



# HALF-ORC

Humans and orcs have lived in close proximity for nearly two thousand years. It is not known precisely when they started to interrelate sexually, but at this point in time there are almost a billion of them spread across the two major continents of Al'Akwannon. There are many mixed blood individuals who would fit more into the category of human or orc (if overwhelming traits of one completely outweigh the other) however for those caught in-between genetically, this is where they fall. Individuals qualifying as a true half-orc generally have a fair number of orcish physical traits such as pointed ears, rougher skin and predominate lower canines yet look far more human in overall nature. Half-orcs are generally a little bigger and taller than the average human, yet a bit smaller than a full orc. Hair color, eye color and skin tones can come from either racial side and thus have a wide variety of options available (look at the orc and human templates for further info)

<b>Average Height</b>	6' 0" Male	5' 9" Female
<b>Average Weight</b>	185 lbs Male	150lbs Female
<b>Average Physical Maturity</b>	16 years Male	13 years Female
<b>Average Life Expectancy</b>	84 years Male	86 years Female

**Racial Modifiers** – +1 Strength; -1 Charisma

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

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

## RACIAL ABILITIES/SKILLS

(70cp to spend on the below abilities, the stock Half-orc will have the \* abilities at 19cp with 51cp free)

5cp	Axe Bonus (+1 to hit with axes/picks)	5cp	Nightvision: Lesser (60ft)
5cp	Knife Bonus (+1 to hit with knives/daggers)	5cp	Nightvision (100 yds)
5cp	Flail Bonus (+1 to hit with flails)	*5cp	Inherent Immunity: Disease
5cp	Mace Bonus (+1 to hit w/maces/hammers)	*5cp	Keen Vision (+1/+5%, DM)
5cp	Polearm Bonus (+1 to hit with polearms)	5cp	Keen Hearing (+1/+5%, DM)
5cp	Staff Bonus (+1 to hit with staves)	5cp	Keen Olfactory (+1/+5%, DM)
5cp	Sword Bonus (+1 to hit with swords)	5cp	Keen Taste (+1/+5%, DM)
5cp	Crossbow Bonus (+1 to hit with xbows)	5cp	Keen Tactile Sense (+1/+5%, DM)
5 cp	Bow Bonus (+1 to hit with bows)	5cp	Cold Resistance (+1 sv vs cold based)
5cp	Hit Point Bonus (+1 HP/level)	5cp	Poison Resistance (+1 sv vs toxins)
*5cp	Fast Healer (+1 HP/healing interval)	2cp	Light Sleeping Proficiency
2cp	Modern Language: Common	2cp	Resist Pain Proficiency
*2cp	Modern Language: Local Dialect	2cp	Looting Proficiency
2cp	Modern Language: Uruk	2cp	Tracking Proficiency
*2cp	Literacy: Common	2cp	Begging Proficiency
2cp	Literacy: Uruk	2cp	Direction Sense Proficiency
2cp	Hunting Proficiency	2cp	Disguise Proficiency
2cp	Survival: Wilderness	2cp	Streetwise Proficiency
4cp	Endurance Proficiency	2cp	Lore: Animal/Insect
2cp	Climbing Proficiency	2cp	Lore: Plant/Fungi
2cp	Running Proficiency	2cp	First Aid Proficiency

\*\*Half-orcs tend to have societal beliefs, hatreds and other tendencies handed down from the region they were raised in