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Half orc half elf dungeons and dragons

If you think about it, drow/orcs are probably the most common kind. Because who says elf-orc breeding can't make something better? It has long been a subject of curiosity among the Dungeons & Dragons crowd on/tg/: if elves and orcs can both successfully interbreed with humans and produce fully viable half-wide spawn, what happens when your partner elf and orc? After all, in Tolkien, orcs were simply damaged elves. In most D&D official media, the official answer is nothing happens, it doesn't work, it just doesn't work, believe us, okay? Kingdoms of Kalamar is not your typical D&D setting. In addition to other unconventional hybrids such as the Half-Gnoll, Half-Dwarf and Half-Gnome, we have the Tel-Amthothlan, a hybrid of eleven and orc also known as the Guruk-vra amonst their orcish relative. According to the typical half-orc, a Tel-Amthothlan is usually born of rape, but in a rarity, male elves are also known to be raped by female orcs to produce more of these hybrids. For the most part, tel-amthothlans look just like regular half-orcs; only their leaner build, elf-like ears and bigger eyes give them away, which is why the existence of the race is not noticed by most any other race in the world. Personality-wise, tel-amthothlans are described as inheriting the strongest mental traits of both precursor races, making them more dangerous than either, as this marries elves creativity and curiosity with orcish greed and violence. A tel-amthothlan is described as the kind of sadist who set fire to a farm in the middle of the night to see if the sleeping people inside wake up and escape. Ironically, despite the elves hatred of orcs, the respect for their own bloodline means elves are not violent against the existence of tel-amthothlans. Of course, this does not mean that they like them, only that their kinship is recognized; a tel-amthothlan born in elves communities is not normally killed at birth, and when they meet, elves treat them as distant relatives - polite and with courteous, but with no real sense of friendship. This is a truly unique race, and unfortunately it is a concept that has never appeared in any other environment. That's really unfortunate, because there's a lot of inherently interesting ideas that you could do with elf-orcs. Beyond that, they also make a lot of sense; drow hold many orcs as slaves, and as everyone knows, the female drow are hardly the prettiest to their bedfellows. Granted, there's never been anything explicit about eating their men, but it's canon that they get rid of them once they get bored. It's not exactly a piece of imagination to imagine male drow taking orcs as concubines in response; Whatever flaws they have, at least they're not female drow. +2 Agility, -2 Intelligence, -2 Charisma Medium Base Speed 30 feet Low-Light Vision Orc Blood: Treat as an Orc for all racial effects keying off off Race +1 racial bonus on saves against Enchantment school spells and spell-like skills +1 racial bonus on Listen, Spot and Search controls Favored Class: Fighter Obviously, this is not much mechanical. How does it compare to the Half-orc? Well, you've exchanged a Strength bonus for an equivalent Dexterity bonus, and you've been relegated from Darkvision to Low-light vision, but you've also gained +1 to save vs. Enchantments and +1 to perception skill checks, which is more skill bonuses than the half-orc got. So... mediocre, but not as terrible as the 3.0 half-orc. Edit Share Average height5'0\u20126'10 (1.5\u20122.1 m)Average weight 154\u2012201\u2012243 lb (69.9\u2012201\u20122199 kg) Average height4'7\u20125'2 (1.4\u20122.2 m)Average weight114\u2012201\u2012239 lb (51.7\u2012201\u20122181 kg) Half-orcs were humanoids born from both human and orc ancestry by a multitude of means. With the combined physical strength of their orcish ancestors with the dexterity of their human, half-orcs were formidable individuals. [6] Although they were often shunned in both human and orcish society for different reasons, half-orcs have proven themselves from time to time as worthy heroes and dangerous villains. Their existence involved an interesting backstory that most people don't want to dwell on. Description[edit | edit source] A typical male half-orc. Half-orcs were, on average, somewhere from 5'9 - 6'4 (1.75 - 1.93 meters) in height and usually weigh around 155 - 225 pounds (70 - 102 kg) [7] making them a little bigger and stronger than humans on average. Most half-orcs had gray skin, jutting jaws, prominent teeth, a rolling forehead,[8] and coarse body hair, allowing them to stand out from their human brethren, even though their canines were noticeably smaller than an orc's full-blooded tusks. [7] Half-orcs as thusdien seemed bestial to humans, although among the orcs they were considered as human-like physically. [9] Half-orc hair was most often black, although it became gray very quickly with age. In general, half-orcs do not live as long as humans, mature by the sixteenth of years and often die before the age of sixty. [10] Half-orcs that have lived under orcs have often incorporated the common orcisht tradition of ritual scars. Half-orcs with such a background did not look at scars as signs of shame or as unattractive spots, but rather as brands of pride showing their skill and courage in battle. On occasion, however, the scars were used for a darker purpose, with orcs marking half-orc slaves with scars in the same way a rancher might mark cattle. [11] Half-orcs had shorter lifespans than humans, achieving maturity slightly earlier and rarely living longer than seventy-five years. Personality[edit | edit source] Like other half-breeds, half-orcs combined the nature of both sexes into a unique whole, a trait that extended to their mentality and their physical Like humans, half-orcs were fast in action, tenacious and bold, and possessed an adaptability that was unusual among most breeds. This was useful for the race given that they were considered outsiders just about everywhere; they had the ability to thrive in unwanted or unusual locations, which was a necessity for the well-being of half an orc. [10] From their orcish blood, half the orcs typically took less desirable qualities, adding to the discomfort others often felt around them. Few half-orcs had the patience for the etiquette or protocol that civilization has often imposed and were far from silent on their opinions on the subject. As a result, half-orcs were often seen as disincentives, a reputation accentuated by the orcish love of physical pleasures such as eating, drinking, or dancing. Impatient and bad-tempered were stereotypes that weren't too far off the mark for most half-orcs, but these qualities aren't necessarily negative. Sometimes a brash and straight-to-business attitude is just what is needed. [10] The half-orc personality tended to be short-tempered and sullen, although half-orc mental abilities have often been underestimated and they were significantly more cunning than thoroughbred orcs. [9] More often than not, half-orcs preferred simple pleasures such as parties, singing, wrestling, or wild dancing to sophisticated pursuits such as poetry or philosophy. Most half-orcs were free-spirited as their orcish brethren, although they had less of the evil tendencies that tainted the reputation of the orcs and were as likely good as they were evil, at least when raised among men. [8] Combat[edit | edit source] A half-orc with sword in hand. Half-orcs had a strength unusual for most people, although similar to orcs. Half-orcs are less durable than their thoroughbred relatives, however, although they tend to be more agile and indeed, more durable than most other humanoids. Half-orcs also had a resilience unique to them

and when seriously injured, just seem all the more determined to win, as if the blows had, in fact, empowered them. Similarly, all half-orcs were able to channel their wild rage into a powerful attack. However, these qualities were only temporary and like any other mortal, half-orcs would eventually tire as a fight progressed and could be physically broken. [10] Half-orcs were also agile, loading fast when their anger was aroused. [10] For some half-orcs the conflict developed from their two legacies into something more, becoming the very essence of their being. [12] Other half-orcs gained a thirst for battle that allowed them to weather by stroke longer than most stood suitably, making them both more resilient and [13] It has been said that the half orcs could see perfectly in pitch black of underground caves or the darkest nights, as a pitch. [11] Whether this for some is uncertain, although it is not a quality most half-orcs exhibited, which instead had only an elf-like ability to see well in low light conditions. [10] Half-orcs were also known to be unintelligent and, although this was not true for the entire race, it was a clear trend in some populations. [11] Society[edit | edit source] Culture[edit | edit source] Half-orcs had no home to really call their own in most places, except Palischuk in Vaasa, where a half-orc community flourished. There was also the possible exception of Many-Arrows, an orcish kingdom whose borders were laid along several human nations. As such half-orcs had no common culture. Most half-orcs grew up between people or orcs, either in urban environments or - more often - along the edge of civilization, taking many of the qualities of their home culture. The majority of half-orcs born since the Spellplague had half-orc parents, rather than first-generation half-orcs, although it is still not entirely uncommon for a half-orc to be born from an orc and human coupling, either by consent or rape. [10] In most culture, half the orcs suffered disadvantage. Within the land of their human ancestors, half-orcs were often seen as wild criminals and looked down on. As a result, most half-orcs in human society were forced into menial labor or violence for a career. Some chose to take on the life of an adventurer, perhaps only as another acceptable means of wealth and power or sometimes as a way of shedding the shackles of other people's perceptions. [10] Within ORC society, half-orcs were often looked down as weaker and inferior creatures, but generally they tended to fare better. Most orcs reluctantly recognized the superiority of the half-orc's intellect as well as their similar strength. As a result, it was not entirely unusual for a half-orc raised under orcs to rise to a position of power within his or her tribe. [10] Half-orcs that lived among humans were often drawn to adventure simply because few opportunities were present to them for less-violent occupations. Pressured into martial lifestyles and rejected by polite society, half-orcs often only found acceptance among other races by proving their value as adventurers. Also the only friends a half-orc was likely to make were other adventurers, often an outcast of sorts. [11] Religion[edit | edit source] A male half-orc paladin. Half-orcs who lived under orcs often took to worshipping the orc pantheon, sometimes with even greater zeal than their orcish the sense of need to prove worthy. Half-orcs raised among humans, on the other hand, typically worshipped other gods including Garagos, Hoar, Loviatar, Malar, Talona, and Tempus. Tyr was also often worshipped by many half-orcs prior to the death of the god. [14] Homelands[edit | edit source] Half-orcs had no real home at home their own, with the possible exception of the town of Palischuk in Vaasa, a ruin rebuilt during the Era of Unrest by half-orc settlers. Another city with a large number of half-orc members was Phsant in Thesk, which had strong ties to the grey orcs of the east. Half-orcs were also common in Northwest Faerûn,[15] particularly the nation of Many-Arrows,[16] nor were they completely uncommon in Amn, by Moonsea, or in Waterdeep. [15] Relations with other races[edit | edit source] Half-orcs often had bad relations with other races, particularly tel-quessir or dwarves, because of mutual racial mity. Halflings and leprechauns are also typically distrustful of half-orcs, although not to the extent of dwarves or Tel-quessir. Even among their human brethren, half-orcs were generally distrusted or feared. [11] Half-orcs responded to this distrust in a number of ways. Some half-orcs will fall into introverted behavior, trying to attract as little attention to themselves as possible in a way paradoxically to the image of dashing barbaric half-orcs typically calling. Others have done their best to do good to others, either out of sincere charity or simply a desire for approval and acceptance. Some half-orcs have not taken either approach, accepting who they are and instead will give others no choice but to accept or depart them. [11] The problems that their legacy has brought them teaches most half-orcs to be distrustful and suspicious. Some half-orcs had as much difficulty forming bonds with others as other breeds have had to accept, making friends with great difficulty and losing them with much greater ease. [17] History[edit | edit source] Half-orcs have existed in the world for many, many centuries, although like most half-breeds they have never had an independent cultural history. Half-orcs of historical note have made their influence not by a civilization of their own, but by excelling at what path they have taken within the culture of another people. [17] Since the Era of Upheaval, however, half-orcs have somewhat more come to them, with the creation of Many-Arrows by Obould in 1371 DR. Since then relations between orcs and humans have eased, as have the circumstances from which half-orcs are born. [16] Remarkable Half-orcs[edit | edit source] Appendix[edit | edit source] Further Reading[edit : edit source] External Links[edit | edit source] References[edit | edit source] ↑ 1.0 1.1 1.2 Jonathan Tweet, Monte Cook, Skip Williams (July 2003). Handbook of the player v.3.5. (Wizards of the Coast), pp. 18–19. ISBN 0-7869-2886-7. ↑ Gary Gygax (December 1977). Monster Manual, 1st edition. (TSR, Inc.), p. ISBN 0-9356-9600-8. ↑ Richard Baker, James Wyatt (2004). Spelersgids voor Faerûn. (Wizards of the Coast), blz. 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Verbindingen[edit | edit source] Ethnic GroupsFaerûn: Arkaiun • Bedine • Calishite (Djen • Tethan) • Chondathan • Chultan (Tabaxi, Eshowe, Thinguth) • Damaran • D'tarig • Durpari • Ffolk • Gur • Halruaan • Illuskan • Imaskari • Lantanna • Mar • Maztican • Mulan • Nar • Netherese (Eraka, Marsh Drover, Shadovar, Tunlar) • Rashemi • Raumviran • Rengarth • Shaaran • Sossrim • Talfir • Tashalan • Tethyrische • Turami • Ulutiun (Angulutiun, Ice Hunters, Iulutiun, Nakulutiun) • Azuposi • Dog People • Green Folk • Metahel • Nahopaca • Nexalan • Payit (Itza)Taan: Commani, Dalat, Fankiang, Gur, Guychiang, Igidujin, Kashghun, Khassidi, Naican, Oigur, Pazruki, Quirish, T'aghur, Tsu-tsu, Tuigan, ZamogediKara-Tur & Malatra: Bavanese & Bertanese • Bawani • Han • Issacortae • Koryoan • Kozakuran • Kuong • Nubari • Pazruki • Purang • Seng • Shou • Tabotan • Tayanulchi • Wanese • Wu-haltZakaihara: ZakharanRelated Races Community content is available under CC-BY-SA unless otherwise noted. Noted.

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