



One of the original, elder races, orcs are proud, ferocious, warlike creatures with wills of iron. In ancient days they formed a heavily clan oriented, feudalistic society where only the strong could survive and the strongest among those would lead. Many of these tenets have been passed down to the modern orc whether they live in East Wood or are far flung anywhere else on Al'Akwannon. East Wood is what remains of a former glory and those orcs who do live there are exceptionally protective of those lands. However some of that protective nature is built in and exists in orcs who have never even heard of the East Wood. Orcs are generally large, powerfully built creatures with tougher than normal skin and thick skulls...often both literally and figuratively. Their skin usually ranges from medium tan to deep brown and sometimes with a gray/ashen tinge while their hair is almost universally black or very dark brown (lighter brown shades are rare, but not unheard of.) During the Age of Wars orcs earned a reputation as fearsome warriors with survivalist instincts

Average Height	6' 2" Male	5' 11" Female
Average Weight	240 lbs Male	160lbs Female
Average Physical Maturity	16 years Male	13 years Female
Average Life Expectancy	82 years Male	84 years Female

Racial Modifiers – +2 Strength, +1 Constitution, -2 Charisma, -1 Wisdom

Natural Stat Maximums – includes +/- 2 for sub-ability adjustment

Strength	(Stamina 22, Muscle 22)	Intelligence	(Reason 20, Knowledge 20)
Dexterity	(Balance 20, Aim 20)	Wisdom	(Intuition 19, Willpower 20)
Constitution	(Health 21, Fitness 21)	Charisma	(Leadership 18, Appearance 18)
Perception	(19)	Luck	(18)

RACIAL ABILITIES/SKILLS

(70cp to spend on the below abilities, the stock Orc will have the * abilities at 36cp with 34cp free)

5cp	Bow Bonus (+1 to hit with bows)	5cp	Nightvision: Lesser (60ft)
*5cp	Knife Bonus (+1 to hit with knives/daggers)	*10cp	Nightvision (100 yards)
5cp	Sword Bonus (+1 to hit with swords)	15cp	Nightvision: Greater (full vision range)
5cp	Mace Bonus (+1 to hit w/maces/hammers)	5cp	Keen Vision (+1/+5%, DM)
5cp	Axe Bonus (+1 to hit with axes)	*5cp	Keen Hearing (+1/+5%, DM)
15cp	+2 Stamina subability	5cp	Keen Olfactory (+1/+5%, DM)
15cp	+2 Muscle subability	5cp	Cold Resistance (+1 sv vs cold based)
5cp	+1 Health subability	5cp	Poison Resistance (+1 sv vs toxins)
5cp	+1 Fitness subability	10cp	Hit Point Bonus (+1 hp/level)
5cp	+1 Perception	*5cp	Fast Healer (+1 hp/healing interval)
*5cp	+1 Willpower	5cp	Tough Hide (+1 DEF)
2cp	Modern Language: Common	10cp	Vicious Combat Style (+2 damage HTH)
2cp	Modern Language: Uruk (Orcish)	2cp	Wild/Natural Fighting Proficiency
*2cp	Literacy: Common	*2cp	Light Sleeping Proficiency
2cp	Literacy: Uruk	2cp	Weaponsmith: Crude
2cp	Hunting Proficiency	2cp	Resist Pain Proficiency
2cp	Direction Sense Proficiency	2cp	Running Proficiency
2cp	Survival: Wilderness	2cp	Set/Find/Remove Traps Proficiency
4cp	Endurance Proficiency	2cp	Tracking Proficiency
*2cp	Climbing Proficiency	2cp	Ecology/Ecosystems Proficiency
2cp	Intimidation Proficiency	4cp	Herbalist Proficiency

**Your average orc dislikes or even hates creatures of fey origin, including elves, half-elves, centaurs, avariel and their kind