

EXPANDED RACES: HALF-ORC

Orcs are creatures of chaos and their offspring often only vaguely resemble their parents—meanwhile humans are the most diverse of peoples with countless regional variations. Being born most often to human and orc parents, half-orcs ought to be an incredibly diverse people with as much difference between their various kinds as there is between the elves, dwarves, or gnomes. There are other racial hybrids to consider as well: half-orcs can be born to orcs and elves, or orcs and dwarves, or even orcs and dragonborn!



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DIVERSE HALF-ORCS

There are many worlds in the multiverse and what is true in one place is by no means the same elsewhere. On some worlds orcs (and their half-orc offspring) are tainted by the evil of their creator god and find it as hard to be good as a leopard would find it to change their spots. On other worlds they are simply a hardy, tough folk accustomed to harsh living conditions and passionate about their beliefs—their half-orc offspring are common among humans who share their territories.

Regardless of the more bestial side of their heritage half-orcs are a very diverse people with many variations, easily as myriad as humanity. The following half-orc subraces should not be thought of as separate groupings (like wood elves, high elves, hill dwarves, or mountain dwarves) as any or all of them might be found in the same orc tribe, or the same mixed human and half-orc village. The complexities of orc and human hybridization can even result in different offspring of the same parents having completely different sorts of traits.

It should be noted that not all half-orcs are of mixed human and orc origin. Despite—or possibly because of—the long history of conflicts between orcs against dwarves, elves, and hobgoblins, there have been half-orcs born who could claim ancestry among the latter rather than humanity. Humans are just the most common of peoples and thus the most common parents of half-orcs but they can be born to any Medium-sized humanoids whether pirates of the Astral Plane or elves from the Plane of Shadow.

HALF-ORC TRAITS (DIVERSE)

Your half-orc character has certain characteristics in common with all half-orcs.

Ability Score Increase. Your Strength score increases by 2.

Age. Half-orcs mature a little faster than humans, reaching adulthood around age 14. They age noticeably faster and rarely live longer than 75 years.

Alignment. Half-orcs inherit a tendency towards chaos from their orc parents and are not strongly inclined towards good. However, they are no more likely to be of evil alignment than their human parent is.

Size. Half-orcs are somewhat larger and bulkier than humans, and they range from 5 feet to well over 6 feet tall. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Darkvision. Thanks to your orc blood, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Languages. You can speak, read, and write Common and Orc. Orc is a harsh, grating language with hard consonants. It may have its own script or be written in the script of another people.

Subraces. Several different kinds of half-orcs can be found across the multiverse. Choose one of the following.

Bloodrager

While it can't be said that any of the various half-orc breeds are typical, perhaps the kind most familiar to settlements of the other peoples are wild, barbarian raiders, often ferocious enemies but sometimes stalwart allies. When not of human origin, these are most commonly the product of orc and hobgoblin mixings. They can easily find employment as mercenary soldiers though they often prove to have discipline problems.

Ability Score Increase. Your Constitution score increases by 1.

Blood Frenzy. When you hit a creature with a melee weapon attack, you can use your reaction to enter a blood frenzy that lasts until the end of your next turn. While in a blood frenzy, you have advantage on melee attack rolls against any creature that doesn't have all its hit points. After you enter a blood frenzy, you cannot do so again until you have finished a short or long rest.

Bloodscent. You can pinpoint, by scent, the location of any living creature that has less than half of its total hit points and is within 15 feet of you.

Brimskin

Many an orcish tribe has fallen into worshipping fiends, making sacrifices of blood, flesh, and wealth to demons, devils or even stranger creatures. Most of the time the offspring of these unholy unions are

monstrosities easily at home in the Abyss or Hell—the ancestors of brimskin. More commonly brimskin are the far-flung descendants of supplicants ritually-imbued with evil energies unlocked only by the power of their half-blooded nature.

Ability Score Increase. Your Charisma score increases by 1.

Hellish Resistance. You have resistance to fire damage.

Relentless Endurance. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Improved Fluency. You can speak, read, and write Infernal.

Deeplurker

Skilled scouts and deadly assassins, these half-orcs share their orcish parent's aversion to the sun and prefer to operate by night. They might be the product of orcish and wood elf parentage, but rumors claim that some are the children of experiments by dark elves that lurk far below the surface! Regardless of their origins they are quick to find welcome among guilds of thieves and assassins in civilizations that allow (or cannot prevent) such organizations.

Ability Score Increase. Your Dexterity score increases by 1.

Creepy. You gain proficiency in the Stealth skill.

Superior Darkvision. Your darkvision has a range of 120 feet.

Sunlight Sensitivity. While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Forgemaker

While orcs are not famous for their craftsmanship it cannot be denied that they are very skilled at making weapons or adapting those made by others to their own use. Some half-orcs find themselves talented at weaponcraft possibly due to ancestry from dwarves or from an orcish parent particularly gifted with the forge. Because of their natural skills they might find welcome in any settlement—though that can be a fleeting thing indeed and many quickly become prone to wandering.

Ability Score Increase. Your Intelligence score increases by 1.

Crafty. You gain proficiency with smith's tools.

Weapon Wisdom. Whenever you make an Intelligence (History) check related to a weapon, you are considered proficient in the History skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus. In addition, you gain proficiency with one melee weapon of your choice.

Scalefang

Largely the offspring of dragons lording over tribes of orc servants, scalefangs are usually either ostracized and made into exiles or accepted as though they were full-bloods because of their extraordinary toughness. The bestial side of their ancestry weaves with the power of the draconic blood within these half-orcs—despite their diminished physical capacities and lack of natural aggression, their hardiness can easily make up the difference.

Ability Score Increase. Your Charisma score increases by 1.

Scales. Your joints and knuckles are marked with scales of a chromatic or metallic hue. While you are not wearing any armor, your Armor Class equals 13 + your Dexterity modifier. While you are wearing armor, your Armor Class increases by 1. You can use a shield and still gain this benefit.

Improved Fluency. You can speak, read, and write Draconic.



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Spiritspeaker

As the product of two different worlds some half-orcs find that they have an affinity for primal magics. While perhaps less sophisticated than the spellwork of humans or elves it is no less potent—and may in fact *be* theirs if these half-orcs are of human, elven, or dragonborn parentage. In other places a spiritspeaker might be blessed by orcish gods and fated with a dubious destiny, empowered by primordial essences in the Material Plane, gifted abilities by the spirits of their ancestors, or the chosen of entities from worlds beyond.

Ability Score Increase. Your Wisdom score increases by 1.

Orc Magic. You know the *resistance* cantrip. When you reach 3rd level, you can cast the *bless* spell as a 2nd-level spell once with this trait and regain the ability to do so when you finish a long rest. When you reach 5th level, you can cast the *augury* spell once with this trait and regain the ability to do so when you finish a long rest. Wisdom is your spell-casting ability for these spells.

Greater Fluency. You can speak, read, and write Giant and Primordial.

