

# Half Orcs

*They sNot of one world or another they travel the lands trying to find their place in it.*



## RACIAL TRAITS

**Average Height:** 5'10" – 6'6"  
**Average Weight:** 160-300 lb.

**Ability Scores:** +2 Strength, +2 Wisdom  
**Size:** Medium  
**Speed:** 6 squares  
**Vision:** Low Light

**Languages:** Common, Giant  
**Skill Bonuses:** +2 Intimidate, +2 Insight  
**Orcish Weapon Proficiency:** You gain proficiency with the great axe and battleaxe.  
**View From The Outside:** You grant allies within 10 squares +1 on Insight.  
**From Two Worlds:** You gain an extra feat at first level selected from Human, Orc or your chosen class as long as you meet the other requirements.  
**Dual Heritage:** You select feats from human or orc.

## **Ancestral Blood Fury** Half Orc Racial Power

*"He's getting killed!" "No! He's getting mad!"*

### Encounter

#### Immediate Reaction Personal

**Trigger:** You take damage

**Effect:** Your next attack in this encounter deals an additional +1d6+Str damage. Increase the damage done to 2d6+Str at 11<sup>th</sup> level and +3d6+Str at 21<sup>st</sup> level.

**Special:** If you are Bloodied when you activate this power, add an additional +1d6.

Born of a pairing of human and orc, half-orcs are a strong race drawing from the strengths of both. The cunning and strength of body of their orcish blood mingles with the strength of will and insight of their human side to form a whole greater than the parts.

### Play a half-orc if you want...

to be in the front lines.

to lend your hard won wisdom and insight to a group.

to be a member of a race that favors the fighter, warlord, cleric and ranger classes.

## **Physical Qualities**

Half-orcs tend to be of bulkier build than their human ancestry although they range from an average sized human in build at the low end to a truly massive build indeed. Their features at best are going to be considered coarse for a human but aren't nearly as unformed as those of their orcish blood at least among the males. They seldom if ever have facial hair although it's not completely unknown for it to occur.

Their skin color ranges from a medium brown to a dark brown with greenish tints. Most have larger than human norm canine teeth although some have been known to file those down to better pass among some societies. Half-orc woman tend to favor their human ancestors more than their orcish ones although they still fall on the bulkier side of the human norm.

Half-orcs typically dress in plain but serviceable clothing and many will have a personal pattern of tattooing or face paint that they wear although this is more normally found in those that grow up at the outmost edges of society. Their environments and natural leanings make sure that theirs is typically not a quiet peaceful upbringing and most have learned through hard necessity that short hair gives opponents one fewer thing to grab. Even the women tend towards the tomboy or crewcut although it's not uncommon to find a long ponytail curled up under a helm as padding.

Half-orcs generally began their life of adventure early at around age fifteen and if not killed by some other means will typically die of old age in their sixties although longer lived individuals have certainly occurred naturally and others through assistance from various powers or effects of magic in the world.

## **Playing a Half-Orc**

Half-orcs are more than just a thug or brute as they might appear at first glance. In reality half-orcs are quite introspective and insightful and on several key points in time have been a close advisor to nobility and more than once to royalty. Where their cousin the half-elf gets by on charm, diplomacy and grace, the half-orc gets by on their wits and confidence that they are in fact the biggest kid on the block. They tend toward a wisdom that comes hard won in their life on the fringes of society and have a wide breadth of insight and natural cunning and more than their fair share of uncommon sense.

They're equally at home alone in the wilds of some long forgotten forest to the docks of some large city hauling cargo to the diplomatic chamber of a king down to living among the savage orcish tribes. They get by on knowing when to bluff, when to listen and when to give way without giving offense. And when to bare their teeth and go for the throat.

They have an natural ability honed by experience to read people and you'll find many an half-orc that earns a living at the gaming tables where they use this ability to know when to hold them and when to fold them. And when to bare their teeth and go for the throat. They are descendents of orcs after all.

A few take their natural curiosity and insight a step further and follow the path of one god or another as they try to understand the ways of the divine world and try to understand their place in it as they search for a home that seems to elude most of their race.

Half-orcs tend to be faithful friends and implacable enemies although once a slight has been forgiven they seldom hold a grudge. They are a quiet race among strangers and boisterous with those they hold close.

Half-orcs have an inbred longing to belong somewhere and as a result tend to be wanderers until they find that place and were once called by famed storyteller Lushus of Derrymaul as The Race That Watches From Without. Their quiet manner and often time's brusque personality make them less than universally loved although those that look past the surface can find relationships that better stand the test of time than most.

As a generality since most half-orcs that survive much past birth are those that are brought up by humans they tend to take human names although some see pride in both sides of their blood and adopt names more suited for a full blooded orc than not.

**Half-Orc Characteristics:** Generous, dependable, brusque, confident, and loyal to the death; with their friends at least. Their enemies know them as something out of nightmares and learn to fear them beyond even death.

**Half-Orc Names:** Typically human based although some do take more orc like names which tend to be more descriptive than most racial names. Yellow Fang, Wolf Killer, and Long Runner are some examples of some more well known half-orcs through history.

### **Half-Orc Adventurers**

Three sample half-orc adventurers are described below:

Trask is a half-orc ranger and wanderer. He feels more at home in the solitude of the forests, secure in his ability to either outfight, outthink or outrun the dangers he might find outside the safety of the light of civilization. He cares not for material gain and truly only feels at home in the deep woods, staring up at the star filled skies above and the closest town a distant memory on the trail.

Chuk Redblade follows the path of the warlord and is a leader of great renown on the battlefield leading one battalion of King Rogar's Foot into war. During times of peace he has direct access to the King and is a valued advisor and works hard to insure that that peace lasts as long as possible before he must once again take up blade and cleave the life from a soldier, troop or city.

Sheela Talon walks the path of steel. Every day is a challenge to her to further hone her skills with everything and anything with a blade or point. She makes a very lucrative living as a caravan guard, typically as the leader of the caravan's security forces and is highly sought after by every caravan that can afford her fees. Sheela's life plan is to open a dojo where she can train herself and others in the perfect form of steel and edge.

### **Half Orc Racial Feats:**

**Berserkerang** - When Bloodied Strength increased by 2.

**Mob Tactics** - Adjacent Allies gain +1 to hit and +1 damage against target hit by critical hit.

**Crush Them All** - Shift as free action after dealing death blow on target.

### **Credits:**

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*Original idea for half-orc courtesy of arcady on 4<sup>th</sup> edition forums:*

<http://forums.gleemax.com/member.php?u=153248>

*Original idea for racial power courtesy of Saric on 4<sup>th</sup> edition forums:*

<http://forums.gleemax.com/member.php?u=177034>