

# Orc (50 Points)

## CHARACTERISTICS

VAL	CHAR	COST	ROLL	NOTES
15	STR	5	12-	3d6; [1]
8	DEX	-6	11-	OCV 3 DCV 3
15	CON	10	12-	
11	BODY	2	11-	
6	INT	-4	10-	PER Roll 10-/16-
6	EGO	-8	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
5	PD	2		Total: 5 PD (2 rPD)
5	ED	2		Total: 5 ED (2 rED)
2	SPD	2		Phases: 6, 12
6	REC	0		
30	END	0		
29	STUN	2		
<b>TOTAL CHARACTERISTIC COST: 10</b>				

**MOVEMENT:**            **RUNNING:**            **6" / 12"**  
                                  **SWIMMING:**            **2" / 4"**  
                                  **LEAPING:**                **3" / 6"**

## COST POWERS

- 2 **Tough Skin:** Damage Resistance (2 PD/2 ED)
- 0 **Claws/Fangs:** Can use STR Damage as Killing Attack at Half-Power with Reduced Penetration and STR Doesn't Add = 1/2d6 HKA
- 3 **Darkvision:** +4 PER with Normal Sight (4 Active Points); Limited Power Only to Counteract Darkness Modifiers (-1/2)
- 1 **Darksight:** Sight Group Flash Defense (2 points) (2 Active Points); Limited Power (Only vs. Darkness-based Attacks) (-1)
- 2 **Smell-O-Rama Snout:** +2 PER with Normal Smell
- 2 **Stench Guard Snout/Tasteless Tongue:** Smell/Taste Group Flash Defense (2 points)
- 4 **Stamina:** Naked Modifier - on 15 STR, Reduced Endurance (1/2 END; +1/4) (4 Active Points)
- 2 **Efficient Metabolism:** Life Support (Eating Character only has to eat once per week; Sleeping Character only has to sleep 8 hours per week)
- 2 **Thin Air Adapted Lungs:** Life Support (END Per Minute) (Extended Breathing)
- 5 **Disease Resistant:** Life Support (Immunity All terrestrial diseases and biowarfare agents) (10 Active Points); 50% Immunity, Only 50% Effect From. (-1)
- 5 **Poison Resistant:** Life Support (Immunity All terrestrial poisons and chemical warfare agents) (10 Active Points); 50% Immunity, Only 50% Effect From. (-1)
- 1 **Pressure Resistant:** Life Support (Safe in High Pressure; Safe in Low Pressure/Vacuum) (3 Active Points); 50% Immunity, Only 50% Effect From. (-1)
- 2 **Temperature Resistant:** Life Support (Safe in Intense Cold; Safe in Intense Heat) (4 Active Points); 50% Immunity, Only 50% Effect From. (-1)

**TOTAL POWERS COST: 31**

## SKILLS

- 5 +1 with HTH Combat
- 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-

## SKILLS

- 0 KS: Mining 8-
- 0 Language: Orc (Euroz) (idiomatic) (4 Active Points)
- 0 Paramedics (Healing) 8-
- 0 Persuasion 8-
- 0 PS: Warrior (Everyman Skill) (Custom Adder) 11-
- 0 Shadowing 8-
- 0 Stealth 8-
- 0 Survival 8-
- 0 TF: Custom Adder, Equines
- 0 KS: Weaponsmithing 8-

**TOTAL SKILLS COST: 9**

**TOTAL COST: 50**

## 0+ DISADVANTAGES

- 5 Distinctive Features - Orc: Sub-Human looking, snoutish nose, squinting red eyes with no 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: Orc-Haters and other Humanoid-Haters 8- (Less Pow, Mildly Punish)
- 0 Normal Characteristic Maxima - Orc
- 0 NCM: 25 STR, 16 DEX, 25 CON, 21 BODY, 13 INT, 13 EGO, 25 PRE, 13 COM, 11 PD, 11 ED, 4 SPD, 12 REC, 60 END, 60 STUN (Limit for buying at Normal Cost, x2 Above this up to ACM).
- 0 ACM (Absolute Characteristic Maxima): 35 STR, 26 DEX, 35 CON, 31 BODY, 23 INT, 23 EGO, 35 PRE, 23 COM, 22 PD, 22 ED, 8 SPD, 24 REC, 120 END, 120 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 Psychological Limitation - Hated of Elves: (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 (~50% of Human Norm; Young 7-10, Mature 11-20, Middle-Aged 21-30, Old 31-45, Venerable 46-60): (Infrequently, Slightly Impairing)
- 5 Rivalry: Professional (Other Orcs and Tribes of Orcs; Rival is As Powerful; Seek to Outdo, Embarrass, or Humiliate Rival; Rival Aware of Rivalry)
- 0 Susceptibility: Affected by both Pro-Orc and Anti-Orc Magics, 1d6 damage per Hour (Uncommon)
- 10 Susceptibility to Sunlight or Very Bright Light: , Painful -1 to CV, Characteristic, and Skill Rolls; -2 to Sight PER Rolls Instant (Common)
- 10 Vulnerability: 2 x Effect Light-Based Flashes vs. Sight (Uncommon)
- 0 Experience Points

**UNSPENT EXPERIENCE POINTS: 0**

**TOTAL DISADVANTAGE POINTS: 50**

**TOTAL COST: 50**

**BACKGROUND/HISTORY:** Orcs are ugly human-like creatures who look like a combination of animal (typically a pig/boar) and man. Orcs are nocturnal and prefer to live underground. When fighting in daylight, they must subtract 1 from their to hit rolls. They have bad tempers and do not like other living things; they will often kill something for their own amusement. They are afraid of anything which looks larger and stronger than they are but may be forced to fight by their leaders.

orcs are somewhat of a mix of the traits of Tolkien's Goblins, Orcs, and Uruk-Hai along with that of generic pig/boar-men or ape-men, Tough, and Stupid.

#### PERSONALITY/MOTIVATION:

- Only the Strong Can Survive.
- Survival of the Fittest and Most Brutally Ruthless.
- Might Makes Right.
- Hatred of Smaller and Weaker; Fear of Bigger and Stronger.
- Tend strongly towards impulsive, short-term/instant gratification over long-range planning.
- Strong kill or enslave the weak.

#### 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: tCGtME.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.

**CAMPAIGN USE:** Archtypical sub-human humanoid, often used when you need something nasty that is about human-sized but not quite human. If you need something tougher try a Hobgoblin, Gnoll, or even a Bugbear; if you need something weaker try a Goblin or Kobold.

#### Variants/Progression:

- Orc F1 (100.0%): Standard Warrior, 1 HD (~1st level Fighter), As per this write-up.
- Orc F2 (10.0%): ~1/10 Guard of Tribal War Leader, or Clan War Leader, 2 HD. STR/CON/PRE +3 = 18, BODY+1=12.
- Orc F3 (6.67%): ~3-18/150 Guard of Tribal Sub-Chief, or Clan Sub-Chief, 3 HD. STR/CON/PRE +5 = 20, BODY+2=13.
- Orc F4 (5.67%): ~5-30/Chief Bodyguard of Tribal Chief, or Clan Chief, 4 HD. STR/CON/PRE +8 = 23, BODY +3 = 14.
- Orc F5 (3.33%): ~1/30 Tribal War Leader, 5 HD. STR/CON/PRE +10 = 25 (NCM), BODY +4 = 15.
- Orc F6 (0.67%): ~1/150 Tribal Sub-Chief, 6 HD. Sub-Chief STR/CON/PRE +13 = 28, BODY +5 = 16.
- Orc F7 (0.33%): ~1/300-400+ Tribe Tribal Chief 7 HD. STR/CON/PRE +15 = 30, BODY +6 = 17.
- Orc F8 (0.05%): ~1/2,000+, National King 8HD. STR/CON/PRE +18 = 33, BODY +7 = 18.
- Orc F9 (0.005%): ~1/20,000+, International Emperor 9HD. STR/CON/PRE +20 = 35 (ACM), BODY +8 = 19.
- Orc S1 (1.0000%): Shaman - 1st Level Cleric (Add spells of up to 10 Active Points).
- Orc S2 (0.5000%): Shaman - 2nd Level Cleric (Add spells of up to 20 Active Points).
- Orc S3 (0.3333%): Shaman - 3rd Level Cleric (Add spells of up to 30 Active Points).
- Orc S4 (0.2500%): Shaman - 4th Level Cleric (Add spells of up to 40 Active Points).
- Orc S5 (0.2000%): Shaman - 5th Level Cleric (Add spells of up to 50 Active Points).
- Orc S5,W1 (0.1666%): Shaman - 5th Level Cleric (Add spells of up to 50 Active Points),
- and Witchdoctor - 1st Level Magic-User (Add spells of up to 10 Active Points).

- (or increase Spells to up to 60 Active Points!).
- Orc S5,W2 (0.1428%): Shaman - 5th Level Cleric (Add spells of up to 50 Active Points),
- and Witchdoctor - 2nd Level Magic-User (Add spells of up to 20 Active Points).
- (or increase Spells to up to 70 Active Points!).
- Orc S5,W3 (0.1250%): Shaman - 5th Level Cleric (Add spells of up to 50 Active Points),
- and Witchdoctor - 3rd Level Magic-User (Add spells of up to 30 Active Points).
- (or increase Spells to up to 80 Active Points!).
- Orc S5,W4 (0.1111%): Shaman - 5th Level Cleric (Add spells of up to 50 Active Points),
- and Witchdoctor - 4th Level Magic-User (Add spells of up to 40 Active Points).
- (or increase Spells to up to 90 Active Points!).

**Tribal Standard (Magic Item):** 60m Radius, +1 to Orc CV, -1 to Non-Orc CV, +1 to Morale of Orcs, -1 to Morale of Non-Orcs, Special Tribal Power.

**APPEARANCE:** Orcs are human-sized (~6' tall) but more are more bestial and disgusting, both in appearance and behaviour.

#### COMBAT STATISTIC SUMMARY

**Perception:** 10-/16-,

#### ATTACK:

- **SPD:** 2,
- **Initiative:** 8,
- **OCV:** 3,
- **STR Damage:** 3d6,
- **Combat Skill Levels:** +1 with HTH Combat,
- **PRE Attack:** 3d6,
- **ECV:** 2,

#### DEFENCE:

- **DCV:** 3,
- **PD/rPD:** 5/2,
- **ED/rED:** 5/2,
- **BODY:** 11,
- **STUN:** 29,
- **CON Stunned:** 15.
- **ECV:** 2,
- **Mental Defence:** 0,
- **Power Defence:** 0,

#### Genre:

Fantasy Hero

#### Campaign:

Grey Hero Hero

#### GM:

Jason "Hierax" Verbitsky

#### Player:

Standard NPC Monster Race

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