

Ancestral Options

HALF-ORCS



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*Necromancers
of the Northwest*

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Introduction

Of all the “usual” fantasy races found in most roleplaying games, half-orcs have always been a bit different. Of the two “half-” races, half-orcs are the only one where both parents aren’t included as racial options: in fact, for many players, half-orcs are simply the “player accessible” version of orcs. While various attempts have been made to give half-orcs their own personality to separate them from their full-blooded, green-skinned cousins, some have been more successful than others. In *Pathfinder Second Edition*, they got downgraded from being their own race to being a heritage of the human ancestry, with a mere 2 ancestry feats to their name (although, admittedly, there are several ancestry feats for orcs that they also gain access to). This book presents a variety of new options for half-orc characters, including several half-orc heritages, new ancestry feats for half-orcs, and a half-orc-exclusive archetype, the war leader, whose fearsome battle prowess is exceeded only by his ruthlessly efficient military tactics.

New Human Heritages

In addition to the heritages found in the *Pathfinder Second Edition Core Rulebook*, half-orc characters can also select from among the following heritages.

Human-Raised Half-Orc

You were raised among humans, and though some physical characteristics couldn’t be hidden, you were very much brought up to fit in and belong in human society, minimizing your orcish heritage as much as possible. You gain the orc trait and low-light vision. In addition, you can select half-orc and human feats (but not orc feats) whenever you gain an ancestry feat. Additionally, you become trained in one of the following skills of your choice: Crafting, Deception, Diplomacy, or Society.

Orc-Raised Half-Orc

You were raised among orcs, who looked down on you for the way your human blood made you physically weaker, forcing you to work even harder to measure up. You gain the orc trait and low-light vision. In addition, you can select orc and half-orc feats (but not human feats) whenever you gain an ancestry feat. Additionally, you gain Orcish as a bonus language, and are proficient with one of the following weapons of your choice: falchion, greataxe, or any uncommon orc weapon. If the chosen weapon is martial, you treat it as simple, and if it’s advanced, you treat it as martial.

Megafauna Handler

You have inherited a fascination with large animals from your orcish parentage, and the compassion to truly bond with them from your human parentage. You gain the orc trait and low-light vision. In addition, you can select human and orc feats (but not half-orc feats) whenever you gain an ancestry feat. Finally, when making Nature checks to Command an Animal, if the animal is Huge or larger, you gain a circumstance bonus on the check equal to your proficiency bonus.

Mixed Half-Orc

Both your parents were half-orcs, and you were brought up in a healthy and caring environment free of the stigma that plagues so many half-orcs. You gain the orc racial trait and low-light vision, and can speak Orcish. In addition, you can select half-orc feats (but not human or orc feats) whenever you gain an ancestry feat. You gain a +4 circumstance bonus on Diplomacy checks made against other creatures with mixed heritages (such as half-elves).

Wild Half-Orc

Abandoned by your parents to the wilderness, you grew up feral, outside of society, although some time later in life you eventually learned the basics of society, including language. You gain the orc trait and low-light vision. You can select half-orc and orc feats (but not human feats) whenever you gain an ancestry feat. Finally, you become trained in one of the following skills of your choice: Intimidation, Nature, Stealth, or Survival.

New Ancestry Feats

In addition to the ancestry feats found in the *Pathfinder Second Edition Core Rulebook*, half-orc characters can select from among the following ancestry feats.

1st Level

Flexible Impressions

Feat 1

Half-Orc

Some see you as a dull brute, while others see you as a cunning weakling. You gain a +4 circumstance bonus on Intimidation checks made against humanoids that are smaller than you or have a higher Intelligence score than you do. You also gain a +4 circumstance bonus on Deception checks made against humanoids that are larger than you or have a higher Strength score than you do.

Intimidating Demeanor

Feat 1

Half-Orc

You know how to best use others’ fears of your orcish nature against them. You are trained in Intimidation. Additionally, when making an Intimidate check to Coerce or Demoralize a dwarf, elf, gnome, goblin, halfling, or human, you gain a +2 circumstance bonus on the check.

Vandal

Feat 1

Half-Orc

Spurned by your society, you have become accustomed to venting your frustrations by lashing out at the objects around you. Whenever you deal damage to an object, you deal an additional amount of damage equal to 1 + 1/2 your level.

5th Level

Orc Rage

Half-Orc, Orc, Concentrate, Emotion, Mental

Frequency once per day

Requirements You aren't fatigued or raging.

You unleash your inner fury, entering a rage similar to, but slightly different from, that of a barbarian. You gain a number of temporary Hit Points equal twice your Constitution modifier. This frenzy lasts for 1 minute, until there are no enemies you can perceive, or until you fall unconscious, whichever comes first. You can't voluntarily stop raging. While you are raging:

You deal 2 additional damage with melee weapons and unarmed attacks. This additional damage is halved if your weapon or unarmed attack is agile.

You take a -2 penalty to AC.

You can't use actions with the concentrate trait unless they also have the rage trait. You can Seek while raging.

You can make one additional Reaction each round. This additional Reaction can only be used on feats with the Half-Orc or Orc trait.

After you stop raging, you lose any remaining temporary Hit Points from Rage.

Feat 5

Smog Sight

Half-Orc

Feat 5

Whether it is the thick, acrid smoke of a warband's campfires, or the more concentrated fumes of an entire city of humans, you find your mixed heritage leaves you better adapted for smoggy environments. You can see twice the normal range in dense fog and smoke (including magic effects like *obscuring mist*), and ignore concealment from smoke or fog for targets within 5 feet.

Stoic

Half-Orc

Feat 5

Having spent most of your life combating the strong and sudden passions of your orcish heritage, you are particularly adept at controlling your emotions. You gain a +4 circumstance bonus on saving throws made to resist emotion and fear effects, and the DC of any Intimidation checks made against you increases by +4.

9th Level

Half-Orc Tenacity

Half-Orc

Frequency once per day

Trigger You fail a Fortitude save, Will save, or Constitution check.

Feat 9

You immediately reroll the failed saving throw or check, gaining a +2 circumstance bonus. You must keep the new result, even if it is worse than the original.

Pain Tolerance

Half-Orc

Feat 9

Your life as an outcast, never quite fitting in with either human or orc society, along with your human resilience and orcish endurance, has given you an incredible tolerance for pain. You gain mental resistance 2, and if you gain the sickened condition, you treat the value as though it were 1 lower than it actually is for the purposes of determining the penalties you suffer.

Tusks

Half-Orc, Orc

Feat 9

Your tusks are particularly pronounced, allowing you to do serious harm with them. You gain a tusks unarmed attack that deals 1d8 piercing damage. Your tusks are in the brawling group and have the unarmed trait.

13th Level

Incredible Tenacity

Half-Orc

Feat 13

Prerequisites Half-Orc Tenacity

Given time to collect yourself after a trying assault, you can rebuild your tenacity and withstand additional punishment. You can use Half-Orc Tenacity with a frequency of once per hour, rather than once per day.

Keen Scent

Half-Orc

Feat 13

Your mixed heritage gives you a stronger sense of smell than either of your parent races possess on their own. You gain a special sense: imprecise scent with a range of 30 feet. This means you can use your sense of smell to determine the exact location of a creature (as explained in the *Pathfinder Second Edition Core Rulebook*). In addition, you gain a +2 circumstance bonus to Perception checks whenever you're trying to locate an undetected creature that is within the range of your scent.

Superior Darkvision

Half-Orc

Feat 13

Prerequisites darkvision

Your darkvision is more nuanced than that of most creatures, and while colors and contrast are heavily muted, you can faintly make them out, allowing you to distinguish color, writing, and so on even when viewing the world solely with darkvision.

New Archetype

The following archetype is thematically linked to half-orcs, and is available to half-orc characters of any class.

War Leader

Although many half-orcs are looked down on by their orcish kin for being physically weak, many are also respected for their ability to grasp advanced military tactics. Half-orcs who show particular aptitude in this field are often promoted to war leaders, and granted command over their kin. Even human military leaders often develop a grudging respect for the tactics and strategies of half-orc war leaders, and many leaders in these communities are happy to welcome experienced half-orc generals into the fold as well. Focused on directing their allies as a whole unit, war leaders tend to focus less on training their own combat ability, and more on ways that they can support the needs of their team.

War Leader Dedication Feat 2

Uncommon, Archetype, Dedication

Prerequisites human ancestry, orc trait

Your sound tactics and ferocious instincts allow you to drive your allies to victory in war. Your proficiency in Warfare Lore increases by one step. Additionally, as long as you are adjacent to at least two allies, you and each ally you are adjacent to gain a +1 status bonus on melee damage rolls, and on saving throws made to resist fear effects.

Special You cannot select another dedication feat until you have gained two other feats from the war leader archetype.

Battle Cry Feat 4

Archetype, Auditory, Concentrate, Emotion, Mental, Rage

Prerequisites War Leader Dedication

Bellowing mightily, you give yourself and all humanoid allies within 60 feet a +1 status bonus to attack and damage rolls until the start of your next turn.

The Bigger Threat Feat 4

Archetype, Auditory, Concentrate, Emotion, Fear, Mental, Rage

Prerequisites War Leader Dedication, trained in Intimidation

You remind an ally stricken with a fear effect that you're far more frightening than anything they could be worrying about, ensuring that they fight on. Choose a creature within 30 feet of you who you're aware of. Attempt an Intimidation check against that creature's Will DC.

Critical Success The target loses the fleeing condition, if it had it, and its frightened condition, if any, is reduced by 2.

Success The target loses the fleeing condition, if it had it, and its frightened condition, if any, is reduced by 1. Regardless of whether or not you succeed, you suffer a cumulative -4 circumstance penalty on all further uses of this ability against that creature for the next hour.

War Leader's Command Feat 4

Archetype, Auditory, Concentrate

Prerequisites War Leader Dedication

You direct an ally to act, just when they are needed. Choose a single creature within 30 feet. That creature may take a single action immediately, even though it is not their turn. If the action they take involves an attack roll or skill check, they gain a +2 circumstance bonus on that attack roll or skill check.

Attack of Opportunity Feat 6

Archetype

Prerequisites War Leader Dedication

Trigger A creature within your reach uses a manipulate action or a move action, makes a ranged attack, or leaves a square during a move action it's using.

You swat a foe that leaves an opening. Make a melee Strike against the triggering creature. If your attack is a critical hit and the trigger was a manipulate action, you disrupt that action. This Strike doesn't count toward your multiple attack penalty, and your multiple attack penalty doesn't apply to this Strike.

Improved Tactics Feat 6

Archetype

Prerequisites War Leader Dedication

Allies within 30 feet of you, including yourself, gain a +1 circumstance bonus on attack and damage rolls made against creatures that are flat-footed against them.

Marshall the Troops Feat 8

Archetype

Prerequisites War Leader Dedication

Trigger You roll initiative.

You are able to align your allies effectively at the beginning of combat. Choose two allies within 30 feet of you. Each of those allies can Step up to 10 feet. Additionally, if both those allies are willing, they can exchange their Initiative scores. You may choose yourself as one of the allies.



Pincer Attack ↻

Feat 8

Archetype

Prerequisites War Leader Dedication

Trigger You successfully Strike a creature you are flanking.

Your attack creates an opening for your ally to attack the foe as well. Choose a single ally with which you are flanking the creature you hit. That ally may make a single melee Strike against the creature you both flank as a Reaction. This Strike doesn't count toward your ally's multiple attack penalty, and your ally's multiple attack penalty doesn't apply to this Strike.

Double Time ⚡

Feat 10

Archetype, Auditory, Concentrate

Prerequisite War Leader Dedication

You spur your allies to move faster. Until the beginning of your next turn, each ally within 60 feet gains a 10-foot circumstance bonus to their movement speed. Additionally, beginning at the start of the next round, each affected ally's Initiative score increases by 5, potentially changing the Initiative order on future rounds. You are not affected by this ability.

War Leader's Order ⚡

Feat 12

Archetype, Auditory, Concentrate

Prerequisites War Leader's Command

You command your troops with ease. Choose a single creature within 30 feet. That creature may take a single action immediately, even though it is not their turn.

Special: You cannot use this ability on the same creature more than once per round.

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BRUTE STRENGTH, CUNNING TACTICS!

In the *Pathfinder Second Edition* roleplaying game, a character's ancestry matters more than ever before. Instead of picking a race and sticking with it, players are encouraged to customize the benefits a character gains from their lineage, with a wide assortment of ancestry feats gained at various levels. While the *Pathfinder Second Edition Core Rulebook* presents plenty of great options for each of these ancestries, the focus on customization means that there's always room for new and exciting ways to bring your ancestry to the fore.

This book focuses on providing new ancestry-related options for half-orc characters. Torn between two worlds, these hardened adventurers are looked down on as brutish thugs by one culture, and as scrawny weaklings by the other. But hardened by the fires of hardship, they prove that they are mightier than the sum of their lineage. In this book, you'll find:

- 5 new half-orc heritages, including Megafauna Handler and Wild Half-Orc.
- 12 new ancestry feats for half-orcs, ranging from 1st through 13th level, including Vandal, Orc Rage, and Incredible Tanacity!
- A new archetype for half-orc characters, the war leader, whose personal battle prowess and masterful tactics inspire his allies and minions to greater heights in combat.



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