

Half Orcs (Orc/Human cross) Aefered Orca lit 'Half Orc Head'

The history of the half-orc race is nearly as ancient as the orcs themselves. Since their creation, Orcs have bred with perverted humans and with those they captured. For the most part (around 60%) the mother dies in child birth, and similar to Orcs, triplets or greater are not uncommon. Those mothers that do not die in child-birth invariably die a slow and painful death later from the diseases passed by all orcs while mating.

The offspring of such unions are wanted by neither racial stock. Humans almost invariably despise such abominations, and Orcs are often scared that the child will be smarter and quicker than them.

Half-Orcs despise both parent races and are by nature lawful evil, happy to take any punishment doled out by those stronger than themselves, but also in turn convinced of some right to persecute those weaker than them.

For such an evil, cowardly creature, they are strangely orientated to gather in packs, perhaps looking for safety in numbers.

They will always bully and hurt anything they see as vulnerable – they simply cannot help it. This is their nature and often their undoing. Their one saving grace is that, as with Orcs themselves, these creatures if not intelligent are certainly very cunning.

Half-Orcs came to Avmar with the League of Evil much the same as Ogres and trolls, but in larger numbers. Half Orcs, like their Orc parent, are prolific, and their numbers are increasing. One of the reasons for this is that the standard traits for half-orcs are retained for three whole generations, regardless of later breeding stock. So even a human breeding with a half orc, and then another human breeding with that offspring will still produce a half orc.

Half-Orcs were accepted by the Regency as adventurers, and even now they may still occasionally still be seen amongst the ranks.

Half-Orc Racial Abilities and Restrictions

- Half Orcs are ugly and can be spotted easily. Even in disguise, the slightest suspicion will uncover them due to their smell.
- Half Orcs may wear metal armours, but will also wear the skin of victims human, elven, dwarven etc.
- Half Orcs are born with the ability to see in darkness and retain it throughout their life. This ability is only impaired by magical darkness or above, and even then this can sometimes be overcome by their sense of smell. This allows them to ask a Referee for better descriptions of creatures at night.
- Half Orcs gain AC in darkness, and lose AC in light as follows:

Dull overcast day	-1AC
Bright Sunny Day	-2AC
Magical Light spell	-3AC
Magical Darkness spell	+3AC
Night no moon/snow	+2AC
Night Half moon+	+1AC

- Half Orcs have all the same vulnerabilities as humans with no special immunities except they carry a disease, never wholly succumbing to it. This has the effect of making them Immune to all but the most powerful diseases (Ref's discretion).
- Half Orcs are predominantly Lawful Evil, but will sometimes move up to 2 alignments away from this base. Lawful good is very rare though and there should never be more than one around at any given time.
- Half Orcs always like jagged and spiky weapons..... why is not known.
- Half Orcs are not particularly religious, but have an inbuilt fear of such matters and as such they will often obey unquestioningly any Morgais (spellcaster).
- Half Orc Warriors tend to come from Uruk parentage, whereas Scouts tend to come from Snaga blood.
- Half Orcs have grey brown or just plain dirty faces. They will often attempt to cover everything but their eyes. Very rarely one is born with a black face and for reasons of some private superstition 'Black Half Orcs' tend to be feared and respected by most of their kindred. (Half-Orcs are never green.)
- Half Orcs will never fly, by any means.

- Half Orcs start with 4 power plus their class gain.
- Half Orcs take half effect from all poisons, even blade venoms.
- Half Orcs will never have anything to do with the summoning or control of undead and will always run directly away from any undead they see
- Apart from the above, Half Orcs may be almost any human class. They tend to favour Assassins, Demonists, Magsmen, Priests, Scouts, Sorcerers, Thieves, Wardancers and Warriors. Half-Orcs are on the same xp base as humans.
- All Half Orcs gain + 3LPs damage with mechanical or missile weapons.
- Half Orcs can control 4 hits of Orc per level if they kill the gang leader (this replaces honour points).
- Half Orc natural healing is poisonous to all except the lower races.
- All Half Orc claws are sharp and they gain Fighting Claws at 1st level, this allows them to inflict 6lps damage with their claws as if they had body weaponry.
- At 6th level, all Half Orcs learn to manufacture Orc Brew. A Half Orc may make their level in Orc Brew per weekend at a cost of 50GC per brew. Orc Brew heals 6lps TB and to the worst location. This has full effect on Orcs, Half Orcs, Ogres, Half Ogres, Trolls, Half Trolls and Bugbears. Hollogs and Halflings take half effect from Orc Brew. Darklings take no effect at all from Orc Brew. To any other race, Orc Brew acts as a poison and inflicts 6lps TB damage. To have any effect Orc Brew must be drunk and cannot be used as a venom.
- Additionally, at 6th level, Half Orcs learn how to manufacture Orc Toxin. A Half Orc may make their level in Orc Toxin per weekend at a cost of 50GC per Toxin. A Half Orc may only make Orc Brew OR Orc Toxin in a single weekend, even if they do not make their full allowance. This toxin may be applied to a weapon and adds +6LPs damage for one blow (+12LPs vs an Elf). Note that the damage from Orc Toxin is NOT counteracted by an anti-venom! Only one toxin may be applied to a weapon at a time. In the hands of a non-Half Orc, the Toxin is useless and appears to be some kind of paste made from unspeakable and unsanitary ingredients.

- Half Orcs gain racial points per level as per the table below

Level	Racial Points
1	2
2	0
3	1
4	2
5	0
6	1
7	2
8	0
9	1
10	3
11	1
12	2