

# ORCS

Orcs are the larger, more aggressive cousins of the goblins. Great orcs (and orc necromancers/commanders) are big, powerful, and ultra-violent. They are tainted with demonic blood, although they are not demons. Orcs often ally with goblins and work towards common goals

Orcs are generally found in raiding parties with a mix of warriors and scouts, led by an elite orc or great orc. Raiding parties in dangerous territory often consist entirely of great orcs, led by an orc necromancer and/or orc commander.

There are a handful of "civilized" orcs (great orcs only), generally working as bodyguards for powerful rogues or warlocks. They would normally not be tolerated without their patrons vouching for them, but they can generally stay out of trouble on their own if they stick to the less reputable parts of the city.

There is only one known orc hero, a 3<sup>rd</sup> rank warrior named Dranax. He is a bodyguard for Molly Dowling, the Dark Emissary. Dranax appears to be completely loyal to Molly, but no one knows why or even under what circumstances they met.

## ORC WARRIOR

STR	DEX	INT	PRE	FOR	REF
D6	D4	D4	D4	D4	D4

MOVE	ATT	DEF	AP	MP	HP
RUN	D6	D4	2	0	2

### ATTACKS AND ABILITIES

LONG SPEAR OR POLEARM: D6

2H SWORD, AXE, OR MACE: D8

## ORC SCOUT

STR	DEX	INT	PRE	FOR	REF
D4	D6	D4	D4	D4	D6

MOVE	ATT	DEF	AP	MP	HP
RUN	D6	D3	2	0	2

### ATTACKS AND ABILITIES

SHORT SPEAR: D4, T1

RECURVE BOW: D6, R3

## ELITE ORC (1<sup>ST</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D6	D4	D6	D6	RUN

MOVE	ATT	DEF	AP	MP	HP
RUN	D8	D6	2	0	3

### ATTACKS AND ABILITIES

LONG SPEAR OR POLEARM: D8

2H SWORD, AXE, OR MACE: D10

## GREAT ORC (1<sup>ST</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D8	D6	D4	D8	D8	RUN

MOVE	ATT	DEF	AP	MP	HP
RUN	D8	D8	2	0	4

### ATTACKS AND ABILITIES

SWORD, AXE, OR MACE: D8, w/shield DEF is D10

2H SWORD, AXE, OR MACE: D10

DARKSIGHT, CHTHONIC, CHARGE, HUNTER

## ORC NECROMANCER (2<sup>ND</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D6	D4	D8	D10	D8	RUN

MOVE	ATT	DEF	AP	MP	HP
RUN	D10	D6	2	2	6

### ATTACKS AND ABILITIES

LIFE DRAIN: D10 vs. PRE, R1

FEAR SPELL: D10 vs. PRE, R1, 1 MP

COUNTERSPELL: D8

DARKSIGHT, CHTHONIC

## ORC COMMANDER (2<sup>ND</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D10	D6	D6	D10	D10	D6

MOVE	ATT	DEF	AP	MP	HP
RUN	D10	D10	2	1	7

### ATTACKS AND ABILITIES

SWORD, AXE, OR MACE: D10

RECURVE BOW: D6, R3

DARKSIGHT, CHTHONIC, CHARGE, HUNTER

## ORC BERSERKER (2<sup>ND</sup> RANK)

STR	DEX	INT	PRE	FOR	REF
D10	D6	D4	D8	D10	D6

MOVE	ATT	DEF	AP	MP	HP
RUN	D12	D8	2	1	7

### ATTACKS AND ABILITIES

2H SWORD, AXE, OR MACE: D12

-WHEN BERSERK: D16 ATT

DARKSIGHT, CHTHONIC, BERSERKER RAGE, FEAR IMMUNITY, CHARGE

### BERSERKER RAGE

When an orc berserker knocks out or kills an enemy, they immediately go into a state of berserker rage. Their STR becomes a D12 and they take half damage from all attacks (rounded down). While in this state, a berserker will attack the nearest enemy they can see (always prioritizing enemies who have hit them or who they have already hit). The only way out of this state is when all enemies have been knocked out or killed, or when the berserker is knocked out.