

Evil Half Things Racial Skills

Ability	Bugbear	Darkling	Half Ogre	Half Orc	Half Troll	Hollog
Backstab		1				
Bloodbath Ritual	3		2			
Bear Hug	1		2		1	3
Carry Disease		3		2		3
Chaos Feature	2		2			
Crushing Blow	2		3		3	3
Cutpurse		1				
Darksee				1	2	
Disarming Smash	2		2			
Discern Smell	1	1		1		2
Dodge		2				
Feeding Frenzy	2	4	3		3	2
Fighting Claws	F	2	1	F	1	1
Fighting Claws 2	1	3	2	2	2	1
Hone Fighting Claws	1	3	2	2	2	1
Howl in Rage	1					2
Knockdown	1		1		1	1
Missile Mastery 1		2		1 (Snagas) 2 (Uruks)		
Missile Mastery 2		3		2 (Snagas) 3 (Uruks)		
Nauseous Smell				2		3
Rage against Elves	3		3	2		
Rend Limb	2		4	4 (Uruks only)	3	3
Rend with Claws	1		2	2	2	1
Rend Flesh with Claws	1		2	2	2	1
Restrain	3		3		2	
Sense Supernatural			1 (Shaman only)	1	1 (Shaman only)	1 (Shaman only)
Slow Poison Bite		2		1		3
Smell Perception		2		2		
Transmit Disease		3		2		4

The figures in the table indicate the cost in racial points for each ability. If there is no figure present, that race is unable to purchase that ability with racial points. If there is an 'F' the race gains that ability for free.

Skill Descriptions

Backstab – this skill allows the Evil half-thing to do 6LPs extra damage to an un-armoured opponent, or to do their normal damage through any Physically Worn Armour, this attack must be made from behind and unnoticed.

Bloodbath Ritual – this skill allows the Evil half-thing to bathe in the blood of elves to gain armour. This armour takes the form of the matted blood in the fur, and is regarded as PWA, although the tormented souls of the elven victims make this armour effective against Spiritual effects. For each elemental elf sacrificed in the ritual, 1 point of armour increase is granted, and for each High elf sacrificed in the ritual, 2 points of armour increase is granted.

Bear Hug – this skill allows the Evil half-thing to wrap up his opponent in his arms and deliver a Bear Hug, reducing the target's TB/Hits to 0. This skill is useable once per day.

Carry Disease – this skill allows the Evil half-thing to carry a terrible disease, to which they are unaffected. Any prolonged exposure to the diseased half-thing will likely cause the disease to be transmitted, as will looting items from them! Note that other Evil half-things are either immune or are unhindered by this disease.

Chaos Feature – this skill gives the Evil half-thing a Chaos Feature, as rolled for normally. Some are good, some are bad...

Crushing Blow – this skill allows the Evil half-thing with a suitably blunt / heavy bladed (axe) weapon, or body weaponry to strike a location and reduce it to zero LPS. This skill is usable 1 per 4 levels per day.

Cutpurse – this skill allows the Evil half-thing to cut treasures and items right from under the noses of its victim. This is done by briefly touching the victim in such a way as to not draw attention to the cutpursing, and then informing a referee.

Darksee – this skill enhances the Evil half-things ability to see in normal darkness, and allows the Evil half-thing to see in Magical darkness with no difficulties.

Disarming Smash – this skill allows the Evil half-thing to hit an opponent's weapon clean out of their hands, and is useable once per four levels per day.

Discern Smell – Allows the Evil half-thing to recognise known smells and out of place smells! The Evil half-thing may learn various smells by practice – any smells learnt should be recorded by a referee on a Smell Card!

Dodge – this allows the Evil half-thing to dodge one melee blow per day, this will include mystic weapons (*refs discretion for the more powerful mystical weapons*).

Feeding Frenzy – this skill allows the Evil half-thing to choose a target, which they will then feed on. The feeding frenzy will last until the target has been consumed (or can no longer be located), during which time the Evil half-thing cannot die, and all damage is reduced by one third (as per the Frenzy ability). This skill is useable once per day.

Fighting Claws – this allows the Evil half-thing to deal damage with their claws.

Fighting Claws 2 – this allows the Evil half-thing to deal an additional 6LPs damage with their fighting claws. *Prerequisite: Fighting Claws.*

Hone Fighting Claws – this skill allows the Evil half-thing to perform throat slits with their fighting claws. *Prerequisite: Fighting Claws.*

Howl in Rage – this skill allows the Evil half-thing to howl a terrific sound, rendering all those who hear it struck with panic. This acts as a 30 second standstill effect, or until struck for damage. It will not affect those Immune to Fear, Holding, etc. This skill is useable once per day.

Knockdown – this skill allows the Evil half-thing to call Knockdown once per two levels per day.

Missile Mastery 1 – this skill allows the Evil half-thing to inflict an additional 6LPs damage with a favoured missile weapon – bow, blow pipe, cross bow etc.

Missile Mastery 2 – this skill allows the Evil half-thing to inflict an additional 6LPs damage with a favoured missile weapon. *Prerequisite: Missile Mastery 1.*

Nauseous Smell – this skill allows the Evil half-thing to culture their smell to an outstanding level. Their stink is so terrible that enemies have difficulty concentrating on their attacks, granting them 3 points Dexterity armour. Allies of the Evil half-thing view things differently: Humans lose 1 Dexterity, Dwarves lose 2 Dexterity, and Elves lose 3 Dexterity. Other Evil half-things within 5ft of their stinking friend gain 1 point of Dexterity armour. Note that this skill can only be bought once, and multiple Nauseous Smells do not stack.

Rage against Elves – this skill allows the Evil half-thing to Berserk against Elves.

Rend Limb – this skill allows Evil half-things to rend limbs (armoured or otherwise) on their victims, removing the limb. This must be done either barehanded or with claws. This skill is useable once per six levels per day.

Rend with Claws – this skill allows an Evil half-thing to Rend armour, reducing the physically worn armour on that location to 0. Note that this is ref's discretion! This skill is useable once per four levels per day.

Rend Flesh with Claws – this skill allows the Evil half-thing to rend an unarmoured location with their claws, taking the location to 0LPs. Rending the same location again removes it! This skill is useable once per four levels per day.

Restrain – this skill allows the Evil half-thing to catch hold of victims and bundle them up with their size advantage. By touching a target, the Evil half-thing may call 'Restrain', at which point the target becomes helpless to being reeled in. Once captured, the target is held until released by the Evil half-thing. No casting is allowed by the restrained target, unless it requires thought-only. This skill is useable once per four levels per day, and is subject to ref's discretion.

Sense Supernatural – this skill allows the Evil half-thing to Sense Supernatural occurrences (animated scarecrows, evil groves, undead, etc.) within 30 feet, receiving a Yes or No answer. This skill is useable at will.

Slow Poison Bite – this skill allows the Evil half-thing to bite a victim with their disease ridden maw, poisoning them. This bite deals 6LPs damage to TB per level of the Evil half-thing, and affects 30 seconds after the initial bite is made. This skill is useable once per four levels per day. *Prerequisite: Carry Disease.*

Smell Perception – this skill allows the Evil half-thing to perceive the location of creatures, hedges, etc. through smell alone. All smellable objects within 30ft can be clearly located, and vague impressions of creature numbers may be smelt from further downwind. Creatures that have no smell cannot be located, and creatures

with overwhelming odour can obfuscate Smell Perception. *Prerequisite: Discern Smell.*

Transmit Disease - this skill allows the Evil half-thing to knowingly pass on his disease to another by touch. This should be mentioned to the battleboarding referee, and is useable at will. *Prerequisite: Carry Disease.*