

HIGH ORC

High Orcs (Plural) / High Orc (Singular)
High Orks / High Ork

To a High Orc, the “now” is everything. The unpleasant things in life should be dealt with immediately so that you can get on having a pleasant life. In addition, there’s little time to worry about past wrongs dealt to you, when you could be busy having a good time, or fixing a new problem.

A community composed of a majority of High Orcs tends to be in a constant state of mild uproar dealing with the newest issues, but also very stable as lifetime grudges are somewhat rare. Over time most High Orc societies that last have a few common traits.

Say what you’re going to do, then get on with it. When someone from a High Orc community makes a decision that impacts other people, they typically tell the other person exactly what they plan on doing. This gives the other person an opportunity to tell that community member what they’ll do in return. Then, unless minds are changed, both sides do exactly what they said they would, and it’s done. It does mean that most fights between people who grew up in a High Orc community tend to start with a direct threat, followed by a counter-threat. The two then fight, and both having said and done what they said they would, it’s the end of the issue.

Words cut as deep as swords. In a High Orc community, insults are treated as another way to hit someone. As such, if you plan on insulting someone, it’s best to let them know up front, so they can tell you what they’ll do in return. Insult sparring is as commonplace as weapon sparring, but to someone who grew up in a High Orc community, being insulted without proper back and forth is an offense worthy of putting someone to the ground. When going between a High Orc community and a society dominated by longer lived species, this can cause quite a bit of friction.

Integrity is the keystone of community. There simply is too much to do, and too little time to do it; why hide who you are? If you’re good at farming and like it, be a farmer, and let people know you’re a farmer. If you’re good at killing, and like it, be a killer, and let people know you’re a killer. A good High Orc community will value both, and have the farmer farm to feed the people, and the killer kill the things out in the wilds that try to harm the community. Which incidentally, also can feed the people. A poorly functioning High Orc community will value the farmer over the killer, or vice versa, which generally leads to more conflicts. Wise High Orc community leaders will see this sign and intervene to make things right as soon as possible.

High Orc Occupations

High Orc occupations tend to be those that show immediate results, or where direct action can be applied. Hunters, farmers, warriors, carpenters, masons, smiths, cooks, and the like are all found in good numbers in High Orc communities. Occupations that take a long time to master are found much less frequently. It’s rarer to see artists, mathematicians, historians, or sages, but those that do follow such paths are highly respected for having such dedication over time!



Hunters are especially common when an High Orcish community is built in land that isn't suitable for farming. Swampy, forested, or mountainous terrain tends to lead to communities where hunters are highly honored for their skills in tracking and taking down prey. In such communities you're likely to find many proficient with the bow, or javelin, which they'll use to defend the community if threatened.

High Orcish communities in more agrarian suitable lands tend to have large celebrations roughly every couple of months. These serve as a combination of rough debate over the direction of the community for the next season, a chance to have a party, and to make grievances known and work them out in a public setting. That way the next season doesn't have as many issues popping up between people as there could be otherwise.

High Orcs also tend to make very good sailors, once the first week or so at sea has passed. The first week is full of jostling to find their place, often with a bluntness that can throw other species off, but after that they've generally figured out their place among the crew, do their job well. Then they generally give another crewmate the opportunity to work things out before throwing a punch. Plus, if it does devolve into a fistfight, afterwards the High Orc in question doesn't much care about the result, win or lose, because the whole incident is considered finished unless the other party brings it back up.

Special Abilities

1. Double cost for Read Magic
2. Half cost for Weapon Skills
3. Resist Poison
4. Species Resolute

High Orcs have green skin of varying shades and protruding teeth or tusks. They have shorter lifespans than a human, reaching maturity in two years, with an average lifespan of thirty years, though some do manage to live into their late forties.

No less intelligent than any of the other sapient species, their short lifespan means that they tend to be more focused on the immediate, rather than the long term. While an elf might see a plan that takes twenty years to come to fruition as reasonable, to an High Orc that's essentially a lifelong commitment.

This has led to a situation where High Orcs seem crude or overly blunt to these longer lived species. This doesn't generally concern a High Orc much, as long as whatever needs doing gets done. It also means that not much stock is placed in being concerned with grudges, others or their own. If someone attacks you, put them down. If someone insults you, right the wrong, then get on with life. It is better to sit down with friends, food, and song than to simmer with unexpressed anger, or work some political angle.

Due to this, primarily High Orcish communities tend to be a strange mix of volatile and stable. On any given day, two High Orcs might be bellowing at each other as a way to work out a disagreement in the morning, and in the evening both are clapping each other on the back for work well done, the



previous conflict having reached a conclusion one way or another. This letting go of the past and future to focus on the now makes treaties and the like very difficult for other species when dealing with High Orcs, to which most High Orcs shrug and just get on with whatever they decide needs doing at that point.

As such they tend towards the most direct approach possible when solving problems. They're no less capable of intricate plans than anyone else, but tend to prefer solving the immediate problem as efficiently as possible. While this means they don't tend towards the life of a Scholar, due to the time it takes to master those skills, those that do are dedicated combatants indeed! Read Magic costs double for High Orc characters.

High Orcish muscle is also very strong for its size, meaning that the strength training other species need to do in order to effectively train in the use of weaponry just isn't necessary. While it takes time to learn how to effectively use a specific weapon, they just don't need as much repetition as a human does to get the same effect. Weapon Skills cost half as much (rounded up) for High Orc characters.

In addition High Orcs do not have the same pain response as a human or dwarf. While they definitely feel discomfort at an injury, compared to other species, they can fight on despite what would otherwise be a mortal wound. Tales are told of High Orcs fighting on despite having their entire torso eviscerated, only to be patched up by a healer afterwards. Due to this High Orcs may take Resolute as a species ability.

They can metabolize harmful substances incredibly fast for a creature their size, with a liver twice the size of a human's. This means that they can eat a wider variety of foods and breathe in environments that would incapacitate a more delicate creature. Due to this High Orcs may take Resist Poison as a species ability.

Apearance Requirements

High Orcs are a player species which requires the use of makeup. All High Orc players wear green makeup on their face and have protruding tusks. Other makeup, used to represent other face paint, is optional. An example of this is the black streamers that certain families wear across their eyes. If you choose to create a family, you can also create your own style of war paint, but work with your local plot team to make sure you aren't accidentally recreating an existing style in your campaign.

Regardless, the base color of a High Orc is green and all exposed flesh should be that color. (*NOTE: Exceptions regarding "all exposed skin" requirements may be made by local chapter staff.*) There are three different categories of makeup that people use: cream, grease, and pancake. Like anything else you put on your skin, it is important that you test these products before using them at an event. Even if a product is labeled as hypo-allergenic, it is possible for you to have a reaction to it. Place a test sample on your forearm, and leave it for half an hour. If you don't have any reaction to it, the makeup should be safe to use. It is also possible that after continuous use you will become allergic to a particular makeup. Just because you have been using a particular makeup for a year does not mean it cannot cause skin irritation. Also, skin rashes and contagious illnesses can sometimes be communicated by sharing pancake makeup or application sponges. Cream is the easiest to wash off, but is also too easy to sweat off. Grease will cause most problems. It does not sweat through, and you'll get very hot under it. It can also be dangerous near the eyes; however, it does give the thickest color and is the longest lasting. Pancake is the recommended type of makeup. It is least likely to cause skin irritation, it sweats through but not off, it does not rub off easily, and it can be washed out of clothes.

To apply pancake use a damp makeup sponge or open-cell foam. No matter what type of makeup you use, it is recommended to carry a dry cloth with you in the event that makeup runs into your eyes. Also, you should check your makeup every few hours (depending on how much you sweat) and reapply as often as every three hours. Ideally you want a full, even coat on the face, neck, arms, legs, back of your hands, and any other exposed parts of your skin. Do not paint the palms of your hands and fingers, because everything you touch will promptly turn green, including any food you eat.

Do not sleep in your make up! Your skin needs to breathe, and any kind of makeup hinders that process to some extent. Therefore, you should wash all the makeup off your body each night and reapply it in the morning. Your skin will thank you. As for makeup removal, moist towelettes and baby wipes are very good, and so is cold cream. Soft bar soap is also okay. Avoid sharing makeup and sponges! It is possible for sponges (especially if they are left lying around still wet) and pancake makeup to contract bacteria. Also, if one of the people using the makeup has a skin rash or other contagion then it can be shared with other people using the makeup and sponge.

Tusks: Having tusks for your High Orc is one of the species requirements. Each player should make an attempt at creating his or her own set of High Orc teeth. To avoid being toothless on a weekend, it is suggested that you also make a few extra sets in the event your character takes a blow to the face, and your teeth are broken. It happens frequently enough. The first step to making teeth is purchasing the materials.

You will need a product called thermoplastic, which can be found under the brand name "Friendly Plastic" (TM). You can purchase Friendly Plastic at any art supply shop. Some shops will only carry large quantities of Friendly Plastic, for making teeth, you really only need the small can.

Next you need to get yourself some boiling hot water. Pour the hot water into a small ceramic mug and keep the pot of water good and hot because you may need more hot water later.

1. Pour the Friendly Plastic pellets into a mug. Use about 4- 6 tablespoons per set. Wait until white pellets become translucent, at this time the Friendly Plastic is ready for removal.
2. Use a metal fork or other non-plastic object to remove the plastic from the mug, so that you don't burn yourself. At this time the plastic is ready to be shaped.
3. Take a small 1 to 2 ounce chunk and put the rest back into the hot water so that it remains soft.
4. Roll a small snake with the warm putty-like friendly plastic. The snake should be about 3 inches long and about 1/2 an inch in diameter. The snake should be about 2/3 the length of your lower row of teeth.
5. Put the snake in a separate container of hot standing water. Let the snake stand a while, about 2 or 3 minutes in the hot water. In the meantime, you can begin to sculpt your tusks in the same manner as the snake.
6. Most High Orc tusks range from 1.5 to a giant 3 inches. It is much easier to only have a lower set of teeth. It has been found that upper tusks are much more difficult to speak out of, hence it makes the game harder for the player in every aspect.
7. Take the snake from the hot water and place it around your lower row of teeth. Bite down firmly upon the snake, taking your finger and smearing the plastic downward towards your gums. It is important to have a thin layer of plastic, which will ultimately make your denture,
8. Hold your bite for about 3 minutes. It is important not to let up your jaw during this time or it may result in a bad fit. You can also swish cold water in your mouth to help it harden quickly.
9. Finally, remove the denture, and trim some of the excess plastic, down near the gum area, by placing the denture in a small thin pan of hot water. Dip the edge for a short while, then scrape off the excess. Once you have your denture and High Orc teeth, it's time to put the finishing touches on. Be certain at this time that your denture fits well and that you can talk with just a slight lisp. It is important for you to be able to speak clearly, as the game requires you to call damage and incants.
10. Take the tooth/teeth and dip the bottom parts into hot water. Do the same for each corner of the denture where the tooth is to be attached.
11. Adjoin the teeth to taste.

12. Once you have your finished product, be sure that you can speak clearly. Wear your new set of teeth around the house for about two hours so that you can tell where exactly you need to make corrections if any. You should have your own carrying case for them so that they will be protected from breakage when packed. Also remember that it is almost impossible to repair a set of teeth during a weekend. This is why it is suggested that you create more than one set.

Costume

If your character was raised in a primarily High Orc community you'll probably have straightforward rugged clothing. A good suit of armor, and durable clothing should be all you need besides your makeup and tusks. Ornamentation generally isn't important. If your armor keeps your insides on the inside, it's doing its job. If your clothes keep you warm in winter, whether it's wolf, wool, or mink doesn't really matter much.

As long as your clothes and tools do the job, there's no need to be gaudy or show off. A functional sword that chops heads and can be made in an afternoon is just as good as a finely worked piece of metal with filigree and die cuttings. If the second works, that's fine, but why waste a week of time on that level of detail when you could already be at work with your killing tool?

If you were raised in a different type of community, your costume should reflect this, and as always, if there's any question you have, refer back to your local plot team for guidance.

Roleplaying a High Orc

High Orcs don't have as much time as many other species do, so it's better to be blunt, and say exactly what you want. While an Elf may have five of your lifetimes to get something done, you don't have the luxury of waiting around. As such, if something is worth doing, it's probably worth doing right now.

You're tougher, and stronger than most other people, so you can afford to take more risks, then figure out how to handle any issues afterwards. After all, if life is short, it should be lived to the fullest!

If you grew up in an High Orcish community, remember that insults are treated much the same as someone stabbing you, a not uncommon occurrence that should have been started off with a proper notification or challenge, so you can let the other person know exactly what you plan on doing in return. In addition, pride in your abilities is expected, whatever they may be, and it's generally preferable to be as fully yourself as possible.