

## Orc

### Orc Warrior

Humanoid

**Defense** 12, **AR** 4 (-1 penalty)

**Health** 22, **Speed** 10

**Senses** Night Vision

-1 Communication

+2 Constitution (Running)

+0 Cunning

+1 Dexterity (Brawling)

+0 Magic

+1 Perception (Searching)

+3 Strength (Axes)

+2 Willpower

**Melee** Battle Axe +5 (2d6+3), Dagger -1 (1d6+4 (halved))

**Favored Stunts:** Knock Prone and Mighty Blow.

**Weapon Groups:** Axes, Brawling and Bludgeons

**Talents:** Armor Training (N), Weapon and Shield Style (N)

**Equipment:** Battle Axe, Heavy Leather

Orcs are savage humanoids that have greyish green skin, big ears, large porcine noses, a lack of body hair and big tusks that protrude from their bottom lips. Most orcs have profound bellies, but to assume they are in poor condition is often the death of many would-be adventurers. They are prolific breeders and squabble amongst themselves for status and territory, until their numbers grow so large they must raid nearby civilized areas in an attempt to sate their lust for food and baser desires. The raiding culture is ingrained in the *cruel* orcs and they view a death in battle as a desirable one, although like most bullies they'd rather not die if possible.

Orcs always gather in hunting groups and are never encountered alone unless gathering food in the wilderness or as the result of a poorly executed raid. They make their homes in all climes and environs, from marshes and swamps, to arid wastelands. If they move into cold climes they slay animals and make thick clothing, if they move to a hot climate they wear the minimal for survival. Orcs are not very modest, although they aren't as dumb as most people believe them to be either.

There are orc shamans, who have mastered divine magic and orc witches, who use arcane magic. As orc culture is based on the right of the leaders to rule by personal might, orc war chieftains and kings are often brutally powerful. Orcs speak their own language, Orcish, but also have dialects between

tribes and regions. Most orcs don't care about learning human languages, but some care enough to learn what their potential enemies converse about. Such an orc may know any humanoid tongue.



## Orc Elite

Grade D

Humanoid

**Defense** 15, **AR** 7 (-3 penalty)

**Health** 30, **Speed** 9

**Senses** Night Vision

+0 Communication

+2 Constitution (Running)

+0 Cunning (Military Lore)

+2 Dexterity (Brawling)

+0 Magic

+1 Perception (Searching, Tracking)

+4 Strength (Axes, Intimidation)

+2 Willpower (Courage)

**Melee** Battle Axe +6 (2d6+4), Dagger +0 (1d6+5 (halved))

**Favored Stunts:** Knock Prone and Dual Strike.

**Weapon Groups:** Axes, Brawling and Bludgeons.

**Talents:** Armor Training (J), Weapon and Shield Style (J)

**Equipment:** Battle Axe, Heavy Mail, Medium Shield

Orc Elites are stronger and more vicious than the grunts who make up the majority of the front line of a raid. They are stronger, faster, and better fighters. They also have better gear, by virtue of being strong enough to take it from whomever found it or created it, whether that person is a human, a lone dwarf or an orc.

## Orc Shaman

Grade D

Humanoid

**Defense** 12, **AR** 5 (-2 penalty)

**Health** 25, **Mana** 14, **Speed** 10

**Senses** Night Vision

+1 Communication

+1 Constitution

+1 Cunning (Religious Lore)

+2 Dexterity

+2 Magic (Shadow)

+0 Perception (Seeing)

+3 Strength (Intimidation)

+2 Willpower (Faith)

**Melee** Two-Handed Maul +3 (2d6+5), Dagger +0 (1d6+4 (halved))

**Favored Stunts:** Pierce Armor and Puissant Casting.

**Weapon Groups:** Brawling and Bludgeons

**Talents:** Shadow Magic (J)

Powers

**Spells (3):** Divine (Shadow), Spellpower 14, 4 spells + 1 Shadow.

**Equipment:** Light Mail, Two-Handed Maul

Shaman usually know the Drain Life, Paralyze, Obscuring Darkness, and Vulnerability Hex spells. Most orcs revere the immortal Wogar, but some revere Atzanteotl instead, mostly those living in the Broken Lands. Orcs often need some form of motivation, and the Shamans provide it by shaming those too lazy to go on raids, and lashing those too slow to forge ahead to glory fast enough.