advanced humans. [12] They created an android race in their image. [13] Earth Humans make up the vast majority of a distant planet called Earth, which is reportedly at the epicenter of mass warfare. [14] Paizo's link was published by a pathfinder Campaign Setting source called Inner Sea Races, which contains articles for many of Golariona's humanitarian ethnic groups. Additional resources can be accessed from the Meta page. James Jacobs, Colin McComb, Sean K Reynolds, Amber Scott and Larry Wilhelm. (2011). People of Goloareon, 2. Payzo Publishing House, LLC. ISBN 978-1-60125-315-6 † James Jacobs, Colin McComb, Sean K Reynolds, Amber Scott and Larry Wilhelm. (2011). People of Goloareon, 4. Payzo Publishing House, LLC. ISBN 978-1-60125-315-6 † James Jacobs and others. Inner Sea Guide, 304. Payzo Publishing House, LLC. ISBN 978-1-60125-269-2 † Benjamin Brooke and others. Inland Sea Race, 64. Paizo Inc. ISBN 978-1-60125-722-2 † James Jacobs and Greg A. Vaughn. (2008). In dark lands, 47-48. Payzo Publishing House, LLC. ISBN 978-1-60125-140-4 † James Jacobs and others. Inner Sea Guide, 207. Payzo Publishing House, LLC. ISBN 978-1-60125-269-2 † James Jacobs and others. Inland Sea Guide, 253. Payzo Publishing House, LLC. ISBN 978-1-60125-269-2 † James L. Sutter. (2012). Distant Worlds, 5. Payzo Publishing House, LLC. ISBN 978-1-60125-403-0 † James L. Sutter. (2012). Distant Worlds, 8. Payzo Publishing House, LLC. ISBN 978-1-60125-403-0 † James L. Sutter. (2012). Distant Worlds, p. 16-18. Payzo Publishing House, LLC. ISBN 978-1-60125-403-0 † James L. Sutter. (2012). Distant Worlds, 28. Payzo Publishing House, LLC. ISBN 978-1-60125-403-0 † Neil Spiker. (2014). Fires Fires Creation, 7. Paizo Inc. ISBN 978-1-60125-673-7 † Russ Taylor. (2014). Android ecology. Fires Creation, 69. Paizo Inc. ISBN 978-1-60125-673-7 † Brandon Hodge. Rasputin must die!, p. 7. Payzo Publishing House, LLC. ISBN 978-1-60125-496-2 The people of Golariona, the companion of Pathfinder player James Jacobs, Colin McComb, Sean K Reynolds, Amber Scott and Larry Wilhelm, were released in June 2011. Brave, cunning and adaptable, humanity dominates the Inland Sea. Discover the legendary history and secret ambitions of humanity, the most populous race setting of the Pathfinder campaign. Given the potential to do whatever they came up with, people have become consummate heroes, infamous villains, and even insanity—and now the course of humanity's future is in your hands. Learn about the diverse and distinctive ethnicity of humanity, from the rugged Vikings of Ulfen and the sneering diplomats of Chelish to garundi's noble travelers and mysterious Tian merchants, and master the unique skills and traditions they use to face the dangers of a world that refuses to be tamed. Humans of Golarion presents a player-friendly review of the fantastic human cultures setting of the Pathfinder campaign, as well as new rules and information to help players customize characters in both taste and mechanics. Inside this book you will find: Information about physical traits, philosophies, traditions, history and cultures of people — the most populous race in the Inland Sea. Ideas about each of Gornion's major humanitarian ethnicities, designed to help players create distinctive and exciting characters, are ready for any adventure. A detailed map showing historical migration for the most common humanitarian ethnic groups in the Inland Sea region. Revelations about Aroden, the fallen god of mankind. Notes on the lost empires of mankind, such as Azlant, Tacilon, Jistka Imperium, Ancient Ozir and much of it. New traits, spells and weapons for every human culture. © 1996-2014, Amazon.com, Inc. or its affiliates 34% discount 10% discount 10% discount 10% off 10% off

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