

The Orc

Name: Dirge Songheart

Look: Very Small Eyes, Hunched Body, Unusual Clothes, Strange Physiology

Agenda: Be Brave, Take Risks; Tell Us Of Your People; Improve The World Around You; Fix The System, By Any Means Necessary

Stats

☐ **Blood** +2

☐ **Courage** -1

☐ **Grace** +1

☐ **Sense** +0

☐ **Wisdom** +2

Moves

Core

The Fires of Industry: *As long as you have enough time and destroy something in the process,* you can always craft an Orc-made weapon of your own design. Orc-made weapons are Clumsy in any hands but an Orc's, and they are ugly to all but Orcs. The weapon is Melee. Weapons you make are not added to your Gear - they are temporary and must be replaced if lost or damaged.

Dishonor Before Death: *When you strike out against an equal with intent to kill,* you may roll to Finish Them without holding an advantage over them. *If you do,* break your weapon.

What Is An Orc?

Spawn Of Darkness: Your people are fungal in nature well suited to the darkness and damp. You can 'see' perfectly in the dark, and your body is quite unlike those of flesh and blood. The Drunk tag never applies to you, and you are immune to poisons and diseases that would harm anyone else.

Custom

Brutally Cunning: *When you Keep Them Busy by lashing out with your weaponry,* roll+Blood instead of +Courage. *When you Keep Them Busy in this way, on a 12+,* you deal damage to a stat that makes sense.

Self-Orctualized: Choose two options from the final list of your Gear. Both of these options are added to your Gear permanently. You cannot take an option you took during initial Gear selection

Shaman: *When you draw upon the hidden power of the Orcs,* choose a spell from below, then mark it. You cannot use a spell while it is marked. *When you Fill Your Belly,* you may use 1 extra Food to remove a mark from one spell. *When you Recover,* remove all marks on your spells.

- ☐ **Seance:** Ask a single question about anything, and immediately receive two answers - one is true, one is false, and you know not which is which.
- ☐ **Smell Dangers:** Use this when you become ambushed or surprised to react just before that happens.
- ☐ **Bound By Blood:** Leave your bloody mark upon someone's skin. You can remove the mark at any time to appear at their side instantly, leaping out of the mark.

Gear

Strange jerky (Food, 3 Uses) ☐☐☐

Orcish moonshine (2 Uses, Food (*only for Orcs*), Drunk: *Grace + Wisdom*, Vigor: *Blood + Sense*.) If you stuff a rag in it and set it on fire, replace it's tags with Ranged and Dangerous. ☐☐

My best friend (**big lug**, brains, or little guy)

Some loot (1 use, Precious) ☐

Cunning as can be (2 uses). Use this to instantly Look Closely without rolling, asking two questions from the list.

Tough as nails (2 uses, Armor) ☐☐

Strong as an ox (2 uses). Use this to smash through a wall or a door. ☐☐

Non-Gear

An axe made of beetle carapace (Orc-made, Melee)

A crude sword chipped out of flint (Orc-made, Melee)

Companions

Grubnak (big lug)

Bigger'n You ☐

Tough As Can Be ☐

Bonds

_____ seeks power like mine, but is not yet ready.

_____ and I are bound by blood, shared or otherwise.

I have destroyed something that _____ loved.

_____ thinks me a savage, I will show them how savage I can be.

Grubnak and I have been friends since we were sporelings.

Advancement

☐ Increase your Courage or Sense by 1.

☐ Increase one of your stats by 1 (to a maximum of +3).

☐ Gain another Orc Custom

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☐ Choose a single option from up to two other player's Gear lists. Those options are added to your own Gear permanently.

☐ Share one of your moves with another player.

☐ *You have Changed.* You must have at least four other advances already marked to mark this advancement. When you Change, choose a destiny you meet the requirements for and gain its first move.