

# Orc-Half (25 Points)

## CHARACTERISTICS

VAL	CHAR	COST	ROLL	NOTES
13	STR	3	12-	2 ½D6; [1]
9	DEX	-3	11-	OCV 3 DCV 3
13	CON	6	12-	
10	BODY	0	11-	
8	INT	-2	11-	PER ROLL 11-/14-
8	EGO	-4	11-	ECV: 3
13	PRE	3	12-	PRE ATTACK: 2 ½D6
8	COM	-1	11-	
4	PD	1		TOTAL: 4 PD (1 RPD)
4	ED	1		TOTAL: 4 ED (1 RED)
2	SPD	1		PHASES: 6, 12
6	REC	0		
26	END	0		
25	STUN	1		<b>TOTAL CHARACTERISTIC COST: 6</b>

**MOVEMENT:**            **RUNNING:**            **6" / 12"**  
                                  **SWIMMING:**        **2" / 4"**  
                                  **LEAPING:**            **2" / 4"**

## COST POWERS

- 1 **Tough Skin:** Damage Resistance (1 PD/1 ED)
- 1 **Darkvision:** +2 PER with Normal Sight (2 Active Points); Limited Power Only to Counteract Darkness Modifiers (-½)
- 1 **Darksight:** Sight Group Flash Defense ; Limited Power (Only vs. Darkness-based Attacks) (-1)
- 1 **Smell-O-Rama Snout:** +1 PER with Normal Smell
- 1 **Stench Guard Snout/Tasteless Tongue:** Smell/Taste Group Flash Defense
- 2 **Stamina:** Naked Modifier - on 10 STR, Reduced Endurance (½ END; +¼) (2 Active Points)
- 1 **Efficient Metabolism:** Life Support (Custom Adder; Eating Character only has to eat Twice per week; Sleeping Character only has to sleep 16 hours per week)
- 1 **Thin Air Adapted Lungs:** Life Support (END per Turn) (Extended Breathing)
- 2 **Disease Resistant:** Life Support (Immunity All terrestrial diseases and biowarfare agents) (10 Active Points); 25% Immunity, Only 75% Effect From, i.e., Reduced Effect by ¼ (-3)
- 2 **Poison Resistant:** Life Support (Immunity All terrestrial poisons and chemical warfare agents) (10 Active Points); 25% Immunity, Only 75% Effect From, i.e., Reduced Effect by ¼ (-3)
- 1 **Pressure Resistant:** Life Support (Safe in High Pressure; Safe in Low Pressure/Vacuum) (3 Active Points); 25% Immunity, Only 75% Effect From, i.e., Reduced Effect by ¼ (-3)
- 1 **Temperature Resistant:** Life Support (Safe in Intense Cold; Safe in Intense Heat) (4 Active Points); 25% Immunity, Only 75% Effect From, i.e., Reduced Effect by ¼ (-3)

**TOTAL POWERS COST: 15**

## SKILLS

- 4 WF: Common Melee Weapons, Common Missile Weapons
- 0 Acting 8-
- 0 Climbing 8-
- 0 Concealment 8-
- 0 Conversation 8-
- 0 Deduction 8-
- 0 AK: Home Country or Region 8-
- 0 Language: Orc (Euroz) (completely fluent) (3 Active Points)

## SKILLS

- 0 Language: Common (Aerdian or Other Human Trade Tongue) (completely fluent) (3 Active Points)
- 0 KS: Mining 8-
- 0 Paramedics (Healing) 8-
- 0 Persuasion 8-
- 0 PS: Warrior (Everyman Skill) 8-
- 0 Shadowing 8-
- 0 Stealth 8-
- 0 Survival 8-
- 0 TF: Custom Adder, Equines
- 0 KS: Weaponsmithing 8-

**TOTAL SKILLS COST: 4**

**TOTAL COST: 25**

## 0+ DISADVANTAGES

- 5 Distinctive Features - Half-Orc: Sub-Human looking, snoutish nose, squinting reddish-pinkish irises with small beady black pupils, course black hair, leathery discolored skin. (Concealable; Noticed and Recognizable; Detectable By Commonly-Used Senses; Not Distinctive In Some Cultures)
- 0 Enraged: If don't get what they want, tend to resort to violence (Uncommon), go 8-, recover 14-, Custom Adder
- 0 Hunted: Half-Breed haters (Orc-haters in Human Society, Human-haters in Orc Society) 8- (Less Pow, Mildly Punish)
- 0 Normal Characteristic Maxima - Half-Orc
- 0 NCM: 23 STR, 18 DEX, 23 CON, 20 BODY, 16 INT, 16 EGO, 23 PRE, 16 COM, 10 PD, 10 ED, 4 SPD, 12 REC, 56 END, 55 STUN (Limit for buying at Normal Cost, x2 Above this up to ACM).
- 0 ACM (Absolute Characteristic Maxima): 33 STR, 28 DEX, 33 CON, 30 BODY, 26 INT, 26 EGO, 33 PRE, 26 COM, 20 PD, 20 ED, 8 SPD, 24 REC, 112 END, 110 STUN (Absolute Maximum Limit without Magical Enhancement).
- 5 Psychological Limitation: Selfish - tend to do whatever they have to do to get what they want (Uncommon, Moderate)
- 5 Physical Limitation: Achromatopsia (Partial Cone Colorblindness, Can only distinguish Bright Garish Colors and Many Shades of Grey, hard to see fine details) and Photophobia (slight discomfort in bright light, so prefer dim light) (Infrequently, Slightly Impairing)
- 5 Physical Limitation - Short Lived (~66-75% of Human Norm; Young 12-15, Mature 16-30, Middle-Aged 31-45, Old 46-60, Venerable 61-80): (Infrequently, Slightly Impairing)
- 0 Reputation: Half-Breed (Filthy orc-blooded bastards in human society, weak human-blooded pansies in orc society), 8- (Known Only To A Small Group)
- 0 Rivalry: Professional (Anyone who wants what they want; Rival is Less Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)
- 0 Social Limitation: Half-breed of traditionally enemy races, not fully accepted by either parent race [related to Distinctive Features] (Occasionally, Minor, Not Limiting In Some Cultures)
- 0 Susceptibility: Affected by both Anti-Orc and Anti-Human Attacks/Magics but only at Half-Power, 1d6 damage per Hour (Uncommon)
- 5 Vulnerability: 1 ½ x STUN Light-Based Flashes vs. Sight (Uncommon)
- 0 Experience Points

**UNSPENT EXPERIENCE POINTS: 0**

**TOTAL DISADVANTAGE POINTS: 25**

**TOTAL COST: 25**

**BACKGROUND/HISTORY:** Half-Orcs are half-orc and half-human crossbreeds. In a way, half-orcs take the best of both parentages -- they are stronger and tougher than a human, and are smarter and more self-disciplined than an orc.

**PERSONALITY/MOTIVATION:** Almost as varied as humans but as a race they tend towards orcish attitudes. Half-Orcs human blood tempers their orcish heritage but it is still there and, unsurprisingly, creates orc-like tendencies among the half-breeds. Social upbringing will largely determine if the orcish or human tendencies come to the fore, there is always variation amongst individuals but the general tendencies need to be clear to make the race have a distinct flavour.

Whatever allows you to defeat your enemies/competitors and survive to reproduce is what is right. Orcs are the ultimate Darwinists, life is all about survival of the fittest and the strongest. Orcs prove their strength by killing or enslaving the weak, since 'might makes right'.

Orcish Divine Heritage Values: Strength, Night, War, Death/Disease, Fertility/Caves/Earth/Medicine, Survival/Darwinism, Scars.

#### QUOTE/SOURCES:

- 0e-RC.199, Gaz10 "The Orcs of Thar"; 1e-MM.76, 1e-PHB.17, DMG.13,40, UA.118-122; 2e-MM.281-282, CBoH.49-51; 3e-MM.146-147, 3e-PHB.18-19; HM-PHB-35-36, HM-HoB-v6.32-44, HoBv7.60-61, HM-DaDG.119.
- Roger E. Moore "The Half-Orc Point of View" and "The Gods of the Orcs" Dragon Magazine #62 (June 1982) Reprinted in Best of Dragon Magazine #3 (July 1983) p.28-34.
- Tolkienesque Orcs, Goblins, Hobgoblins, and Uruk-Hai: tCGiME.304-306, 404-405; RM/MERP: LoME-V3.84-101.
- Rolemaster Orcs: Races and Cultures: Underground Races (1996).
- Achromatopsia and the "Island of the Colorblind".
- Hero: MMM.77-78.

**POWERS/TACTICS:** Almost as varied as humans. Orc-blooded characters tend to try to win by any means necessary but, given an equal choice, they prefer violence as up close and personal as possible as the solution, which, given their innate strength and toughness, is often the best choice for them anyways.

**CAMPAIGN USE:** Archtypical sub-human semi-humanoid, often used when you need something nasty that is about human-sized but not quite human. Often used instead of just a "monster", they are, by far, the most common non-human/non-demi-human NPC and PC race.

**APPEARANCE:** Half-Orcs are human-sized (~6' tall) but as a race they tend to be slightly more bestial and disgusting, both in appearance and behaviour than pure-blooded humans. Reddish eyes with black pupils.

## COMBAT STATISTIC SUMMARY

**Perception:** 11-/14-

#### ATTACK:

- **SPD:** 2,
- **Initiative:** 9,
- **OCV:** 3,
- **STR Damage:** 2 ½d6,
- **Combat Skill Levels:** ,
- **PRE Attack:** 2 ½d6,
- **ECV:** 3,

#### DEFENCE:

- **DCV:** 3,
- **PD/rPD:** 4/1,
- **ED/rED:** 4/1,
- **BODY:** 10,
- **STUN:** 25,
- **CON Stunned:** 13.
- **ECV:** 3,
- **Mental Defence:** 0,
- **Power Defence:** 0,

<b>Genre:</b>	Fantasy
<b>Campaign:</b>	Grey Hero
<b>GM:</b>	Jason "Hierax" Verbitsky
<b>Player:</b>	Standard PC/NPC Monster Race
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