

ORCS

APPEARANCE

Orcs have green skin with orange highlights and speckling. They wear the red marking of the War Fist Clan proudly on their face. The symbol is a closed fist or hand wielding a sword. Some orcs may even have tusks.

RACIAL SKILLS

Orc	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	Free		Hated Foe	The orc upon character creation chooses a hated foe to deal +1 damage with all melee and +5 damage with all numerical damaging spells and prayers permanently. This Hated foe can be any chosen racial type approved by staff. Ex: Horde, demons, elves, fey, changer, etc. The character must roleplay malice towards their hated foe, this does not require one to harm their hated foe but will always show a level of disdain.	Constant		Self	None

Orc	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	4		Leathery Hide	The Orc gains a damage Soak of 1, to a minimum of 1 damage. This Ability may be stacked with any other Skill or Spell that raises a Soak.	Constant		Self	None
	3		Hard Headed	The Orc may call a single Immune to a Waylay effect.	Instant	Instant	Self	Once per Tag
	3		Sundered from Malice	The Orc may dispel a mind effect from any other Target. This may not be cast on Self. The mind effect must be active for this Ability to affect it.	Instant	Instant	Other	Once per Tag
	6	3v	Blinding Disdain	The Orc may become Immune to any 1-3 vigor cost abilities for 1 minute. This skill will not protect their items.	1 minute	Invoked	Self	Once per Tag

Orc	Build Cost	Casting Cost	Ability Name	Ability Description	Duration	Effect	Target	Limit
	4		Unkillable	The Orc may gain either +5 healable Essence for or +10 Natural Armor for 4 build. Armor gained in this way does not count towards total required for damage Soaks. This armor is not repairable, but it does regenerate every tag cycle. Essence gained through this skill does not count toward pool cap.	Constant		Self	None
	3		Protected by Loathing	The Orc may gain the Knowledge Shield. The shield grants Armor as per standard Shield rules.	Constant		Self	None
	3		Perfect Specimen	The Orc may Dissect one dose of either of the alchemical components Horde Saliva or Horde Blood from themselves	Instant	Instant	Self	Once per Weekend