



Amazing Races: Half-Orcs!

NEW RACIAL OPTIONS FOR USE WITH THE PATHFINDER® ROLEPLAYING GAME

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Racial Feats and Racial Character Traits

Several new feats are featured below for members of the half-orc race. These feats list the race in their prerequisites, prohibiting other races from taking them. Also presented below are a number of racial character traits, first introduced in the *Pathfinder*[®] *Roleplaying Game:* Advanced Player's GuideTM

Half-Orc Feats

BASTARD OF BOTH WORLDS

Tumultuous time spent in both human and orc communities has left you with a better understanding of who you are.

Prerequisites: half-orc

Benefit: You may choose and gain the full benefits of any single alternate human or orcish racial feature (but never standard racial features). For example, you may gain the Eye for Talent human racial feature, or the Feral orcish racial feature.

MIGHTY RIDER

Your mount can sense your confidence, and shares it.

Prerequisites: : Beast Rider*, orc or half-orc

Benefit: A mount that you ride and control is never affected by fear effects unless you are also affected by an effect of the same magnitude or better. For example, your mount cannot be made shaken while you ride it unless you yourself are also shaken, frightened, panicked, or cowering.

PRIMAL ARCANA

Your arcane magic speaks to your savagery.

Prerequisites: : arcane spellcaster caster level 1st (see "Special"), half-orc

Benefit: Choose one spell from either the ranger or shaman spells list and add it to your list of arcane spells known. This is in addition to the number of spells normally gained at each new level in your arcane spellcasting class. The level of the ranger or shaman spell that you select is unchanged, and must be equal to or lower than the highest-level spell that you can cast. Once made, the choice of spell cannot be changed.

Special: You may only select this feat if you possess levels in a class whose arcane spellcasting is derived from a limited list of spells known, such as a bard, bloodrager, or sorcerer. You can gain this feat multiple times. Its effects do not stack. Each time that you gain this feat, you may choose to add another spell to your list of spells known.

*: See the Pathfinder® Roleplaying Game: Advanced Race Guide

Half-Orc Spell

Half-orcs have access to the following spells.

Biter's Bane

School transmutation; **Level** magus 1; sorcerer/ wizard 1

Casting Time 1 standard action **Components** V, S, M (a pinch of sugar) **Range** close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round/level

Saving Throw Fortitude negates; Spell Resistance yes

You inflict tooth pain upon the target; whenever the target deals damage with a bite attack, it receives 1d8 points of nonlethal damage. Biting creatures without teeth (such as man-eating plants or insects that bite with mandibles) never receive damage from this effect.

Flame of Fury

School enchantment (compulsion) [emotion, fire, mind-affecting]; **Level** bard 2, cleric/oracle 2, magus 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 2 minutes or until discharged (see text) **Saving Throw** Will negates, Reflex partial (see text); **Spell Resistance** yes

You invoke an inner flame of wrath and fury within one creature's mind and spirit. While under the effects of this spell, the affected creature's melee attacks deal 1 additional point of fire damage. With each fiery strike, the creature's inner flame burns brighter, eventually culminating in an outpouring of flame. After dealing a total of at least 12 points of fire damage in this way, the spell is immediately discharged with a fiery outburst, dealing 1d6 points of fire damage per level in a 15-ft. radius burst centered on the affected creature. Creatures caught in the blast) are entitled to a Reflex saving throw for half damage (including the creature affected by flame of fury, who gains a +4 bonus on the save).

Half-Orc Character Traits

BANISHED AT BIRTH

You have long sought after a place to belong. **Benefit:** You may select the Bastard of Both Worlds feat (see above) multiple times. Its effects do not stack. Each time that you select the Bastard of Both Worlds feat, you may choose and gain the benefits of a new human or orcish racial feature.

HALF-BLOOD'S SHAME

You bitterly resent one aspect of your parentage. **Benefit:** Choose one race: humans or orcs. You gain a +1 trait bonus on attack rolls against members of the chosen race. If you gain the favored enemy class feature, you must select the relevant Humanoid subtype before any other favored enemy.

Alternate Racial Traits

As described in the *Pathfinder*[®] *Roleplaying Game: Advanced Race Guide*TM, alternate racial rules allow you to exchange standard racial traits for new ones, such as those presented below.

Blood Honors: Auspicious star-signs or mighty deeds mark some half-orcs for greatness among orcs. When interacting with orcs, a half-orc with this racial trait may use his Strength modifier in place of his Charsima modifier when making Diplomacy or Intimidate skill checks. At the GM's option, these benefits may extend to interactions with members of other races who value strength above all else.

This racial trait replaces both the intimidating and weapon familiarity traits.

Hordeling: Half-orcs with this racial trait gain an additional +2 bonus on skill checks when they benefit from an allies' aid another action.

This racial trait replaces the intimidating trait.

Marsh Strider: Adapted or forced to dwell in remote and swampy marshlands, half-orcs with this racial trait gain low-light vision and can move through shallow bogs at full speed.

This racial trait replaces the darkvision trait.

Racial Archetypes

As described in the Pathfinder® Roleplaying Game: Advanced Player's GuideTM, archetypes are variant sets of class abilities which modify their corresponding base classes via the use of alternate class features. When a character selects a class, he must normally choose to use the standard class features found in the class's original source – the exception is if he chooses to adopt an archetype. Each alternate class feature presented in an archetype replaces a specific class feature from its parent class.

When an archetype includes multiple alternate class features, a character must take them all – often blocking the character from ever gaining certain standard class features, but replacing them with other options. All other class features of the base class that aren't mentioned among the alternate class features remain unchanged and are acquired normally when the character reaches the appropriate level, unless noted otherwise. A character who takes an alternate class feature does not count as having the class feature that was replaced for the purposes of meeting any requirements or prerequisites.

A character can take more than one archetype and garner additional alternate class features, but none of the alternate class features can replace or alter the same class feature from the base class as another alternate class feature. Racial archetypes are typically available only to members of the indicated race, though such options rarely interact with the racial traits of that race.

THE BLACKBLOOD ADVOCATE (Half-Orc Cleric Archetype)

- A half-orc knows better than most that finding redemption in a world that wishes to see you as nothing but a monster is a trial only the strongest in spirit can overcome. A blackblood advocate seeks to help orcs and other "monsters" find a redeeming path.
- A blackblood advocate has the following class features.

Alignment: Any good.

- **Bonus Languages:** A blackblood advocate's bonus language options always include Aklo and Undercommon. These choices are in addition to the bonus languages available to the character because of his race.
- **Might Makes Right (Ex):** A blackblood advocate gains Intimidate as a class skill, and gains Intimidating Prowess as a bonus feat. When interacting with orcs, a blackbood advocate may use his Strength modifier in place of his Charsima modifier when making Diplomacy skill checks. At the GM's option, these benefits may extend to interactions with members of other races who value strength above all else.

This ability replaces one of the cleric's domains.

Whatever it Takes (Ex): A blackblood advocate can suppress his aura class feature as a move action. The cleric can keep the ability suppressed by spending a swift action each round thereafter. While the cleric's aura is suppressed in this way, he can cast spells with the chaotic and lawful descriptors, even if his deity's alignment would normally prevent him from doing so.

- **Spare the Fallen (Su):** At 5th level, whenever a living creature within 30 ft. of a blackblood advocate drops to -1 hp or less and falls unconscious, the cleric may, as an immediate action, speak a few words honoring the fallen creature. If he does, that creature gains a *sanctuary* effect and stabilizes immediately. This *sanctuary* effect immediately ends if the creature regains consciousness.
- This ability replaces the increase to channel energy gained at 5th level.
- Intimidating Demands (Ex): At 8th level, the blackblood advocate can attempt to cow all living opponents within a 30 ft. radius burst with an Intimidate skill check, performing a show of intimidating strength and superiority as though making a demoralize attempt against each foe within range. Creatures so demoralized are not shaken, but instead recoil in fear for 1 round, gaining the cowering condition. If any creature affected by this ability is attacked by the cleric or any of his allies, the effect is immediately broken for all creatures affected. This ability is often used to broker at least a moment of peace or parley in battle. Once a creature has been affected by this ability (whether or not the blackblood advocate is successful in cowing that creature), it may not be affected again for 24 hours.
- Shepherd of Strength (Su): At 15th level, the blackblood advocate gains Leadership as a bonus feat. If the ceric already possesses the Leadership feat, he may choose to use his Strength modifier in place of his Charisma modifier when determining his leadership score. Additionally, the cleric takes no penalty to his leadership score when recruiting a cohort of a different alignment. This ability replaces the increase to channel energy gained at 15th level.

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