

Half-Orc

Requirements: None

Prime requisite: DEX and STR

Hit Dice: 1d6

Maximum level: 8

Armour: Leather, chainmail, shields

Weapons: Any

Languages: Alignment, Common, Orcish

Half-orcs are the rare offspring of orcs and humans. They are human-like in stature and appearance, but usually have at least one feature that marks their orcish heritage (e.g. fangs or a pig-like snout). Due to the common animosity between orcs and humans, half-orcs are typically outcasts from both their parent cultures, living on the fringes of society and making a living by whatever means they can. Half-orc adventurers are capable combatants and have some skill as thieves.

Prime requisites: A half-orc with at least 13 DEX and STR gains a 5% bonus to experience. A half-orc with at least 16 DEX and STR gains a 10% bonus.

Back-Stab

When attacking an unaware opponent from behind, a half-orc receives a +4 bonus to hit and doubles any damage dealt.

Combat

Half-orcs can use all types of weapons and can use leather armour, chainmail, and shields.

Infravision

Half-orcs have infravision to 60' (see *Darkness* under *Hazards and Challenges* in *Old-School Essentials Classic Fantasy*).

Retainers

Half-orcs often have difficulty gaining the trust of humans and demihumans, due to orcs' chaotic tendencies. Retainers in a half-orc's employ have their loyalty score reduced by one. (This does not apply to retainers who are also half-orcs.)

Thieving Skills

Half-orcs can use the following skills, with the chance of success shown opposite:

- ▶ **Hide in shadows (HS):** Requires the half-orc to be motionless—attacking or moving while hiding is not possible.
- ▶ **Move silently (MS):** A half-orc may attempt to sneak past enemies unnoticed.
- ▶ **Pick pockets (PP):** If the victim is above 5th level, the half-orc's roll is penalised by 5% for every level above 5th. A roll of more than twice the percentage required for success means that the attempted theft is noticed. The referee should determine the reaction of the victim (possibly using the reaction table under *Encounters* in *Old-School Essentials Classic Fantasy*).

After Reaching 8th Level

A half-orc can establish a bandit stronghold, attracting 2d6 apprentices—1st level fighters, thieves, or half-orcs. These apprentices will serve the character with some reliability; however, should any be arrested or killed, the PC will not be able to attract apprentices to replace them. A successful half-orc might use these followers to start a Thieves' Guild.

Half-Orc Level Progression

Level	XP	HD	THACO	Saving Throws				
				D	W	P	B	S
1	0	1d6	19 [0]	13	14	13	16	15
2	1,800	2d6	19 [0]	13	14	13	16	15
3	3,600	3d6	19 [0]	13	14	13	16	15
4	7,000	4d6	19 [0]	13	14	13	16	15
5	14,000	5d6	17 [+2]	12	13	11	14	13
6	28,000	6d6	17 [+2]	12	13	11	14	13
7	60,000	7d6	17 [+2]	12	13	11	14	13
8	120,000	8d6	17 [+2]	12	13	11	14	13

D: Death / poison; **W:** Wands;

P: Paralysis / petrify; **B:** Breath attacks;

S: Spells / rods / staves.

Half-Orc Thieving Skills Chance of Success

Level	HS	MS	PP
1	10	20	20
2	15	25	25
3	20	30	30
4	25	35	35
5	30	40	40
6	36	45	45
7	45	55	55
8	55	65	65

Rolling Skill Checks

All skills are rolled on d%, with a result of less than or equal to the listed percentage indicating success.

Player Knowledge

The referee should roll for hide in shadows and move silently on the player's behalf, as the half-orc always believes the attempt to be successful. If the roll fails, the referee knows that the half-orc has been noticed and should determine enemies' actions appropriately.

