

THE HALF-ORC

ADAPTED FROM JAMES SPAHN'S LABYRINTH LORD CLASS BY JOHN A. LARGE

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Born of tragic and often terrible unions, Half-Orcs are rarely the result of a loving union between their parent races. Half-Orcs grow up as outcasts, ostracised by most for the terrible crime of their birth, this leads many to take up the wandering life of an adventurer. The Orc blood that flows through their veins provides them with advantages that can be very useful to an adventurer.

Taller and bulkier than humans, Half-Orcs typically stand between six and six and a half feet tall and weigh over two-hundred pounds. Their features are crude, typically resembling their Orcish parents, having sloped foreheads and prominent under-bites.



HALF-ORC ABILITIES

WEAPON AND ARMOR RESTRICTIONS

Half-Orcs are proficient with all weapons and armor, as well as shields.

DARKVISION

Half-Orcs can see in the dark as a human sees by day, up to 60 feet, as long as torches or other light sources are not nearby.

LANGUAGES

All Half-Orcs speak Common, Orcish and Giant.

SAVAGE STRIKE

Half-Orcs are blessed with tremendous strength, beginning at 3rd level a Half-Orc receives a bonus to all melee attack and damage rolls as defined by the Savage Strike ability.

SAVING THROW

Half-Orcs save at +2 vs. magic and death.

EXPERIENCE BONUS FOR HALF-ORCS

The 5% experience bonus for Half-Orcs is given for a Constitution of 15+. A character must have a strength and constitution score of 9+ to be a Half-Orc.

HALF-ORC ADVANCEMENT

Level	XP	HD	BHB	ST	Savage Strike
1	0	1	+0	14	--
2	2300	2	+1	13	--
3	4600	3	+2	12	+1
4	9000	4	+2	11	+1
5	18000	5	+3	10	+1
6	36000	6	+4	9	+2
7	72000	7	+4	8	+2
8	144000	8	+5	7	+3
9	280000	9	+6	6	+3
10	560000	10	+6	5	+4