

Half-Orc



Summary

Empathetic, curious, studious, and passionate are just a few words that describe the strong personalities of Half-Orcs in the world. When they dedicate themselves to a pursuit or task, they can accomplish great things. Half-Orcs are not necessarily perfectionists, though their Human side can often predispose them to this trait, but rather they put their whole being into doing their best. This can create a deep competitive streak, or just a personal need to continue to learn and excel. Half-Orcs consider the culture of their childhood to be very important, and often keep reminders of family and home with their belongings, accumulating many bits, scraps, and trinkets along life's journey.

Special Note: Due to their different costuming requirements, Half-Orcs are a special kind of Hybrid race. Please see the Hybrid playable race for more general lore on Hybrids.

Backstory Requirements:

- ♦ **Half-Orcs are always half Orc and half Human.** Half-Orcs only arise from parents whom are Orc, Human, Half-Orc, or Half-Human (see Hybrid Race for more info).
- ♦ **Please submit a backstory for approval** at least 1 week before your first game.
- ♦ **Half-Orc PC characters must have been raised within Allied society,** or at the very least, without knowledge of Orc Clan hierarchy. Basically, in order to facilitate the purpose of in-game lore discovery, a Half-Orc PC cannot have grown up or lived in an Orc Clan as part of their backstory, as far as their recalled memories are concerned.
- ♦ As with all new PCs, new Half-Orcs **must be refugees** feeling the destruction of the Homelands, and arrive to the Exiled Lands via boat (see backstory guidelines page).

Costume Requirements

Note: Extensive full-face orc masks are NOT to be used for Half-Orcs.

- **Full or partially painted “orclike” skin** (shades of green only, with realistic tinting acceptable)
- Plus choose one of the “**Options**” listed below.

Options

See the Half-Orc section of the Playable Race page for linked examples of the below.

- **Orc Ears** (example: ragged, pointed ears fully or partially painted in shades of green)
- **Orc Brow** (example: raised, furrowed forehead prosthetic, covering brows)
- **Orc Nose** (example: wrinkled, pig-like or snarling nose prosthetic)
- **Orc Teeth, at least one row** (examples: tusks, pointed, etc.)
- **Non-natural colored contact lenses** (anything but blue, green or browns)

Suggested Costuming

You may choose multiple costuming additions from the Options list. In addition to Half-Orcs sharing a nostalgic collecting habit, it is worth noting that one seen wearing High Elven finery is just as likely as wearing handsewn leather scraps and armor.

Physical Description

Natural Life Expectancy: 90 Years, presumed

Half-Orcs arise from parents whom are Orc, Human, Half-Orc, or Human-Hybrid (see Hybrid Race lore for more info). Their stature is as varied as Humans, though they do retain some characteristic Orc features. This variety creates some of the most interesting persons on the plane.

Slender and lithe Half-Orcs may have been long-distance runners, transporting emergency medicine to outlying villages. Stocky and robust Half-Orcs may become gymnasts, supporting some of the best performance troupes the Homelands had to offer. Overall, Half-Orcs surpass any and all typical expectations.

TEMPERAMENT

Allied Half-Orcs are the embodiment of the pursuit of happiness. Far from the constricting hierarchy of Orc Clans, their constant drive towards accomplishment is no longer tempered. Almost all Half-Orcs are driven to become something greater than they were the day previous, whether it be following a craft, learning magic, keeping a farm, or refining their martial art. They tend to have lifespans closer to Humans, though they die frequently in activities that outpace them in their old age, so a natural life expectancy is difficult to say.

In the Homelands before the Age of Fire, Half-Orcs were very uncommon, due to most Orc Clans being killed or forced into Exile at the end of the Third War. However, Orcs could not be completely erased, and occasionally a Half-Orc child, or even some Half-Orc families would be seen throughout the Homelands. Because of the prosperity and stability of the post-war High Elven Empire, lone Half-Orcs were not deemed a military threat, and were typically accepted in a variety of settlements and cities, especially if raised in an Allied culture from a young age.

Even still, some Half-Orcs grew up feeling they were constantly being held to a higher standard, especially in formal schooling or organized activities. This led many towards finding their own purpose, often far from the beaten path of a typical Empire citizen. One really can never know what kind of person you might meet when you meet a Half-Orc, as their creativity and passion to do great things leads them into almost any possible lifestyle.

CURRENT & PRESSING CONCERNS

It is not known how many Half-Orcs inhabited the Homelands at the start of the Age of Fire. Census reports find that very few are being recorded in Elendari logbooks of who is arriving in the Exiled Lands, for any number of reasons.

Half-Orcs that belonged to Orc Clans during the Third War were exiled as well, giving the Exiled Lands a surprisingly healthy percentage of Half-Orcs. Many refugee groups are wary of Exiled Races infiltrating their fragile communities, and often shun Allied Half-Orcs, thinking they are spies or infiltrators.

Orc Clans that happen upon a lone Half-Orc, no matter their allegiance, will press with strong aggression due to their cultural hierarchy towards Half-Orcs. In Orc Clans, Half-Orcs are the lowest of the low, used for manual labor and menial tasks. They are seen as disposable, and are given... (continued)

CURRENT & PRESSING CONCERNS (con't.)

...the least effective gear when they accompany war parties. They almost never raise ranks in the Clan, and their children, if they are permitted to reproduce, are also relegated to this low caste. Sometimes a Half-Orc parent who lives within an Orc Clan will secretly abandon their child, or force them to find a life away from the Clan with the hopes that they can have the opportunity to become their best self outside of the restrictive hierarchy.

Lands of Exile