

High Orc



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RACIAL BASICS

Many seasons ago, in a tribe not far from here, there was a young High Orc stronger than all others. The clan elders thought that he could one day become a great leader, but he was too young and impulsive. Once, after a great battle, he let several captives go after they promised to return and give the tribe a vast treasure. The elders, angered by this, banished the young High Orc to the swamps for six days.

On the first day he met no one and ate only oak bark.

On the second day he met no one and ate only skunk cabbage.

On the third day he met no one and ate only the rotting remains of a catfish.

On the fourth day he met an elf with horns. The elf said to him, "Give me all that you have. If you do this, I will give you a magical troll skin that no weapon can penetrate. In this way you can return to your clan and become its greatest leader."

The High Orc gave him all that he had. The horned elf in turn began to cover the High Orc with mud, leaves, and branches. When the horned elf was done he stood back and laughed at the High Orc, "You are such a stupid High Orc, there is no magic troll skin for me to give you. The best protection from weapons that you could ever have is one that makes it so you can not be seen. Now either go hide in the woods or stay here with me so that I may laugh at you."

Angered by this trick, the High Orc snapped the trunk of a oak tree and with one heavy blow he shattered the skull of the horned elf.

On the fifth day the High Orc met a human. The human said to him, "Give me all that you have. If you do this, I will give you a magical club that can slay even the mightiest opponent. In this way you can return to your clan and become its greatest leader."

The High Orc gave him all that he had. The human in turn told the High Orc to go to the next clearing where upon a rock he would find the magical club. The High Orc went to the next clearing and found the rock but saw no magic club. Instead he found only broken branches. The High Orc then chased after the human. As they ran through the swamp the human taunted the High Orc by saying, "You are such a stupid High Orc, there is no magic club for me to give you. The best weapon that you could ever have is deceit. Now stop chasing me so that I may deceive the next passerby."

Angered by this trick, the High Orc hurled a large rock at the head of the human. The rock cracked the human's skull and killed him.

The sixth day the High Orc met a bearded one. The bearded one said to him, "Give me all that you have. If you do this, I will give you a magical stone that will make you smarter than anyone else in your clan. In this way you can return to your tribe and become its greatest leader."

The High Orc, remembering what had happened the past two days, immediately landed a deadly blow to the bearded one's head.

As the body lay bleeding on the ground the High Orc said to himself, "I am not a stupid High Orc anymore. I will learn from my mistakes and in this way return to my tribe and become its greatest leader."

The young High Orc immediately returned to his tribe. After telling his adventures to the clan elders he led three great attacks against the elves, the humans, and the bearded ones. After defeating all of them, he became the tribe's greatest leader. He led the tribe into many wars and, as long as he used the three lessons which he had learned in the swamp, he always won.

The High Orc race is not as simple as it has been previously believed. They have a rich and diverse culture, some of which is detailed in this packet. You should also remember that your character may or may not know much of the information in this packet depending on whether you were raised in human society by a human parent, raised in an High Orc clan by an High Orc parent, or born to other High Orcs. It should be noted that although High Orcs and orcs are separate races, many High Orcs still refer to themselves as "orcs." In the in-game histories of the High Orcs, this can often be confusing.

All player characters are High Orcs. Although some NPCs wear masks instead of green make-up, most High Orcs look very similar to regular monster orcs. The only real differences are that High Orcs are slightly more intelligent and have slightly inferior strength. Although a High Orc may be raised by anybody and might not know their parents, all High Orcs must have High Orc parents. There is no interbreeding between the monster orcs and any PC race. There are no "half orcs."

Most High Orcs are raised in clans while others grow up in more civilized communities. All of these choices are left up to the player.

Intelligence: It is a common misconception that High Orcs are stupid. They are no less intelligent than any other race, but their culture and perceptions are such that they appear unintelligent to those who do not understand their ways.

The only concepts that a High Orc's mind really has trouble with are writing, bureaucracy, and any type of science. It is possible for a High Orc to learn such things but it requires much more concentration and work than it is usually worth. If your High Orc character tries to learn such things, you can roleplay difficulty concentrating and little patience, but if you spend the build to learn the skill you can do it just as well as anyone else.

It has been the way of humanity in the mundane world to label any race that is less civilized as "stupid" or "backwards." This is also the case in the in-game world, where the nomadic and illiterate High Orc clans were seen to be less than those humans who invaded their ancestral lands.

A High Orc is not much of a forward-thinker or a schemer. Once they develop a not-too-involved plan, they usually stick to it. Also, High Orcs use physical means to accomplish their goal whenever possible. In orc and High Orcish culture "Might Makes Right" is not a philosophy; it is a fact.

You could conceivably play your High Orc as a total idiot, but you can also choose to be smart. After all, any race can have total idiots. Much like mice can figure out how to run a maze, High Orcs can do basic problem solving.

Lifespan: A High Orc reaches their full height at about two years, although their intellectual age may progress slower than that. It is believed that the reason that they grow up so fast is so that they can defend themselves when the older warriors are away from the clan.

The typical lifespan is about thirty to forty years, although many die before they are twenty due to their exposure to danger and combat. It is a rare High Orc who dies of old age, and almost any High Orc would rather die heroically in battle than to wither away useless and a burden on the rest of the tribe.

The Warrior's Mind: No matter how your character began, all High Orcs love battle. In the beginning it's acceptable for the character to be afraid, especially when dealing with an obviously

more powerful foe, but all High Orcs love a good fight. One of the reasons for this is that to die on the field of battle is the most honorable thing one can accomplish in his or her own lifetime. No matter what your character's class might be, a High Orc will prefer battle to surrender and an honest fight to an underhanded trick. It is almost unheard of for a High Orc to be a pacifist, even if he or she was raised in a human society. One might exist somewhere in the world, but they would be looked on with disgust by other High Orcs.

ROLE-PLAYING QUIRKS

Resistance to Pain: All High Orcs and High Orcs have a much higher tolerance for pain than any of the other PC races. Physical pain does cause discomfort but it won't cause a High Orc to scream out in misery or to cry.

Racial Proficiency: This skill is *not* a roleplaying ability; it only grants the player +1 damage with a weapon in the arm in which they have bought the skill. It confers no other skills, so you should not be playing as if you are normally stronger than everyone else. Players are encouraged to buy the skill *Racial Proficiency* before they have reached 5th level, although this is not a racial requirement.

Double Cost for Scholarly Skills: This extra cost for scholarly skills represents the extra time a High Orc must spend in order to comprehend scholarly subjects such as reading and skills that rely on reading. Remember though, once the skill is bought you can use it as well as anyone else from any other race.

CULTURE

High Orcs often have a limited or recent acceptance by dominant cultures such as humans and elves. The main reasons are that they have a different sort of intelligence than other races and a much shorter life span. A so-called "advanced civilization" only develops in races with a long life expectancy. They also resemble the monster race of orcs, which makes it difficult for others to trust that they are not similarly monstrous.

When one High Orc meets another, generally they greet each other warmly. High Orcs realize that they are a minority and feel that they must make good with all their kind. It is not unusual, after only ten minutes, for two High Orcs that have just met to behave as if they are old friends.

Depending on a character's personality, a clanned High Orc would either show an unclanned High Orc pity (they were raised without the advantages and knowledge of clan life) or with indifference (they have no clan and, therefore, are nothing). Unclanned High Orcs, on the other hand, would either regard their brethren with suspicion (those monsters from the hills) or curiosity (they are my people). Most likely they would seek out friendship with their kindred.

Honor: Different clans have different ideas of honor, but this does not mean that your character will acknowledge this ("sociology" is not a High Orcish term). Honor is honor, and it should be more a part of your High Orc than anything else regardless of whether or not you have any. The way you decide how to act all revolves around the honor of your clan, your family, and yourself (in that order). Only selfish characters will put their own honor above that of their clan. All High Orcs are born with it, and all High Orcs can lose it. You either have honor or you don't; no one can have a little or a lot. Though it is not written down into organized form in the manner of a Code of Chivalry, High Orcs and High Orcs have an understood honor code:

Don't attack without warning. This form of the warning varies and can be anything from a formal declaration of war to a shouted, "Die!" before an attack.

Your word is your honor. Therefore if you break an oath you are less than mud.

War between clans may be necessary, but war within a clan is disgraceful.

Turning away from a fight is cowardice. Cowards have no honor. High Orcs that die on the field of battle with chest wounds are buried with honor. Those with wounds in the back are burned as cowards.

Betrayal of a clan is a sure way to lose honor. It is possible to lose your name and retain your honor, or vice-versa, but usually one brings on the other.

Mating and Children: Mating generally does not last for life but instead exists only during a woman's fertile years. (Of course considering the nature of the high-orcs' lives, this could be a life-long commitment). When a birth takes place it is considered a great occasion among the clan since pups are raised communally.

A High Orc pup is fully grown physically by age two. Their emotional growth, on the other hand, proceeds at the speed dictated by their parentage.

War Paint: Decorative facial paint has different meanings for different clans. If you choose an already established clan you should follow their traditions, but if you choose to create your own clan markings, it can be or mean whatever you wish.

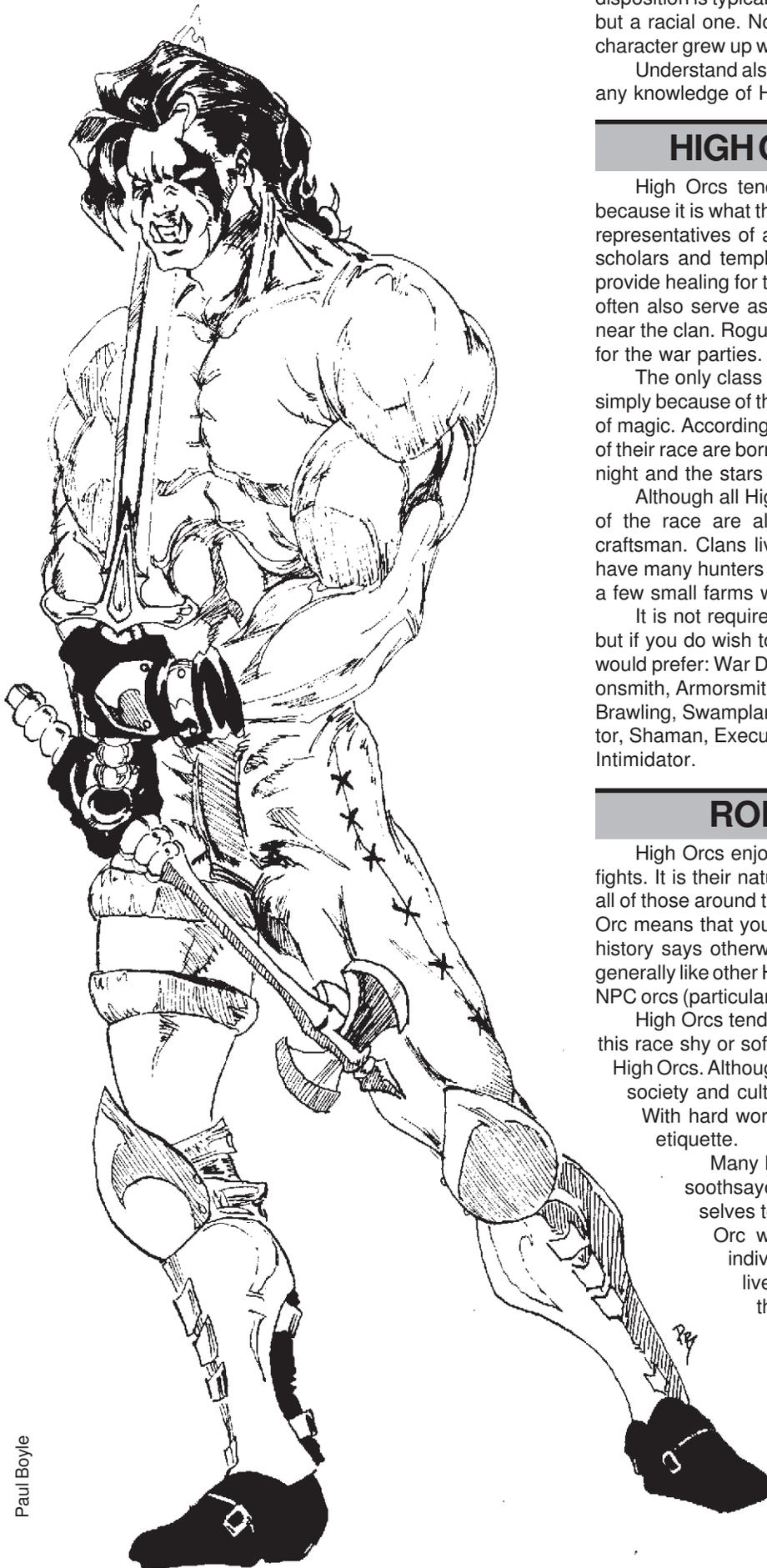
To some clans those wearing a black stripe across their eyes signify that they are members of the dominant clan in that region. Other High Orc clans decorate their faces to express their opinions or individuality. There are also clans that paint their face only when they go to war.

Insults: High Orcs do not like to be teased or laughed at, unless the jokes are being presented by another well-intentioned High Orc. From other races the joke may be seen as a serious insult. The easiest way to insult a High Orc though is to insult their clan or tell them that they are lousy warriors. Clans often pride themselves on training their warriors in certain styles of fighting (berserkers, spearmen, pikemen, etc.) and anyone who dares question the might of a clan to one of their members will often find themselves in a world of trouble. Also, no wild-raised High Orc will tolerate being called a "High Orc." They consider themselves to be "orcs" unless they are raised to know otherwise.

Growing up Unclanned: Not all High Orcs are raised in a High Orc society. Sometimes they are found in the woods by humans or members of another PC race, and are raised in that culture. This is a perfectly viable history, and if this is the choice you have made, we have a few guidelines.

Remember that both parents should probably be High Orcs, although your character would be raised to the traditions of the culture you choose. Your character would probably have a warped view of it, because your character is different from everyone else in town. Your High Orc wouldn't necessarily have to be a total outcast, although it is likely this would happen since he might be the only High Orc. On the other hand, your character might also be admired for his or her strength and skill at arms. The choice is, of course, up to you.

Keep in mind that a straightforward, bull-headed, physical



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disposition is typical of almost all High Orcs. It is not a cultural trait but a racial one. No matter how peaceful the environment your character grew up was, he or she would have a notorious temper.

Understand also that your character would probably not have any knowledge of High Orc clans or culture.

HIGH ORC OCCUPATIONS

High Orcs tend to follow the path of the warrior, largely because it is what they are best designed for. However, there are representatives of all classes among the High Orc clans. Earth scholars and templars are very important to the race for they provide healing for the fighters and because they can write. They often also serve as ambassadors to the other races which live near the clan. Rogues on the other hand make very good scouts for the war parties.

The only class you are not likely to see are celestial casters simply because of the great difficulty involved in learning that type of magic. According to High Orc superstition, all celestial casters of their race are born during the winter solstice, as it is the longest night and the stars have the greatest influence.

Although all High Orcs are warriors first, a large percentage of the race are also either hunters, farmers, shepherds, or craftsman. Clans living in swamplands or barren areas usually have many hunters while those in fertile rural areas usually have a few small farms which are worked on by the whole clan.

It is not required that a High Orc takes any craftsman skills but if you do wish to do so, then here are some that a High Orc would prefer: War Dog Breeding, Horse Breeding, Raider, Weaponsmith, Armorsmith, High Orcish Cooking, Farmer, Pig Farmer, Brawling, Swampland Survival, Forest Survival, Hunting, Gladiator, Shaman, Executioner, Teamster, Mercenary, Berserker, and Intimidator.

ROLE-PLAYING TIPS

High Orcs enjoy being bossy, loud, outspoken, and picking fights. It is their nature to express their great strength and show all of those around them just how powerful they are. To be a High Orc means that you are proud (unless of course your character history says otherwise for some very good reason). High Orcs generally like other High Orcs, and PCs may feel sympathy toward NPC orcs (particularly those PCs who were raised by an orc clan).

High Orcs tend to be rather blunt, and rarely is a member of this race shy or soft-spoken. Tactfulness is not a quality among High Orcs. Although they may not mean to be disrespectful, their society and culture often make etiquette a foreign concept.

With hard work, however, one can master even a noble's etiquette.

Many High Orcs are very superstitious. If there is a soothsayer or an astrologer around who believes themselves to have the power to read the future, the High Orc will listen carefully and give respect to the individual. The future holds everything, and they live by these superstitions, often having many of their own.

Curiosity is also a large part of the High Orc's nature. A High Orc that has never lived in the wild will be curious about their racial nature, and want to learn more about his or her kind.

Wild High Orcs, on the other hand may interrupt a conversation, no matter how important, just for the sake of understanding what a word means.

MAKE UP

High Orcs are a PC race which requires the use of makeup. All High Orcs, male and female, wear green make-up on their face and have protruding tusks. Other make-up, used to represent war paint, is optional. An example of this is the black streamers that certain clans wear across their eyes. If you choose to create a clan, you can also create your own style of war paint. Regardless, the base color of a High Orc is green and all exposed flesh should be that color.

There are three different categories of make-up that people use: cream, grease, and pancake. Like anything else you put on your skin, it is important that you test these products before using them at an event. Even if a product is labeled as hypo-allergenic, it is possible for you to have a reaction to it. Place a test sample on your forearm, and leave it for half an hour. If you don't have any reaction to it, the make-up should be safe to use. It is also possible that after continuous use you will become allergic to a particular make-up. Just because you have been using a particular make-up for a year does not mean it cannot cause skin irritation. Also, skin rashes and contagious illnesses can sometimes be communicated by sharing pancake make-up or application sponges.

Cream is the easiest to wash off, but it is usually not the right shade of green and is also too easy to sweat off.

Grease will cause most problems. It does not sweat through, and you'll get very hot under it. It can also be dangerous near the eyes; however, it does give the thickest color and is the longest lasting.

Pancake is the recommended type of make-up. It is least likely to cause skin irritation, it sweats through but not off, it does not rub off easily, it can be washed out of clothes, and it has the best shade of green. To apply pancake use a damp make-up sponge or open-cell foam.

No matter what type of make-up you use, it is recommended to carry a dry cloth with you in the event that make-up runs into your eyes. Also, you should check your make-up every few hours (depending on how much you sweat) and reapply as often as every three hours. Ideally you want a full, even coat on the face, neck, arms, legs, back of your hands, and any other exposed parts of your skin. Do not paint the palms of your hands and fingers though, because everything you touch will promptly become green, including any food you eat.

Do not sleep in your make up! Your skin needs to breathe, and any kind of make-up hinders that process to some extent. Therefore, you should wash *all* the make-up off your body each night and reapply it in the morning. Your skin will thank you. As for make-up removal, moist towelettes and baby wipes are very good, and so is cold cream. Soft bar soap is also okay.

Avoid sharing makeup and sponges! It is possible for sponges (especially if they are left lying around still wet) and pancake make-up to contract bacteria. Also, if one of the people using the make-up has a skin rash or other contagion then it can be shared with other people using the make-up and sponge.

Tusks: Having tusks for your High Orc is one of the racial requirements. Each PC should make an attempt at creating his or her own set of High Orc teeth. To avoid being toothless on a weekend, it is suggested that you also make a few extra sets in the event your PC takes a blow to the face, and your teeth are broken. It happens frequently enough.

The first step to making teeth is purchasing the materials. You will need a product called "Friendly Plastic" (TM). You can purchase Friendly Plastic at any art supply shop. Some shops will only carry large quantities of Friendly Plastic, for making teeth, you really only need the small can. A small can is about five or six dollars, and you can probably get seven to ten sets of teeth out of

one small can.

Next you need to get yourself some boiling hot water. Pour the hot water into a small ceramic mug and keep the pot of water good and hot because you may need more hot water later.

1) Pour the Friendly Plastic pellets into a mug. Use about 4-6 tablespoons per set. Wait until white pellets become translucent, at this time the Friendly Plastic is ready for removal.

2) Use a metal fork or other non-plastic object to remove the plastic from the mug, so that you don't burn yourself. At this time the plastic is ready to be shaped.

3) Take a small 1 to 2 ounce chunk and put the rest back into the hot water so that it remains soft.

4) Roll a small snake with the warm putty-like friendly plastic. The snake should be about 3 inches long and about 1/2 an inch in diameter. The snake should be about 2/3 the length of your lower row of teeth.

5) Put the snake in a separate container of hot standing water. Let the snake stand a while, about 2 or 3 minutes in the hot water. In the meantime, you can begin to sculpt your tusks in the same manner as the snake.

6) Most High Orc tusks range from 1 1/2 inches to a giant 3 inches. It is much easier to only have a lower set of teeth. It has been found that upper tusks are much more difficult to speak out of, hence it makes the game harder for the player in every aspect.

7) Take the snake from the hot water and place it around your lower row of teeth. Bite down firmly upon the snake, taking your finger and smearing the plastic downward towards your gums. It is important to have a thin layer of plastic, which will ultimately make your denture,

8) Hold your bite for about 3 minutes. It is important not to let up your jaw during this time or it may result in a bad fit. You can also swish cold water in your mouth to help it harden quickly.

9) Finally, remove the denture, and trim some of the excess plastic, down near the gum area, by placing the denture in a small thin pan of hot water. Dip the edge for a short while, then scrape off the excess.

Once you have your denture and High Orc teeth, its time to put the finishing touches on. Be certain at this time that your denture fits well and that you can talk with just a slight lisp. It is important for you to be able to speak clearly, as the game requires you to call damage and incants.

1) Take the tooth/teeth and dip the bottom parts into hot water. Do the same for each corner of the denture where the tooth is to be attached.

2) Adjoin the teeth to taste.

3) Once you have your finished product, be sure that you can speak clearly. Wear your new set of teeth around the house for about two hours so that you can tell where exactly you need to make corrections if any.

You should have your own carrying case for them so that they will be protected from breakage when packed. Also remember that it is almost impossible to repair a set of teeth during a weekend. This is why it is suggested that you create more than one set.

COSTUME

If your character was raised in human culture, you would normally dress as a human, while if you were raised with High Orcs or orcs, you will probably want to wear coarse cloth, leather and fur.

No High Orc except one raised to it would dress in anything fancy or impractical.

It should be cheap to costume your High Orc character since they might only have a rough suit of armor and one or two durable, machine washable shirts.